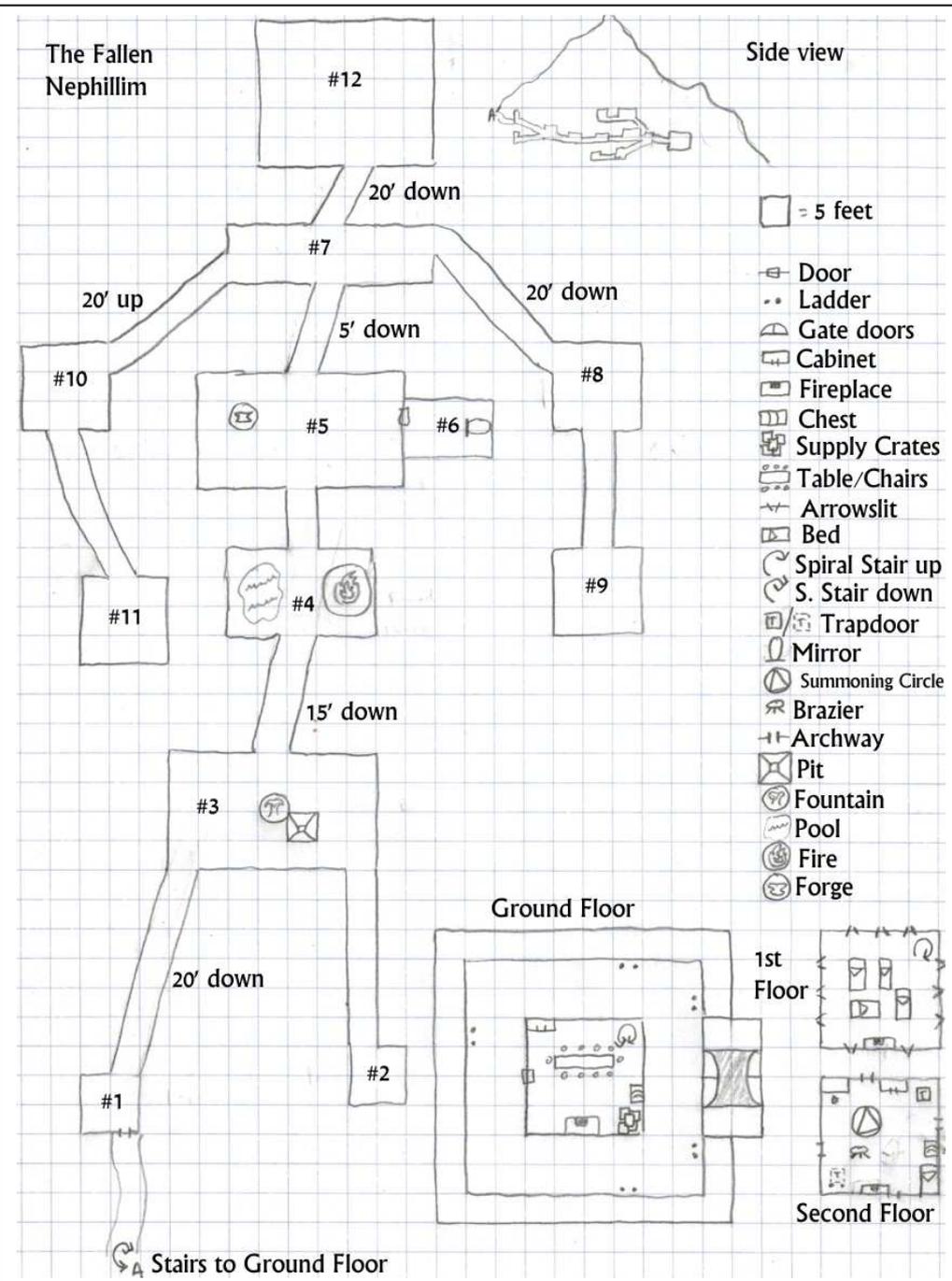


The Fallen Nephillim: Bones of the Earth by Ben McFarland.



