

Sky-Stone-River-Place

The path of the PCs crosses a river.

The river plunges from the arches and columns of a vast temple. A high-columned facade cut from living rock.

At some point the river must have changed its course and driven straight through the temple to emerge in a torrent from the open portals of its black and empty facing.

The river curls past sand meander, upon which are a cluster of unexpected lights and five groups who argue with each other silently and by sign.

Outside the Temple

The Lights

On the beach, amongst the lights, lie bodies on the sand.
An argument is taking place. As the PCs emerge, every eye
turns their way.

A Lightless Group Of Olm

About thirty pale Cave-Salamander people who bear no
lights. Male, female and a group of children.

Their obvious leader is [Lough Mask](#).

Near-Black Infra-Red Candle Lamps

A woman masked in porcelain, with negative-image black
skin and fine white hair like flames.

Fear emanates from her. A naked tattooed slave translates
from her language.

This is [Montagne Noir](#) - an Aelf-Adal silk trader who's
goods are within the temple.

Bright, soft, white Carbide Lamps

A clanking cold-eyed Under-Dwarf. Bald-headed with a black bristly beard. Heavily armoured for an under-traveller.

This is [Ghar Hassan](#) – a Dvargir trader who's goods are within the temple.

Butane-Blue Fire Spirit Bound in a Lamp

A vile figure with twisted bone and tangled lumps of turgid flesh beneath their skin. Yet well appointed, protected by weeping hook-armoured guards and attended by cringing slaves.

This is [Resumidero de Toxin](#), a Knotsman who's goods are within

Yellow-White Whale-Oil Lamps

Here strides a plump (for the Underworld) and flailing human with the silvery skin of one from the Isles of the Imprisoned Moon.

With him are some rather truculent-looking White Pack Apes.

This is [Chichicasapan](#), a trader from the Nightmare Sea who's goods are within.

The Watchers

Lough Mask

Olm are all blind. He will stroke your face with hyper-sensitive fingertips and smell you. Before he speaks to you he will give you an Olm-Name based on your manner, stance and the shape of your face.

He wants his home back.

His tribe live in Sky-Stone-River-Place. They keep goods safe for merchants. The temple is a dark spiderweb of stone above a rushing river. The Olm allow no lights inside and no-one else can find their way around.

All Olm are semi-amphibious, if they end up in the river they just let it wash them outside, walk up on the beach and climb back inside. Something has gone wrong. Some Olm said they felt lights. People started to die, no-one understands how. The Merchants sent slaves and Apes inside. Lough Mask has sent braves. Only crushed and poisoned bodies have washed up. There are four lost young Olm inside, 'Soft Skull, Hard-To-Catch, Ears-Up and Strong-Jaw. He wants his home back, his children back and his people safe.

If you look over, you can see the Olm children in the centre of their group. They seem unaware of the emergency. They are idly throwing bits of rock back and forth and catching them without looking, leaping up and swinging back and forth on outcroppings of rock.

Montagne Noir

Her slaves are naked and their race can no longer be determined, but there are no Dvargir amongst them. They wear no chains. If you approach them they will look away. If you touch them they will curl into a ball and scream.

Cultured, intelligent, subtle, polite and viscerally racist against all non Aelf-Adal, Montagne is happy to talk about different kinds of silk and their value.

She absolutely will not touch the PCs physically.

(She may not mention that some of her Spiderweb Silk is in the form of [CloudCradle Geisha Golems](#).)

Ghar Hassan

His slaves are heavily chained and wearing whatever they can scavenge. Some wear armour. None are armed. They look dirty, whipscarred and well fed. If approached they will bow, except the Dvargir slaves. Hassan doesn't mind you talking to them.

Hasan has no prejudice against any being. Neither does he consider them worthy of life, except that it serves his ends. Utterly and relentlessly logical, he would expect no less from others

(He may not mention that his valuable [Bonsai](#) are animated carnivores grown from a tortured and murdered Ent.)

Resumidero de Toxin

His slaves are mutilated, semi-naked and organised into careful hierarchies. Each slave believes they are superior to one slave, and subservient to another. If you speak to them they will bow. Except the Duregar.

He is obsessed with never surrendering anything without a price and with gaining secret or cruel advantage over anyone before he deals with them.

(He may not mention that his precious Miniature Paintings are carried inside [creepy, crazy, wax child Golems](#).)

Knows the code to the Packing Chest in [#8 Stone Room](#). This holds antivenom to the Stygian Snakes.

Chichicasapan

Human. Fat. Flustered. Has no slaves. Has lost most of his White Ape bearers. The remaining Apes look surly, angry and rebellious. Wants his Pack Apes back alive.

