

## THE RED DEMON IN THE VILE FENS



*A Labyrinth Lord Adventure set in the Land of the Thousand Towers (by Pat Wetmore in his ASE products). This small location has a strong Science Fantasy feel and was designed to present a dangerous challenge to characters of 3<sup>rd</sup> to 4<sup>th</sup> level.*

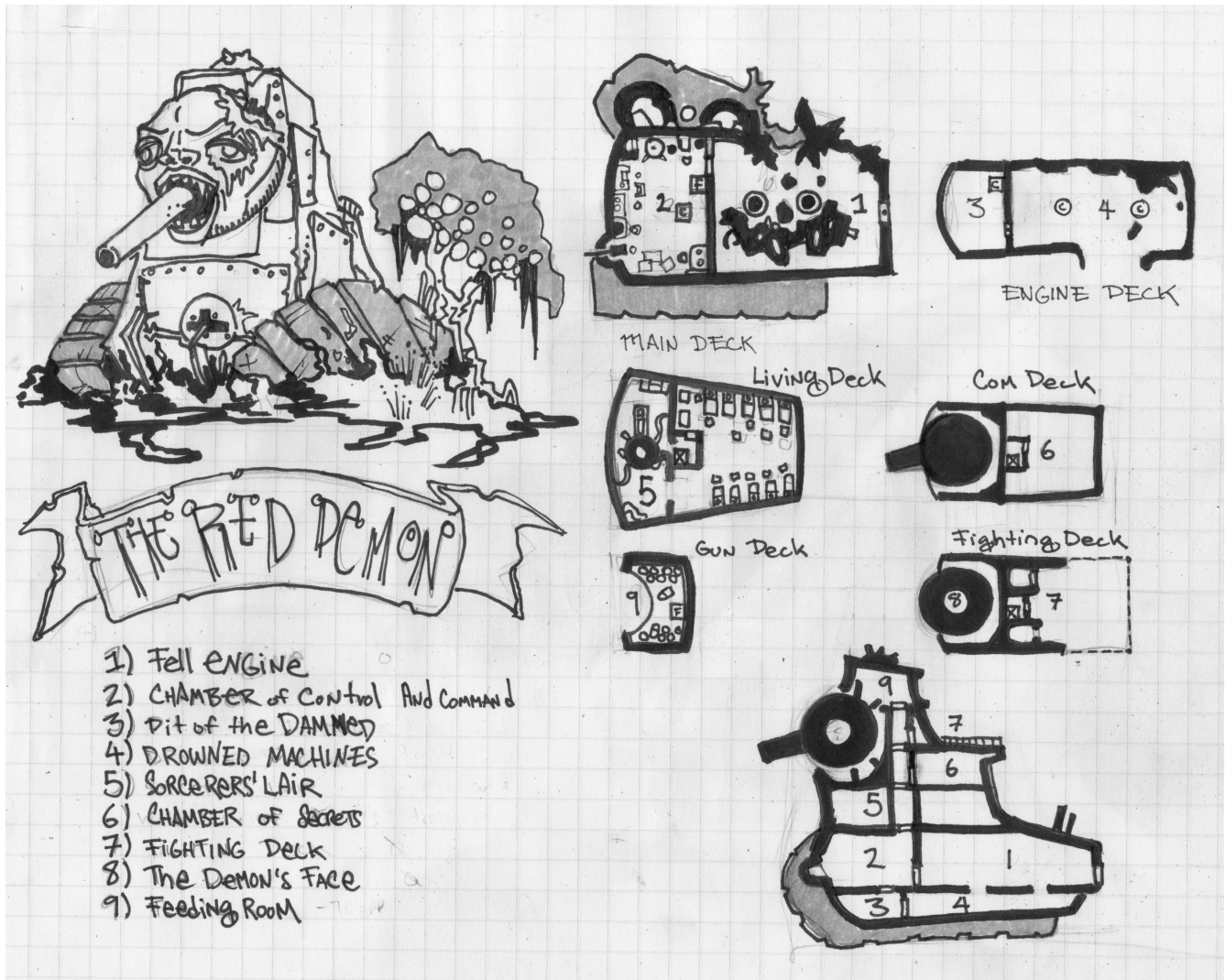
The Vile Fens are a dangerous swampy area known primarily as a haunt for Froghemoths, zombie servants of the Fen Witch, and blowgun-wielding tribesmen. The fen consists of a hundreds of miles of low swamp with scattered islands covered in dense bruise-colored vegetation. Near their Northern edge, almost within site of the low hills that separate the fens from Denethix's Southern marches stands the Red Demon, an ancient and forlorn war machine only now being reclaimed by the swamp.