Background: Long ago, servants of the gods took mates from the mortal races of the land. Some of the children of these unions became the Nephillim, great giants of immense power. As some of these Nephillim rebelled, lost great duels, or failed in some divine quest, they fell from the sky, crashing into the earth and leaving their great skeletons in buried monument. Even so, their might was such that a glimmer of their being lived on, even in this reduced and imprisoned state.

This dungeon is one such being—whether it has a divine, infernal, or primordial bent is uncertain. Strange, warped creatures roam the mountains above its burial place. A wizard built a tower over the entrance he bore into the Nephillim's bones, and even now delves through them, seeking a way to commune with the great soul and utilize its latent power.

Teleportation works within the skeleton, but not out of it. Those attempting to teleport simply fail; wasting their action. The creatures within the skeleton are aspects of the Nephillim, and may show infernal, divine or primordial templates. They will reappear a week later if slain.

Lighting:

Within the tower is shadowy illumination. Within the Nephillim there is only the light brought by explorers, or as per the room.

Surface Wandering Monsters: d10

1. Mongrelmen gathering firewood
2. Infernal giants, hunting for food.
3. Primordial deer or boars of huge size
4. Celestial spirit, whispering of the tower
5. Mongrelmen, armed for battle & angry
6. A giant envoy, seeking an alliance
7. Dwarven merchant, very greedy
8. Bones of a previous battle
9. Landslide as mountain shudders
10. Heavy snowstorm, driving to the gate

Tower Key

1. **Ground Floor:** This is the gatehouse and wall, along with the dining hall and supplies for the guard tower. The wizard employs a motly pack of 10 mongrelmen to stand watch and hold the entrance to the Nephillim. Fanatically loyal, they fight to the death, setting fire to the tower if all hope is lost.
2. **1st Floor:** The mongrelmen sleep here. The shuttered arrowslits permit attacking into the courtyard. None would dream of going to the Wizard's sanctum.
3. **2nd Floor:** This is the Wizard's laboratory and sleeping quarters. The windows are warded with glyphs, and he occasionally goes to the roof to make astronomical observations—to determine when it is best to attempt communicating with the Nephillim. All of his notes are in the cabinet by the stairs.

Nephillim Key (A long stair, blocked by a locked gate, leads to point "A" from the ground floor of the Tower)

1. **Entry Foot:** The whole complex is made of white marble, veined with gold. The walls vibrate to the touch. A pile of marble rubble covers the floor here.
2. **Foot:** The air is warm and fresh here. This Nephillim often flew, and those that kneel in a prayer to his sire may fly for three rounds in the next 24 hours.
3. **Bowels:** A fountain of cool water pours into a deep pit. A black pudding lurks in an alcove within the pit. The fountain's water eliminates fatigue 1/day.
4. **Guts:** A pool of acid reflects the dancing flames of a giant fire elemental. Sacrificing an item of value in the acid buys passage. Fire cinders are rubies.
5. **Heart:** An Azer & Salamander work the forge here. Those who best them in a challenge may use the forge to improve an item or open the door to #6.
6. **Secret Chamber:** A marilith lies waiting here. Those who reveal a past betrayal may look at the mirror & see any one place, object, or person they seek.
7. **Neck/Throat:** A great vortex threatens to throw those who cannot fly or without proper strength of will down to #8 or #10 to face the guardians there.
8. **Shield Shoulder:** Four Shield Guardians stand here, posing a moral quandry to those who enter. Answers either prompt battle or permit passage to #12.
9. **Shield Hand:** This room is bright and comforting. Those who kneel, pray here, & leave a sacrifice gain a bonus to defense 3 times in the next 24 hours.
10. **Sword Shoulder:** Caratyd columns stand in the corners, asking who is the Nephillim's greatest enemy. Answers prompt battle or passage to #12.
11. **Sword Hand:** Those who drive a weapon into the floor here may imbue another weapon with an aspect of its power 1/day until a year has passed.
12. **Mind:** Those who sacrifice a thing of great value commune with the Nephillim, learning its lore. A potent Inevitable attacks those who are not generous.