Is happy to talk about his Dangerous Stygian Snakes. Poisoned deep-dwelling coral snakes recovered at great cost from the depths of ruined Atlantis. In fact he won't stop talking about them.

“Oh my snakes! My dangerous [Stygian Snakes](#)!”

(He may not mention that several of his [white apes](#) may have got a little to Woke and gone off the reservation.)

The Bodies

There are six. Olm, White Apes and slaves.

If inspected they are strangled and some are also snakebitten. The snakebites are all gathered in close groups on each the body. None are alone.

The Deal

The merchants will offer the PCs a bounty to solve the problem.

They may go as high as 30% of all recovered products or as low as one silver per item brought out. Much will depend on the skill of the PCs and Players in negotiation.

They will each try to secretly offer the PCs an individual bounty for some precious goods should they be returned intact.

Each of the merchants will privately suggest that the others are smugglers who hide things in their SpiderSilk bales.

They are right.

If the PCs steal any of the merchants stuff, or use it without telling them, they will know when they count it up.

If the PCs use something and tell them, they will take its cost out of your pay.

The Way In

The dark and crooked path climbs up the temple's side to a narrow black opening.

'*Ten-Teeth*', a grizzled spear-armed Olm guards the silent path. He is facing up the path, not down.

He may warn PCs of the following;

- There is no light except what the PCs bring with them.
- The river water is five feet deep. The flow is fast. The river is loud.
- There is a waterfall at its head. Mist floats out continually.
- Everything is climbing.

The path leads up, through a crack in the Temple facing to [**#1 – Broken Rock Promontory**](#)

Random Encounters Inside

Roll a d6

1 – d6 Traumatized Carnivorous Ent Bonsai.

Tiny skittering leaping trees with scratching cutting limbs and little mouths hungry for blood.

AC-12 HD-2 Atk-2d4 Bounty-200 undamaged.

2 – d6 Wax Kindermorphs.

White formless gawping golems. Child-shaped, made of wax. Tongues lolling out and single broken slender chains hanging from their mouths. They try to eat images.

Each is missing a locket with a miniature portrait inside. If allowed to 'eat' them, (forced down their wax throats) they will assume the form of the image and become tractable. SoftSkull has the lockets.

AC-12 HD-5 Atk-Grapple Bounty-500 per locket.

3 – d6 Escaped White Pack Apes.

Either they have gone crazy from the darkness and Soft-Skull playing Edward Greig, or they have just decided to make a break for it and start eating people.

They climb well and attack in three dimensions with hands and chunks of rock.

AC-14 HD-2 Atk-d6 Bounty-200

4 – d6 Babyskull TrogloSpecie.

Slumped, thickset, lowshouldered dwarfish shapes with babyskulls on top, the spines embedded in the coin mass.

These low-denomination stumbling coin-golems are made to stop people stealing coins underground, and because if the money can move itself then copper coin becomes worth transporting.

AC-16 HD-2 Atk-d6 Bounty-200 (if still animate)

5 – d6 Snake-Tank Monkey Undine.

These water elementals have been forced into the shapes of bad baboons by Soft-Skull. Water flows through them but the shape remains. They are full of Deadly Stygian Snakes.

As they attack they scream ‘free me! Burn the book!’ in voices like bathroom pipes.

AC-16 HD-3 Atk-d6/grapple poison Bounty-300

6 – d6 Cloudcradle Geisha Golems.

Wraps of the highest quality spidersilk with Turin-Shroud screaming faces of young women staining the weave.

Edges embroidered with chain-linked spiders. Cutting them releases the trapped spirit. And voids the warrantee. They Fly.

AC-18 HD-1hp Atk-Strangle (d6 damage per round)
Bounty-500 undamaged

Qualities of SpiderSilk

Roll a d20

1-2 Whipsilk

10 per bale. Silk given as a status symbol to slaves broken or evil enough to be appointed overseers over their fellow slaves without immediate supervision. An illusory boon. The silk carries the cultural taint of alien flesh and Aelf-Adal will never touch it once it has been used.

(Any Aelf-Adal seeing you wearing this will assume you to be a slave overseer and deliberately not notice you.)

3-6 Stormsilk

25 per bale. – Colour of a storm sky and rough to the touch.

7-11 Chainsilk.

50 per bale. – if braided can form a strong rope or chain. Practical. Carries a little cultural ‘cool’ as it is used by Aelf-Adal rangers for its toughness. Worn by the young or those trying to project an image of capable ability. A bit like the Aelf-Adal equivalent of cowboy gear.

12-15 ClipperSilk.