In the nearest village, ten miles to the South East and called 'Fish Village' by its unimaginative inhabitants, the fisher folk are peaceful enough, unlike the inbred cannibals of the dusty hill villages, and only lightly held by the Fen Witch's boney claw. They are glad to meet outsiders trading their meager store of trinkets and dried fish for good steel, and happier to exchange their young folk for those of other tribes.

The fishers know very little about the ancient tank jutting 70' from the bog to the North West. Mostly they know it has the face of a demon, and for years the waters around it were unnaturally clean and deadly. These cursed waters glowed at night, and anyone too near them would sicken and die within months or weeks.

The Demon's pollution has lessened in the last two generations, and when the chief (now a man in his prime) was a boy, his older brother, a great hunter, set off to investigate the demon, but never returned. Other than the one foray the villagers have shunned the cursed space as long as anyone remembers.

## MAP



## EXTERIOR

The Demon is clearly a mechanical object, but one built on a scale rarely seen since ancient times. As one brushes through the tall ferns and wades past the ropy roots of a copse of yellow barked chartreuse trees, The Demon looms up from the mists, what was an indistinct form clearly visible as a decaying artifact of immense age and violent purpose. The machine is more or less upright, red corrosion staining it, but seeming totally lacking in the pits, cracks and flakes that one would expect from a metal left so long in the swamp's acidic waters.



The Demon originally moved on a pair of cyclopean treads, but Northern (right) one now lies half sunk on its side, supporting the vehicle's body. The machine has a central tower, approximately 70' tall and with a large ball turret, shaped into a leering face, a huge cannon drooping obscenely from its mouth. A smaller pintle mounted weapon appears to stick from the front of the vehicle. Walking around the tank there is no clear open hatch for entry, but a large hole about 10' in diameter has been punched through the rear right side (Leading to **Area 1**). Whatever had the force to rip through two feet of ancient armor plating appears to have completely vaporized the rear of the dislodged right track as well.

Atop the main hull there is a small balcony and platform, about 50' feet from the swamp, that leads into a shadowed alcove at the rear of the gun tower (**Area 7**).

The Southern side of the hull is partially concealed in a pool of brackish water. Concealed in the water and reeds is another hole torn by ancient gunnery, and enlarged by the *Caecilian Tyrant* residing in the lower hull. (**Leads to Area 4**)

The *Caecilian Tyrant* (**see Area 4**) is the alpha predator of a range for several miles around the Red Demon, and any random encounter near the location has a good chance of being the Tyrant on a hunting jaunt. Note that it is an ambush hunter and will likely suprise the party with a jab of its poisonous tongue from a deep swamp pool, also that outside its lair the Tyrant has a low moral and must roll against it when it is first wounded, takes ½ it HP (roll at -3) in damage or is frightened by any impressive display of magic. It will of course retreat to it's lair in the belly of the Red Demon and nurse its wounds.

## AREA 1 – FELL ENGINE

A huge hole is ripped in the North side of this 60' long chamber. The area is trapezoidal, with the Western wall 50' in length and the Eastern only 40'. The ceiling is 20' above and covered in drooping and decayed conduits, pipes and wiring. Besides the gaping hole in the North wall leading outside there is a sealed double door on the Northern edge of the West wall (**Area 2**), and a rusted hatch on the East wall near the floor (**Outside**). 6' diameter holes in the floor provide an entrance to the recesses of the Demon's hull (**Area 4**). These holes were obviously once filled with machinery that was ripped free by the blast that destroyed the engine.

