# THE FAUX-ASIS

A journey of discovery by Eric Lyonford

# DEEP IN THE DESERT OF HAR KALRAM

The cult of Shahlizee built a death trap in the form of an illusory oasis. Victims fell down a shaft to a real pool, only to have their life leeched out of them by a cursed obelisk.

The cult withered to nothing long ago, yet the illusion persists. Local tribesmen, the Yamalnas, have taken advantage of the cool water far below the burning sands. They have scribbled instructions to escape the trap above the door exiting the pool, and burrowed a tunnel to the surface from the shallowest passages.

### The wounded shepherd

Arnajarih, the local chieftain's brother, has sought shelter in the exit chamber after being waylaid by bandits on the Eastern Road. While his attackers took his herd and much of his wealth, he escaped with his most prized possession, a golden idol of Altar Mukta, patron of his people.

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#### A GREAT DARKNESS

The shadow demon Farwah is interested in the interlopers, and comes to investigate. It longs for the return of the cult and will ask the group to either sacrifice themselves or others "for a greater purpose". It may stoop to empty promises of power in exchange for an offering.

## SHADOWS ATTACK!

The first way out is blocked by a cave-in; the second way out has a simple falling block trap set in it; the third is open but leads to vestiges of the site's evil past. Malign shadows, one for each adventurer, slide out of the gloom to claw at the vessels of life that have entered their domain.

#### ALIEN GLYPHS

Strange symbols arc above a locked stone door. Graffiti, a verse written in the local language, frames each glyph. Someone familiar with occult symbols can easily decode the glyph sequence. Alternatively, anyone who knows the local dialect can read the instructions. Those unschooled in either subject risk accelerating the life draining effects of the shrine.