50 per handful. Tough, noted for its ability to survive long journeys. Not well respected. A bit of a Bourgeois upwardly-mobile low-rent social climber silk.

16–18 Macemaker Silk.

100 per handful. Valuable enough that if given as tribute one can be considered to have ‘made ones mace’ – a sufficient bribe to cap the process of becoming a member of the cult of Isnoth.

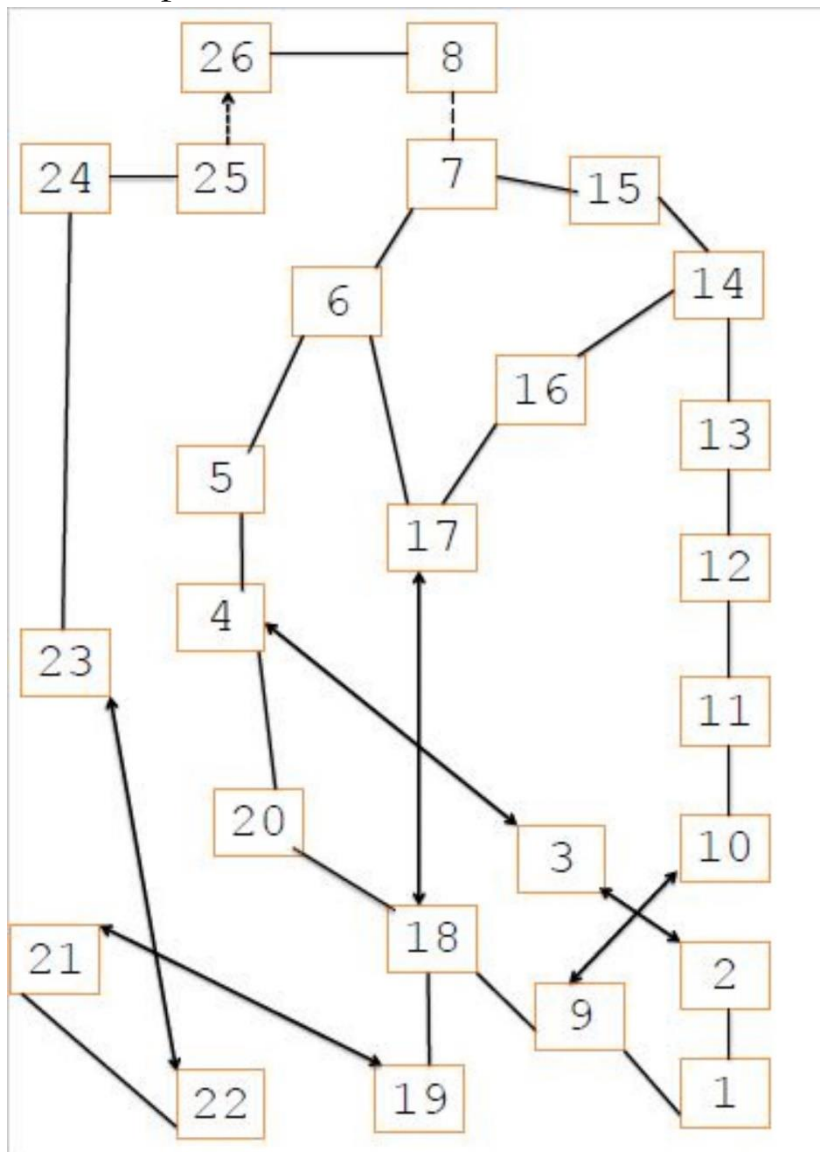
19-20 Windcradle Silk.

Like folded smoke, flowing wearable steam.

1000 per handful. When Isnoth sent her children to drift on the wind over the whole world, the gossamer flight-silk she spun them was so light and barely visible that the finest possible silks carry the name as a tribute.

Totally illegal for anyone except the highest ranks of the Aelf-Adal Clegy to wear at any time. Highly valued by traders as light, tough, high-value currency. In cultural terms, a note underwritten by the bank of Isnoth. One you can never directly spend.

The Map



Inside the Temple

Beneath the water; a tiled mosaic, blue and white. One vast, summer sky.

The painted ceiling, once a riot of colour is now faded, broken, parts are missing, calcite has seeped through.

Some images and some sculptures come alive when light hits them.

Climbing with light, at walking pace, when nothing is chasing you, does not require a test.

If PCs go into the water they will be fighting monkey-undine all the way.

Test to swim and also a fight at the same time.

Undine regenerate in water.

#1 Broken Rock Promontory

20x20.

Roof - A painted field in faded green.