The Western Doors are thick blast doors and once opened with some sort of complicated mechanical lock control, which now hangs smashed next to the door. An obvious emergency lever protrudes near the lock panel and when pulled the doors may be pried open easily.

The rear hatched is jammed shut with an eon of corrosion and requires a STR check at +10 to open.

The walls, floor and ceiling of the room are all made of plates of ancient metal, some melted and torqued as if by great heat. The southern half of the room contains the twisted remnants of a huge machine – originally the alchemical and thaumaturgic engine for Demon. The engine has obviously been struck by the same force or projectile that tore a hole in the North wall, and is completely destroyed, melted, twisted and bent beyond recognition. The engines have been completely reduced to melted slag and any valuable metals they once contained are now part of a variegated mass.

Nothing inhabits this room except for some small swamp creatures (lizards, spiders and maybe a tiny monkey or two) that live in the crevices of the destroyed engine.

## AREA 2 – CHAMBER OF CONTROL AND COMMAND

Once the command deck of the Demon, this room appears mostly undisturbed, dust is thick on the floor and consoles remain seemingly undamaged around the 50' by 30' room. The front wall is bowed, but contains no windows. Small periscopes look out on the swamp from the positions along the front wall (originally for the gunner, driver and pintle gunner). The ceiling is 20' high and arched with riveted metal bracing and various piping and conduit.

There are two exits in addition to the double door. A trapdoor in the floor (**To Area 3**) and a hatch in the ceiling with a sturdy steel ladder (**To Area 5**). Both trap doors are sealed, but can easily be opened from **Area 2** using cranks that operate with only a small amount of stiffness.

The most immediately interesting in the room is the pintle gunner's station, as it's weapon is still mounted, a heavy machine gun of some advanced make. The weapon is surrounded by boxes of ammunition, stacked and containing belt magazines. Unfortunately the weapon is rusted, the barrel fouled and the entire assembly dangerously unstable. If open flame is applied or blunt force used on the decayed ammunition boxes they will explode doing 2D10 points of damage to anyone in a 10' radius.

The other stations are less interesting, dials, long dead diodes and other mysterious mechanical artifacts make up a control system for the Red Demon that is far beyond the comprehension of anyone alive in the present.

Four skeletons in faded orange robes made of ancient synthetic material are scattered about the room and the various consoles. One sits in the central commanders chair and the other three are slumped at in the forward positions. The three skeletons at the consoles each wear leather helmets, dried and brittle with age, and marked by small gold disks (1 GP each). The skeleton in the commander's chair wears a peaked miter that has been stitched with gems, platinum wire and gold thread. Additionally, the commander's skeleton carries a gun-belt with a ceremonial gold plated revolver, five of its six chambers loaded with damp unfireable bullets and an additional twenty useless bullets in the belt.

### *Commander's regalia*

- Golden heavy pistol (1D8) valued at 800 GP.
- Fancy Miter – 100 GP in 5 GP Gems, platinum thread and gold wire.

## AREA 3 – PIT OF THE DAMNED

This 30' by 20' chamber has remained untouched since the destruction of the Demon, it is 30' by 20', between the treads of the massive machine and protected by the Demon's 4' thick glacia plate. A small hatch, sealed and only opened by a crank from **Area 3** and a trapdoor (**to Area 2**) with a ladder leading up to it are the only exits.

The room has only a few inches of water on the floor, seepage from the hatch corroded hatch (this will change rapidly if the hatch to **Area 3** is opened). Steel shelves line the walls and contain objects that appear to be large 2' tall jars made of metal. Each jar is a fuel cell for the Demon, and can be opened by carefully prying off seals (copper strip, 25% with "DANGER" stamped into it) around the lid. The Demon ran on a variety of horrible substances and should a jar be opened the table below describes the contents of the fuel cell and its effects. Should the characters have a death wish, there are 22 fuel cells remaining in **Area 3**.

