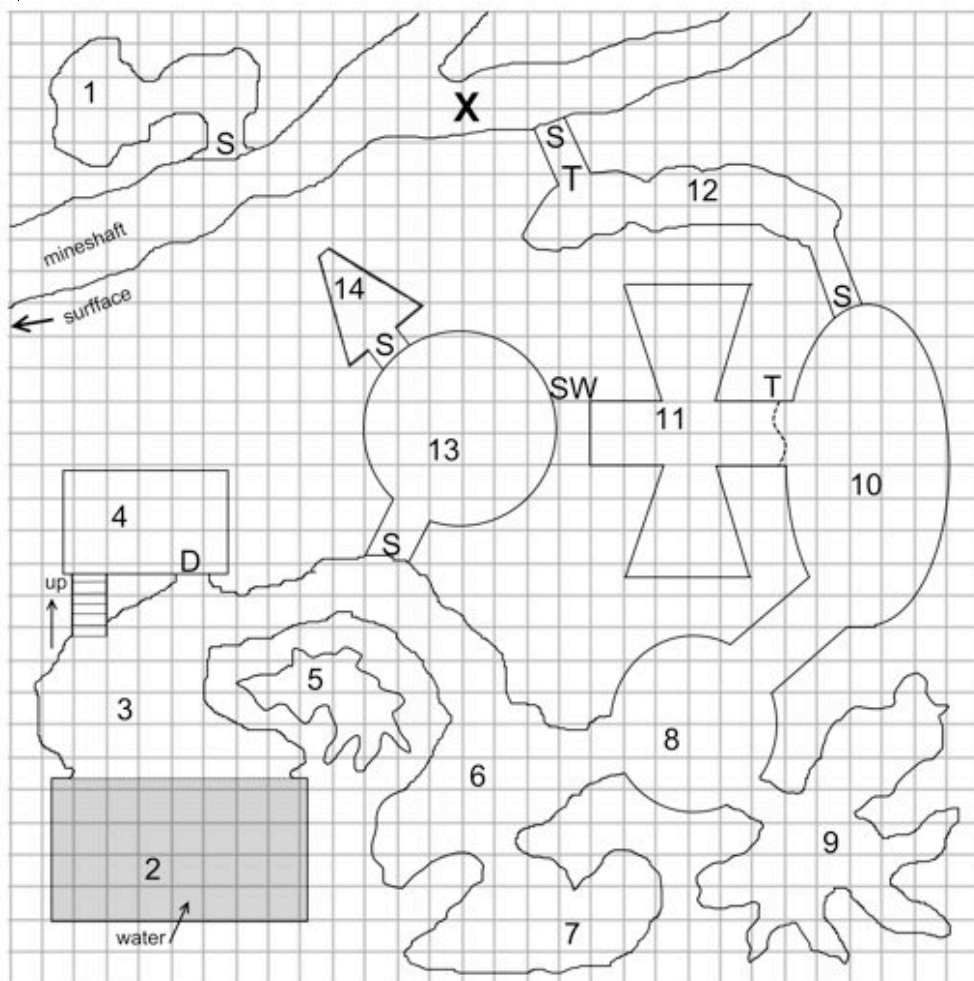


A Ghastly Vintner – Level 5-7



Light - complete darkness throughout

Floor - uneven throughout

Legend

S – Secret Door

SW - Shifting wall

T - magical trap vs non-undead

X – Pit in floor

The recent disappearance of miners and guards are due to the mine's new resident - Xochun, an ancient mummy bent on regional domination via an army of undead.

Taking an organized approach to the depraved project, he has toiled long and hard to set up a mummification factory of sorts, but has so far gained more ghastrs than mummies. He eagerly awaits the hapless adventurers he knows will come, some of which should be intelligent enough for eventual mummification!

He is a patient villain though, willing to bide his time while his nascent army grows.

Room Key

- Harvest Hall:** Chamber's contents are automatically teleported to water's surface of Tasting Pool, one full round after first entry into this room.
- Tasting Pool:** Desecrated chamber and water(30' deep) with only finger holds around edges. Lacedons prevent drowning and funnel captives to ghastrs of the Decanting Chamber in an orderly fashion. Minimal treasure on bottom (dropped items).
- Decanting Chamber:** Here the captives are typically stripped clean, bound and paralyzed by the ghastrs, the largest of which holds the key to the iron grate door of the zombie cell and can call for shadows (druid) to help subdue unruly captives. Minimal peasant treasure in chests + abundance of manacles and rope.
- Waste Solids Dump:** Rejected captives are tossed in here from top of stairs. A dozen or so zombies reside here.
- Storage Vat:** Half a dozen or so shadows dwell in this natural pit.
- Yeasting Chamber:** Victims are poisoned (causes hallucinations) by one of druid's pet vipers (4-6) and bound to a wheeled cart.
- Cooling Cave:** Druid's (or monstrous shaman, snake charmer, etc.) and viper's lodgings. Moderate treasure + herbs.
- Racking Hall:** Here the victims are winnowed by the mummy, the distinctly intelligent are moved to the Fermentation Hall, the cunning are slain by ghastrs to swell their ranks, and the rest are used as food for ghastrs and zombies.
- Ghastly Servant's Quarters:** A dozen or more ghastrs dwell here, with ghoulish slaves. Moderate treasure, including prized weapons + armor from victims (possibly in use).
- Fermentation Hall:** Here the cream of the crop begin the mummification process, by infusion of noxious fluids stored in large vats (possibility of very recent victims, 1-2 hours, might be saved).
- Clarifying Chamber:** Here the mummified are wrapped and desecrated for eternity. Abundance of bandaging medium.
- Mummy's Little Helper:** A spectre resides here, overseeing the operation and assisting where needed.
- Showcase:** The mummy's lair, sarcophagus on stone pedestal. Significant treasure including prized trophies of recalcitrant victims and shrunken heads. He bears a ring of fire immunity.
- Altar of Evil:** Dusty room of permanent darkness and desecration (boon to all undead). Bas reliefs on walls depict the secrets of the mummification process.