North partly fallen pillar carved with the labours of the month slants up to [#2 Column Cracked](#)

NW The face of an ancient patriarch looks out over the water, the nose provides an easy climb down to the back of a long stone sculpture lying face down in the flow. To [#9 Fallen Sculptures](#).

Floor littered with smashed gargoyles. They move and creak when the light hits them.

As PCs lean over the water and light hits the floor beneath an Eagle made from a tumbling mosaic of bright tiles swoops out of the river up into the roof, catches a painted mouse in the ceiling and dives back into the water with its claws.

#2 Column Cracked Half Way Up

Diameter 10'. Scattered with 2d20 gems.

S Carved pillar slants down to [#1 Broken Rock Promontory](#).

NW Fallen buttress, easy climb to [#3 Teetering Pile](#). The trunk-bridge passes underneath. PCs could jump down with some risk

Roof - A man plays a lyre. A lion sleeps beside him. The notes move out over the ceiling and meet the blank gap the column left when it came down. The notes fall onto the cracked surface as gems. Touch the gems and the Lion leaps out of the ceiling. Break one and music comes out and it falls asleep.

Painted Lion – AC 12 HD 3 Atk 1 D8.

Music gems – if broken will release a brief burst of beautiful music that will send anything except the breaker to sleep for 6 seconds.

#3 Teetering Pile Of Heaped-Up Stones

Flattened top. 30x30

SW Fallen buttress arches to [#2 Column Cracked](#).

NW – A long series of fallen statuary with climbable backs to [#4 Column Carved Into Heroic Form](#).

Roof – A byzantine style portrait of a female saint suckling an armful of insect children. If PCs make any loud noise or say or do anything upsetting the children wake up and emit a terrible buzzing. Roll for encounter.

D3 [Bales of Spidersilk](#), random value.

#4 Column Carved Into Heroic Form

This holds up the ceiling with outstretched arms. A flood of pearly stalactites pours through the Heroes raised hands and reach knifelike points to graze his upturned face.

PCs crawl and climb around his torso.

N – Collapsed column engraved with forgotten weather systems leads to [**#5 Sandbank Where Fallen Columns Meet**](#).

E – A statue leans against the torso and gives access down to the series of fallen statuary with climbable backs to [**3# Teetering Pile of Stones**](#).

W – If PCs climb round the back (difficult) they can look down on [**#23 Circular Pile of River Boulders**](#) and possibly jump across (dangerous).

S – Olm rope bridge to [**#20 Boat Hull**](#).

#5 Sandbank Where Fallen Columns Meet

Floor If PCs look down into the water they can see that the cloudy sky mosaic is now abstract rather than representational. Jagged forms of clouds shaped by those who have never seen the sky.

Roof A painting of a deadly pike in a golden throne, a sceptre lays across its knees.

The body of a Dvargir slave lies in the centre of the sand face down. The top of his skull has been crushed.

If PCs cross bowing and looking down the pike will not attack.

Pike – AC 12 HD 1 Attacks at +7 damage 1d10

A trail of silver coins leads to the N.

S Collapsed column leads to [#4 Column Carved Into Heroic Form.](#)

N A column leads upwards to [#6 Cracked Columntop.](#)

Trap - At the bottom just as you step off the bank, a curtain of almost invisible silk is strung across the path. The silk is weighted by leather bags full of silver coins. Water beads on it. A primitive crossbow is strung and ready to fire a massive bolt (d8 damage) directly through the silk if it is disturbed.

#6 Cracked Columntop

SW Fallen column with forgotten weather systems leads down to [#5 Sandbank Where Fallen Columns Meet](#).

SE Single strand of silken rope leading down, can be climbed hand over hand upside down. Takes PCs to [#17 Big Giant Stone Head](#).

NW If PCs search a hidden crack in the roof can be chimneyed through to [#7 Winding Path Circling Column-Top](#).

Roof A moon-crowned unicorn surrounded by a field of stars. Will attack any non-virgins who try to pass. Fears SILVER.

Moonicorn AC-14 HD-5 Atk-Hooves 2d4 or Charge at +5 d10 damage, will probably go over the edge if it does this. With a PC impaled in its horn.

D3 [Bales of SpiderSilk](#). Random value.

Hidden in the silk - Dragonskin folder of fulfilled assassination contracts with fingerbones attached for proof. Contracts potentially worth millions. Addressed to 'Grand Hieraptorix, City Of The Spider Queen'. Signatures of the world's most dangerous assassins. AND Dvargir Trophyrope woven from flayed dwarf beards, bits of skin still attached. Contains beard of Dwarven King. He is on kamikaze mission to recover it or die trying.

#7 Winding Path Circling Column-Top

Hacked into the stone by primitive tools. Goes the long way round the north curve of the column.