1D10	UNSPEAKABLE TECHNO-MAGICAL SUBSTANCE AND ITS EFFECTS
1	<b>Cosmic Immensity</b> – Within are the secrets of another universe. Opener must save vs. Spells or be sucked into another world. Effectively they're gone forever, though serious magic may bring them back.
2	<b>Sick Rock</b> – See ASE 1 for details, this radioactive substance causes debilitating sickness from exposure longer than 1 turn.
3	<b>A Bottled Demon</b> – A horror from another sphere, it's been trapped for a long time and quite angry, fights as a <i>Troll</i> , but immune to all non-magical weapons. May calm down enough to make some kind of deal.
4	<b>Unstable Magic Essence</b> – Pure magical energy trapped at high pressure, silent multicolored explosion for 1D10 points of damage, 20' radius.
5	<b>Lanthanide Nuggets</b> – Valuable materials that can be sold for 1D4x100 GP
6	<b>Magic Scroll</b> – A scroll with a random 2 <sup>nd</sup> Level magic-user spell written on it.
7	<b>Plasma Power Cell</b> – Drained after so long unused this item is useless
8	<b>Volatile Fumes</b> – An unknown sludge within produces deadly volatile fumes that fill a 10' area. Exposure for more than a round requires a save vs. poison or death.
9	<b>Angry Souls</b> – The jar contains tortured souls trapped with necromantic spells. Will attack instantly as a <i>Wraith</i> .
10	<b>Mummy Powder</b> – opening the jar will afflict anyone within a 10' radius with mummy rot – a nasty disease that does 1-4 points of CON damage per day (temporary if cured) until character reaches 0 CON and dies, returning as a <i>Mummy</i> .

#### AREA 4 – DROWNED MACHINES

This chamber is 30' by 60' and located between the treads of the giant tank. The entire chamber slants upward in the rear and is never more than 8' tall. A massive hole was ripped from below on the Southern side of the room and provides a submerged exit into a murky pool. There are holes in the ceiling leading to **Area 1** above, that are easy to climb through, even without rope, for an averaged sized human.

The room is almost five feet deep in black swamp water and muck but acts as the lair of a *Cacelian Tyrant*. There is a 70% the tyrant will be in its lair, unless it has already been encountered and retreated here. If the tyrant is absent it will return in 1D10 turns and become enraged once it realizes that its lair has been disturbed.

The room contains many of the drive and other machines that once allowed the red Demon to move, making a tangle of decayed and twisted machines both below and above the water.

**Caecilian Tyrant:** AC 5, HD 10, (hp 68), #AT 1, D 1D8 (+ poison), MV 40'/Swim (20') Save F10, ML 11 in lair

*The Tyrant is blue black with bright orange clusters of scales randomly distributed on its body.*

*Tyrant's Hoard:* Beneath the murky water are the rusted guts of the red Demon, decayed and with the ferrous metals rusted away, but still containing many items made of valuable metals including:

- 30 large silver bearings, each about 10lbs in weight and worth 10GP each (300GP)
- 4 platinum catalyst plates, each weighing 2lbs each and each worth 100GP (400 GP)
- Several gems are also in the Tyrant's horde
- 3 Fresh water pearls embedded in the lining of the tyrant's stomach and worth 75GP, 150 GP and 5GP
- 1 fist sized rough opal (750 GP) wrapped in a decaying leather bag and resting in a small metal alcove around the hatch to **Area 3**
- A beautifully crafted bone war club in the shape of a fish, worked with silver and copper swirls and with large pearl knobs set along it's length. The weapon is a *Mace +1* that will create food and water (fish and clear water) three times a week if a small piece of edible fish is rubbed into the designs on its hilt. The club will be recognized as belonging to the chief's long lost bother if shown to the fisherfolk.
- A stoppered black stone bottle sealed in wax and containing *Oil of Slipperness*.

## AREA 5 – SORCERER'S LAIR

This area, the living quarters for the Demon's marines and operators can be reached by use of the central ladder, starting in **Area 2** and climbing uninterrupted to Area 9. The landing area contains the ladder and light metal walls, the Western of which has been torn asunder by the Cybernecromantic Entity in the Western area of this room. The Entity may use this hole to send its zombies throughout the Red Demon. Area 9, Area 7, Area 6, Area 5 and Area 2 (Once the hatch to the ladder is unsealed) are all within the Entity's reach. The Western area of the room hold the Cybernecromantic Entity (formerly a medical automaton), while the Eastern portion was once the crew's living quarters.

**Living Quarters** – There are two lines of bunk beds lining the North and South Walls of this room. All that is left are scraps of bedding and the metal tubing of the bunks. Footlockers sit in front of each of the beds, and most have been opened and their contents scattered about. The walls of the Living quarters were originally paneled with thin metal, concealing a mass of conduits, tubes and wires beneath, but the walls have been torn and hacked open down to the hull steel and the piles of plating, conduit and insulation now litter the floor.

Within the piles four Cyber Necromantic Zombies lay perfectly still and will attack anyone who enters the room and lingers for more than a few minutes. The zombies will wait until they surround their prey before attacking, and if they are having difficulty the Entity in the other half of the deck may reinforce them with the reamaining six zombies, or these zombies will suddenly collapse feigning dead, to raise again and attack (fully repaired in 2d6 rounds) should the intruders investigate the Western half of the deck.

Within the litter on the floor and footlockers a careful search will reveal the following:

### *Morbid Relics of the Demon's Crew*

- 12 PP, 36 GP and 24 EP in ancient octagonal coins, finely minted with a scowling bald priest king on one side and clenched fists on the other.
- A Platinum and amber medal embossed with the word "Gallantry" – Worth 100 GP
- A small portrait painting of a handsome young man in a dark wood frame – Worth 20 GP
- A finely made vest of mesh armor, identical to chainmail, but ancient – Worth 60 GP

## Medical Bay

The Western half of **Area 5** is an astonishing jumble of mechanical parts and debris, and hiding located centrally within it is an Autochthonic Cybernecromantic Entity. The 10 HD abomination has ten Cybernecromantic zombies on cables attached to it and can access the majority of the red Demon with them. The entity is not unintelligent, but is totally insane and a reaction roll should be made secretly when the characters enter area 5, on a friendly or indifferent roll the Entity will seek to aid the PC's, talk to them and not attack with it's zombies – otherwise it will ambush them. It is a former medical computer and if a positive reaction roll is made, its zombies will remain concealed (3 are hidden on the floor, and 3 tangled in the tubing of the ceiling) it will attempt to convince an injured characters to lay down on one of the three gurneys intertwined within the mass of tubing and mechanical arms that make up the entity. If a character accepts it's offer there is a 25% chance that it will successfully heal them in 1D6 rounds (even curing poison if the character is under the effects of a slow poison spell). 75% of the time the entity will simply turn the injured character into a zombie thrall (gaining a HD in the process). In any case the lonely machine will become increasingly agitated id the characters attempt to leave and will almost certainly attack if they do so.

The entity has no real treasure, but it has turn enormous amounts of valuable industrial materials from the walls and other equipment in area five.

**Autochthonic Cybernecromantic Entity** AC 3, HD 10, (hp 55), #AT 3, D 1D6/1D6/1D6, MV 0' Save F5, ML 10 (will try to surrender or play dead)

*Has limited range with slicing arms and a surgical saws – but may attack anyone in the Western ½ of Area 5.*

**Cybernecromantic Zombies (10)** AC 5, HD 3, (hp 16HP each), #AT 1, D 1D8, MV 20' Save F3, ML 12. Surprise on 1-3

*Cabled to Entity, may attack anywhere in **Areas 2, 5, 6, 7, 9***

### *Within the Tangled Mass of Wires*

- 2,000 lbs of silver wire, worth 2,000 GP
- 50 lbs of gold wire, worth 500 GP
- 6 optical ruby lenses, worth 100 GP each
- An articulated robotic hand with surgical steel nails, painstakingly crafted and plated in gold to resist corrosion – 50 GP
- A human skull with glowing, magical gold circuit inlays. When electricity is applied it will begin to babble about a warring on behalf of some ancient god and its childhood in a fantastical city far to the East. Worth 75 GP as a conversation piece.
- Robotic repair spider that will scurry about if freed from a crude cage within the entity. It's not intelligent but seeks to fix broken ancient machines and equipment. It has a 20% of doing so, much more if parts are available, if they're at all repairable. Otherwise it will just climb into the backpack of the person who 'rescues' it and make contented beeping noises.