To the north an extra area has been carved out, three or four feet of space forming a mini-room facing north. Signs of feet scuffing the floor here if you search.

N Corroded matt black rings hanging from the ceiling lead North to [#8 Stone Room](#).

SW Roof chimney climb goes to **#6 Cracked Columntop**.

E Silk rope goes to [#15 Ruin of a Sacred Room](#).

Roof A crude Civilopede has been drawn onto the ceiling in fluorescent dyes. It is rampaging through a bright white columned temple as it is engulfed by water. It is snatching running people and black figures on its back are grappling golden objects.

The painted Civilopede will race around the rim and attack anyone carrying ART, to mug them of it.

Civilopede – AC 16 HD 3 Atk 1 d6, Grapple at +6.

#8 Stone Room

Once part of the temple.

The Olm-Nest. This was where the Olm lived. Full of sleeping materials, bowls, cooking implements etc. Very clean. There are three dead Olm children here.

W Dark stairs lead up to [#26 The Cave Beneath the Waterfall](#).

Hidden in a packing chest. 50 vials of specific Venoms and matching Antivenoms in coded racks. (PCs must break the code to work out what is what. (Includes Antivenom to the Stygian Snakes)

[de Toxin](#) knows the code.

#9 Fallen Sculptures, Roof-Rubble, River Boulders

50x60.

NE A bridge of rope and scavenged trunks leads to [#10 Rope-Wrapped Column](#). A Jammed fallen buttress passes overhead.

W A broken column carved with names in an ancient language. leads up at a 30 degree angle to [#18 Carved in Remembered Tree-Form](#).

E The sculpture and the nose can be climbed to [#1 Broken Rock Promontory](#).

To the West, the bodies of crushed slaves. Smashed carved stone piglimbs.

The Floor - In mosaic a V of ducks migrating across a blue summery sky. In light they 'land' on the water and swim about upside down with their feet sticking out. Some ducks have been torn out and left blank stone spaces underneath. Tortured duck ghosts.

Goods - Lots of carry bales. Inside - Tulip bulbs. Fighting Mantises in Bamboo Cages. Atomic Wax in Leadlanterns. Poisonous banded Stygian Snakes from the bowels of ruined Atlantis. (Tanks Empty) Mothwing Robes. Candles. Paper.

#10 Rope-Wrapped Column

Here lies the body of a strangled slave. Silk fragments in his hands.

Can be easily climbed in a spiral pattern. Carved with impressions of very common farm animals in sequence.

N Half way up a rope bridge going up to [#11 Spiral Ropewalk to Flat Column-Top](#).

S At the bottom a bridge of rope and scavenged trunks to [#9 Fallen Sculptures](#).

Roof Three saints look down with ruined faces. A small painted terrier peeks his head out.

The dog is friendly. It will take a piece of scrollwork from one of the saints hands, roll it out and slide down it towards the PCs. It wants to leave the painting but can't unless the PCs hold up some inscribable material, paper or cloth.

If the PCs make a climb test and press the material against the roof, the Dog of the Silent Saints will leap across and inhabit it. It is a good dog, albeit silent and two dimensional and will stay with the PC, navigating within your papers and clothes as a 2D image. It can't make noise, but can keep watch and can move between different images if they are close. Only moves in light.

#11 Spiral Ropewalk To Flat Column Top

N PCs can jump up to grab another hanging zipline rope to [#12 Ringed With Snarling Wolfheads](#).

S Ropes spiral down and lead to a rope bridge going to [#10 Rope-Wrapped Column](#).

The spiral climb up is carved with cakelayers of common beasts, including a layer of pigs. The pigs legs have been broken off. Screaming pigs with broken legs clambering forwards on spastic limbs. They are reaching out from the column like pins in a cushion and have been broken.

2d8 **Mauled Pigs**. HD1 AC12 Atk 1d4. Can be fixed.

#12 Ringed With Snarling Wolfheads

A broke columntop. Ring of stone wolf heads around the shattered ridge that snap and gnaw at PCs as they pass. One directly below is compulsively gnawing on a stand of rope hanging from the bridge. It can't let go.

N Shining iron rings are attached to the ceiling in a row 2 feet apart. Several are corroded and black, making them invisible from a distance. PCs can swing hand-to-hand to [#13 Cracked Column Top](#).

S Jump up to swarm across a rope leading to [#11 Spiral Ropewalk to Flat Column Top](#).

Roof A great image of a leviathan animates and reaches for the PCs. D8 Tentacles 1HD, grapple.

If the stone wolfheads bite the tentacles they will be trapped.