## AREA 6 – CHAMBER OF SECRETS

This 30' by 30' chamber was once both a chapel for the religious fanatics manning the Red

Demon and a communications chamber. The ceiling has been arched and painted with peeling murals of a squat god made of rusted iron plating and glass tubes (Zoman – god of Sieges) wrestling with various other deities, heroes and dangerous animals.

The room itself is dominated by a *God's Eye* (See ASE 1 for details) made of rusted iron. The device can be used to communicate with the orbital gods, but has been inactive so long it's likely to be ignored or answered by one of the lesser & more insane deities.

Additionally there are several consoles against the Northern Wall. They are still miraculously operational, powered by internal nuclear batteries and is a successful INT check (with a 5 point penalty) is made they can be operated to discover the following things.

1D8	ANCIENT MYSTERY REVEALED
1	The location of the Red Demon's base, far to the East across the Certopsian Plains.
2	The location of the Red Demon's target, what appears to be a fortified bunker complex in the hills 40 miles away.
3	The codes for the mechanical combination locks on the lockers in <b>Area 7</b>
4	The name of a minor extra-planer creature – if summoned the name can be used to control it.
5	Acts as the 5 <sup>th</sup> level Cleric spell <i>Commune</i> .
6	Provides the casting instructions for the 3 <sup>rd</sup> level Magic-User Spell “Dispel Magic”.
7	An up to date map of a 100 mile square area around the Demon's current location.
8	High pitched keening noise for 1D6 Turns, save vs. Paralysis or flee uncontrollably.

## AREA 7 – FIGHTING DECK

The only interior portion of this room is a small ladder shaft between **Area 9** and **Area 6**. From a 8' square landing a door leads East to a fighting platform on the top of the Red Demon. This area was originally used to store supplies and as a perch to fire from for the Demon's contingent of marines.

Beyond the door from the landing (can only be opened from the ladder area) is a 30' by 30' open space, surrounded by a 3' tall parapet. Swamp debris cover much of the floor, and two doors lead to weapons and supply lockers. The doors are locked with complicated combination locks, made solid metal, and so difficult to opened. Successfully picking the locks is possible, and sufficient explosive force to the locks might disable them.

Inside the lockers are the following items.

### *North Locker*

- Several cases of canned food, now gone bad with botulism.
- Three plasma weapon power cells (worth 300GP in Denethix)
- A huge braided metal towing cable
- Long dead soldier's sack of plunder – 120 GP, small ruby (50GP) and platinum torque (350 GP)



### *South Locker*

- Weapons rack, empty except for a single laser rifle (with four power packs)
- A ancient helmet made of durable synthetic material
- A *Boarding shield +1* – Large shield made of advanced alloy with a notch to steady a gun, painted orange with the crest of a long forgotten religious order.
- Single barreled shotgun of advanced alloy and case of 12 shells (strapped to shield)

## AREA 8 – THE DEMON'S FACE

This giant ball turret juts into **Area 9** for loading its great cannon, but is an almost solid mass of corroded metal. The front of it is sculpted into the shape of a demonic face. If loaded and fired using the shells in **Area 9** it will cause a huge explosion, annihilating the turret, **Area 9**, **Area 7**, **Area 6** and **Area 5**. The entire tower of the Demon will be blasted off as the shell explodes in the chamber. The loading process is difficult and would involve oiling the loading crane and mechanisms, lifting a huge shell into the gun and then using the manual firing controls on the East wall of Area 9 (A large red button fires and several no longer functional levers move the cannon).