Goods - Whiskey in Oak Casks (Both are Valuable). Keys to the slave chains. Designer Shoes for Aeth-Adal Clergy. D3 [SpiderSilk bales](#).

#13 Cracked Column Top

N Ceiling rings that can be swung across. Corroded black but the first one has a little worn-away and is shining bronze. Lead to [#14 Surrounded By Scaffolding](#).

S Visible ceiling rings lead to [#12 Ringed With Snarling Wolfheads](#).

Roof Black like a dark abyssal mist. Not faded but painted black. Moving like water.

Floor is the columns broken surface. It's rippled with crudely carved fish cut by blind hands. PCs feel them under your feet. They are flowing in bait balls, a threat response, and surge around the edge of the column top.

Numerous crates and bales :- White Phosphorous grenades (d8, hidden, illegal). Mahogany planks. Iridium Brainscoops. Uranium cored crossbow bolts with crystallised bodkin heads. D3 [SpiderSilk bales](#). In the centre of the crates, hidden from view, a pale yellow light is shining.

If PCs investigate the light the carved fish flee in a radial pattern and the angler fish attacks from above.

Angler Fish AC14 HD5 Atck1 d8, backstab for x3

#14 Surrounded By Scaffolding

An unfinished column still surrounded by scaffolding, Not the original materials. Individual parts replaced many many times over and over.

A covered cage conceals an orchid growing under a single drop of magical light in a mini-crystal palace. Many small Amphorae of golden grain.

NE Ceiling rings, these ones all black, stiff and rarely used. Lead to [#15 Ruin of a Sacred Room.](#)

E A climb down to a rocky sand bar that leads to [#16 Capsized Rivership.](#)

S Swinging black ceiling rings lead to [#13 Cracked Column Top.](#)

Roof Lions hunting. Never finished. Lions half-drawn and poorly recalled. Completed later in another hand which has extended and distended the limbs. In Radium Inks. Can self-animate.

D3 Radium Lions AC 14 HD 5 Atk 1d8/leap or 2d4/claw. Poison.

#15 Ruin Of A Sacred Room

W Silk rope goes to [#7 Winding Path to Column-Top](#).

SW Black, stiff ceiling rings to [#14 Surrounded By Scaffolding](#).

Floor Inside the chapel as PCs look down through the water, they see its floor has been tiled in the image of a man. This is the only part of the temple where the floor is not sky or birds.

The mans face is shaped with stolen tiles pulled from bird-images further back. Bird-ghost-floor-shapes have followed the PCs light this far and are flocking round the chapel edge

The man wants to escape and will silently beckon the PCs down. If a PC enters the water inside the chapel and touches him, he will attempt to cast *magic jar* and entrap them in the face mosaic which will change to resemble them.

If the stone door of the chapel on the north side is forced open against the rivers flow. The flocking bird-ghosts outside will swarm in and consume the tiles of whoever is pictured there. Re-making themselves.

Around the edge:- 8 Child-sized stone jars with babyskull stoppers. Break or move the skull and the silver inside animates and attacks as a whispering headless [TrogloSpecie](#) made of coins.

#16 Capsized Rivership

The shell of the ship is jammed between rocks.

NE Sand bar leads off to [#14 Surrounded by Scaffolding](#).

SW Hopskip across rolled riverboulders and fallen stalagmites to [#17 Big Giant Stone Head](#).

Roof High above are SunMonkeys.

D20 Monkeys made of gold leaf with bright radial sun heads and waving coronal ejection limbs. They will leap down into the sky from the East, attack in sequence as they run past the PCs, leap up into the roof and repeat the sequence.

SunMonkeys HD-1(1hp) AC-12 Atk-d4 (Made of gold leaf, worth 2GP each.)

Inside the capsized ship. Moaning Barrels of Psychic Whale Oil. Ironbound barrel of MondMilch. D3 [SpiderSilk Bales](#).

#17 Big Giant Stone Head

The head is face-up.

NE Hopskip across riverboulders and fallen stalagmites to [#16 Capsized Rivership](#).

NW Pylon embedded in an hollow eyeball. From the top is tied a single strand of silken rope leading up. It can be climbed hand over hand to [#6 Cracked Columntop](#).

Roof A noble hunting party. The paint is faded. At a later date another hand has re-drawn the human figures, elongated them, added tails and spear where there were bows.

The Hunters fire tiny painted spears. D20 times. 1hp damage each. Once the spears are gone they just gesture.

In the Big Head Mouth:- d4 [SpiderSilk Bales](#), hidden in them - Tanks of Chlorine gas (Illegal). Collected musical scores from famous surface composers. (some missing). 'Candide On The Civillopede – An Ironic Novel of amusing and remarkable events.' Radical Aelf-Adal Author with Pen name. Provides useful gossip of life on the Civillopede.