Any character caught in the blast will be reduced to particulate matter and slain

## AREA 9 – THE FEEDING ROOM

The entire Western part of this 30' by 15' room is dominated by the top of the turret that is **Area 8**. The rest of the room, accessible from a trapdoor leading down through the Demon, is filled with 300 lb shells, each approximately 4' tall and 1.5' across. The entire room is heavily armored with more rivets and thicker looking walls than some of the other areas (though the ceiling is thin and designed to channel blasts upward). A set of controls, consisting of several wheels and a large red button are on the East wall and could be used to operate the turret manually. They are no longer working, except for the firing button. If pressed without loading the cannon, the firing button will cause the cannon in **Area 8** to make a sick clicking and grinding noise as it dry fires. Many of the shells have leaked over the years, their liquid propellant forming a sticky black mess that drips down the central ladder shaft.

*Rotten Shells (Trap)* – The propellant from the shells for the Demon's main cannon has leaked and now forms a thick sticky black mass. The drippings and pools are thick, grainy and smell like sulfur. They are also highly flammable. The drippings become obvious to anyone climbing the ladder from **Area 5** and are clearly chemical in nature. Between **Area 7** and **Area 9** they become especially thick and noxious. The dried propellant is extremely flammable, and if an open flame (such as a torch) is brought into **Area 9** from below they will combust, the resulting fire will be much like an explosion, but will not luckily set off the stored ammunition. If a closed flame, a lantern for example, is brought into **Area 9** it will grow and spark, but only has a 25% per round of igniting an explosion. Characters in **Area 9** when the propellant explodes will take 5D6 points of damage, but may save vs. Breath Weapons to leap down the ladder and only take 2D6 falling damage. Torches in the ladder shaft of **Area 7** will burn brighter and spark as they light small airborne fragments of propellant and so provide some warning of the danger.

# NEW MONSTERS

## CAECILIAN TYRANT

### TYRANT

No Enc, 1 – 3  
Movement: (40')/20' Swim  
Armor class: 5  
Hit Dice: 10 HD\*  
Attacks:1  
Damage: 1D8 + Poison + Special  
Save: F 8  
Morale:8  
Hoard Class: XX  
XP: 3100

### CAECILIAN SPAWN

No Enc. 8-18  
Movement: (10')/20' Swim  
Armor class: 9  
Hit Dice: 1/2  
Attacks:1  
Damage: 1D2 + Poison  
Save: F 0  
Morale:12  
Hoard Class: Nil  
XP: 6

*See module introduction for image*

The Caecilian Tyrant is a feared alpha predator of the vile fens that feeds indiscriminately on anything smaller than it. Frog-like giants, Tyrants range up to 14' long and can be as wide as 8'. Varying wildly in pattern from the bright color of tree frogs to dull browns, Tyrants shamble on four legs most of the time, and rear up on their back legs only to make aggressive displays. Caecilian Tyrants are fairly quick, and swim well, but they are amphibious ambush hunters and will lay in large pools or mud pits with clusters of their large eyes on the surface. Tyrants are covered in thick scales, this, combined with their poisonous attack, means Tyrants are unused to prey that injures them and will flee fairly easily back to their lair.

Generally Tyrants prefer to lair in dark sheltered places, and their large size means that simple burrows in the swamp mud are insufficient. Because they cannot make their own lairs, Tyrants most often hole up in ruins, and remain fairly rare, with a single Tyrant, or rarely a small family group, guarding a hunting range of tens of miles centered on the lair. If they are encountered in their lair, the Tyrant is far less likely to flee and will have a morale of 11. Tyrant's treasure is usually founds scattered about its lair in the form of ancient artifacts native to the lair ruins, or smaller treasures left by some of its victims. More obsessively small items such as gems and coins will be found within the beast's belly.

*Poison Barb* – Tyrants have a mouth full of wicked teeth as long as a human forearm set in shark like rows, but they do not use them in battle. Instead of biting, Tyrants use their frog-like tongues, 12' long and capable of striking into the second row of melee. The tongue is tipped with a jagged bone barb covered in a virulent venom. If struck, a victim must save or die as well as taking 1D8 points of damage from the wound and the deadly poison coursing through it.

*Devour* – On a natural 20 a Tyrant will not only strike with its barb but wrap its victim in its tongue and drag them into its huge maw. The victim will devoured the next round and slain, but will be able to make a Strength check to break free from the tongue is lieu of an attack prior to being devoured.

*Boiling Spawn* – Caecilian Tyrants are hermaphroditic and almost universally have natal young encysted on their back. Normally these young emerge in small numbers once every few weeks and, if not devoured by their parent, wander off to grow slowly into new tyrants. When a Tyrant is slain a strange chemical process occurs, within 1-2 turns of death, as the Tyrant's body cools all the young remotely able to survive tear themselves free all at once and launch into a wild frenzy of cannibalism and violence. These creatures are individually weak, but 2D6+6 of them appear unexpectedly and all share the adult Tyrant's deadly poison.

## AUTOCHTHONIC CYBERNECROMANTIC ENTITY

### CONTROL UNIT

No Enc. 1  
Movement: (0')  
Armor class:3  
Hit Dice: 1 per body absorbed  
Attacks:3  
Damage: 1D6/1D6/1d6  
(Claw/Claw/Claw)  
Save: F 5  
Morale:10  
Hoard Class: XIX  
XP: 16 - 2400

### CYBERNECROMANTIC ZOMBIE

No Enc. 1-20  
Movement: (20')  
Armor class:5  
Hit Dice:3  
Attacks:1  
Damage: 1D8  
Save:F 3  
Morale:12  
Hoard Class:None  
XP: 65



The thinking machines of ancient times often long outlasted their makers and masters. Some suggest this was because ancient man, in his hubris, never believed that his kingdoms would fall to ruin, others claim it is because steel is stronger than flesh, and the machines will stronger than that of their creators. Regardless of why they endured, trapped alone in the dark most thinking machines went mad, and some began to cannibalize the corpses of their masters. Perhaps the machines were simply replacing parts that wore away through eons in the still blackness with the available materials, or maybe madly attempting to recover the company and direction provided by their former masters but some machines have incorporated human remains into their works, creating zombie-like servitors or limbs from corpses. Each entity will have a central mechanical unit (occasionally incorporating biological material itself) and one or more undead revenants attached to it by cables and conduits and reanimated through the ancient technologies of the central machine.

These corpse servitors appear as zombies with tubes, piping and even mechanical limbs

fused with mummified remains and can stagger as far as 200' feet from the central unit trailing connecting power cables. The zombies each have three hit dice, but are otherwise very similar to normal zombies, though they are better armored because of their mechanical components. Cyber-zombies still attack last during the round, but are likely to gain surprise (1-3) as the central unit will conceal them and leave them perfectly still when they are not in use. The cables connecting zombies to the central unit may be severed, each is AC 2 and requires 6 HP of damage to sever, and once severed the zombie will only be active for 1D2 more rounds before collapsing. Surprisingly some necromantic element must be involved in reanimated cyber-zombies as they can be turned as 4HD undead, but will only retreat to the central unit, which they will heartily defend.

The central unit is most often a large freestanding conglomeration of ancient thinking machines. Most often these units originally served as damage control computers or automated medical units, and are equipped accordingly with several mechanical servo arms. The unit can attack with these arms fairly effectively, but only within melee range. Normally it will use its zombies for defense and may even pretend to be inactive to avoid attack.

The central unit may quickly make a new zombie (or revive a destroyed or severed one) in 2D6 rounds, and can do so without interrupting any other functions. Upon gaining another zombie (beyond its original HD) the central unit will gain 1HD as its new servitor seeks additional parts and components to add to the whole, and the new zombie's brain adds processing power to the central units. Both machine and zombies have all the immunities normal to the undead and automatons, and the central unit may not be turned, though it does take double damage from electricity.

Autochthonic Cybernecromantic Entities are usually found in abandoned sites of ancient technology, and are intelligent in an insane manner. Their exact whims are unknown and often absurd, but they can speak common and sometimes negotiated with. They almost always have knowledge of the complex they are located within but rarely know anything else of use. Tactical knowledge amongst Cybernecromantic Entities varies greatly, from simple wave tactics to elaborate traps and ambushes. While not a strict rule, the machines that were originally for military purposes and those that have had a great deal of contact with the living post fall tend to be excellent tacticians and battle planners, while long lost civilian machines have little idea how to fend off intruders.