#18 Carved In Remembered Tree-Form

Column painted in faded treelike tones. Buttress branches and carefully wrought paper-thin leaves.

A mess of washed up boulders and sand piled against the north face form a 10x30 space.

N At the top, a carved arch in the temple roof can be climbed to [#17 Big Giant Stone Head](#), where you can safely drop down onto the silk bales in the mouth of the Big Giant Head. PCs cannot get back up.

NW A rope and plank single file Olm bridge to [#20 Boat Hull](#).

S Hidden just beneath the surface, carefully places boulder stepping stones to [#19 Gigantic Fallen Stone Door](#).

SE A broken column carved with names in an ancient language leans against the tree-column. Leads down at a 30 degree angle to [#9 Fallen Sculptures](#).

Floor In the mosaic a vast murmuration of distant pixelated starlings ebbing and flowing like a special effect.

On the beach:- A Dead Ent sawed into slices, rings polished and varnished. Sliced face still visible. Branches are bound with barbed wire into weird silver cages. Cages broken, branches missing.

#19 Gigantic Fallen Stone Door

To the south PCs can see out of the temple, over the river, the merchants lights moving on the distant beach.

N Hidden stepping stones to [#18 Carved in Remembered Tree Form.](#)

W More hidden stones to [#21 Column Carved with Falling Leaves.](#)

As PCs cross them they see over their head a fallen column slanting off to the North but it is hard to reach from the slippery stones.

Roof A beautiful scene of a crowd of people on a grassy plain outside a white city. They are flying a thousand different kites. The point of view is inverted, we look down of them from the kites perspective, their faces look up smiling. Clouds race past between us. Letters on some of the kites resemble the language on the column leading SE from [#18 Carved in Remembered Tree Form.](#)

In locked cases arranged on the level part of the stone:-
Ultralight Titanium Blades. Dvargir Rappel Racks. dEr0
Brainchains

#20 Boat Hull

15x30

The boat not made here but washed up, sunken and recovered. Still floats but no longer navigable. Anchored with chains to heavy sunken rocks.

N Olm rope bridge to [#4 Column Carved into Heroic Form](#).

SE Olm rope bridge to [#18 Carved in Remembered Tree-Form](#).

Roof Faded barely visible panoramic view from a tall tower over the roofs of a white city. In the middle distance, beyond the gates, dots of flying colour. Kites. In the far distance a dark cumulonimbus cloud is forming. Inside it a knot of wormlike fire. It moves very slowly. If PCs watch long enough, the cloud advances. The kites burn. The city burns.

The boat is full of cages. 2d10 Taxidermied Birds of Paradise. A live Crow. A live Raven. (One of the stuffed birds is a Crime Bird faking death. It is playing the long con.)

#21 Column Carved With Falling Leaves

The leaves of an Autumn storm. In light the leaves spiral like ally trash making it impossible to climb. But in the darkness the leaves become steady stone and provide firm handholds.

W Hidden stepping stones to [#19 Gigantic Fallen Stone Door](#).

SE A climbable iron chain linking the top of this column to the broken top of [#22 Column Carved with Curls of Smoke](#).

Floor – The sky mosaic around this column is blowing in a cyclone.

#22 Column Carved With Curls Of Smoke

A broken column. The carvings animate under light, making the crossing to the North difficult.

NW An iron chain provides access to the top of [#21 Column Carved with Falling Leaves](#).

N The fallen column leads down at an angle to [#23 Circular Pile of River Boulders](#). It passes over the hidden stepping stones.

Roof At first seems like distant candles flickering in a nest of black and rotted wood. Then PCs realise the perspective is wrong. It's the torched ruins of a city seen from above.

Many crates here. Inside;- Lamphelmets. One Barrel of Gunpowder. One small barrel of Penicillin. ElfSkull Cups. An Antiglobe – blank sphere with pinprick gaps. Look through and PCs can see the lines of the undercontinents glowing inside (Poor quality). Chocolate.

#23 Circular Pile Of River Boulders

Gaps deliberately filled and flattened with rocks and sand.

N Olm ropes lead to [#24 Crushed Column Pieces in a Question Mark Shape](#).

W The back of the statue at [#4 Column Carved in Heroic Form](#) is visible.

S Smoke carved column leads up to [#22 Column Carved with Curls of Smoke](#).

Roof A leopard poised to strike. Colours faded and the lines extended until it looks like a ghost. Then recently redrawn till it looks like an extended gigantic shrimp with deadly Gnathopods. A chain wrapped around a rock leads up into the ceiling. Shrimp animates under light and leaps down. But is still chained.

Fake Ghost Shrimp AC 19/14 HD 3 Atck 2d8 (AC goes down if you can triangulate lanterns to see its shadows on the stone.)

Bags with coils of oiled steel chain, fingerlinked width. Plus chest containing notes of the Vorvix Exploration. Notes and maps of allied Underworld exploration of major surface city (probably players home city). Like a dungeon map inverted. Lower levels clearly described. Street level partially drawn, disconnected and inaccurate. Towers, temples and banks treated as terra incognita. Hastily sketched by hand with tears and drops of blood.

#24 Crushed Column Pieces In A Question Mark Shape

Ramps up to near the ceiling.

W A fallen stalagmite trapped in the air leads up to [#25 Pillar of Black Igneous Rock](#). It is smooth, round, wet and dangerous to cross without light. Be aware of the painted roof.

S Olm ropes lead to [#23 Circular Pile of River Boulders](#).

Roof A field of amazing gigantic orchids. It covers the stalactite to [#25 Pillar of Black Igneous Rock](#).

2d8 Orchidmen curl down out of the painted ceiling like flowers opening, acid eaten eyeless Olm skulls roll out. They reach down for victims with popping limbs.

Orchidmen AC-14 HD-2 Atk-Grapple (shoves victims head into the flower and acid burns them.)

If PCs have the Orchid from [#14 Surrounded by Scaffolding](#), the Orchidmen let them pass.

Bales and barrels piled on the crushed column stone:-
Wool. Sea Silk. Psiemoth Brinewine (Actually dissolved Psiemoth agents in mucoid form, still taste ok. Examining label makes PCs eyes bleed.)

#25 Pillar Of Black Igneous Rock

This used to form the north wall of the temple. Was left behind when the waterfall began to erode its lip.

N The waterfall. It is very loud. Lights are visible inside and a faint piping discernable.

Anyone with the balls to take a running jump through will arrive in [#26 The Cave Beneath the Waterfall](#) and get a round of surprise action.

E Dangerous slippery stalactite to [#24 Crushed Column Pieces in a Question Mark Shape](#).

Roof What was originally an outspread golden eagle.

Then faded, overwritten in a later hand as a Manta Ray.

Then, a recent black scribble has scratched the wings of the ray into the pages of a vast book. If activated, it falls from the roof, struggles madly, tries to attack but if not killed it will rapidly and compulsively sting itself to death while it writhes in corrupted agony. Its death spasms break the crates and get expensive drugs everywhere.

Archeoptrix Manta Ray AC-14 HD-3 Atk-d6(bite)d10(poison, will sting self in madness)

Small sealed chests of:- Cocaine. Coca Leaves. Dvargir Methamphetamine

#26 The Cave Beneath The Waterfall

Multiple lanterns filled with oil from psychic whales casts a white light with a deep low moaning.

S The waterfall.

E Stairs down to [#8 Stone Room](#).

SOFT SKULL is here. He is an Olm with eyes. A mutated throwback. He doesn't know what they are.

Soft Skull is piping Edward Greig on a flute of bone and dancing with a tortured undine in the shape of a great bear.

The Undine is full of Piranha.

Soft Skull has a book bound in Manta Ray Skin and his belt has the golden portrait lockets hanging from it. They are open, tiny faces stare out.

Soft Skull has painted the walls in radium, blood, ink and filth.

The Undine Book. Bound in manta Ray skin with the living sting still attached. If PCs pick it up without gloves its hidden Ray sting will attack. The poison makes them feel angelic and violently insane. The victim feels the need to start killing people and then play some music. Provides the ability to torture and enslave Undine. Anyone who willingly destroys the book receives a 2+ save against accidental drowning for the rest of their life. Worth 1000 if returned.

A **Silk Golem**, **Wax Kindermorph**, and one radical hidden **Ape**.

The Piranha Filled Bear Undine AC-16 HD-5 Atks 2d6(swipe) or Grapple 1d20 piranha attack plus save against drowning.

Soft Skull AC 12/18(in water) HD-1 Atk 1d4(sharpened flute).

Soft Skull will keep playing and dancing as long as he can then attack with his flute. He has been driven irrevocably insane by his lonely senses, manta ray poison and the weight of lost civilisations.

Silk Golem - AC-18 HD-1hp Atk-Strangle (d6 damage per round) Bounty-500 undamaged

Kindermorph - AC-12 HD-5 Atk-Grapple Bounty-500 per locket.

Pack Ape - AC-14 HD-2 Atk-d6 Bounty-200