

FROZEN IN TIME – TEMPUS GELIDUM

Deep in the Certopsian stands an ancient clock tower, it is home to a merciless predator, Stahleno, the Winged Gorgon, who was forged to feed on pain and fear in the waning years of the Clockwork Matriarchy and released upon the plains as a weapon of terror. Stahleno has endured amongst the sands longer than her wizard masters endured in the burning ruins of the Empire's cities. Her tower provides a fairly short, and potentially dangerous adventure location designed for use in the world of the Anomalous Subsurface Environment for a clever and well rounded party of adventurers levels 3-5. It may be dropped in as part of a hex crawl, caravan escort mission or military patrol and if Stahleno is left alive she has the potential to become a dangerous foe at a later date.



SECTION I – THE SCENE

Looming from the cracked reddish umber Certopsian earth, several miles East of the Dry Steps stands a rusting artifact of ancient times. The Timeless Pillar is a twisted black metal spire that rises lonely above the dry earth and is visible from miles away. While it is appreciated as a landmark, it's shunned as a dangerous place by the caravans of traders and herdsmen who use the Steps to transport goods and stock between the upper and lower Certopsian Plains.

The pillar is in fact the tower of an ancient rail station, with the station's ground floor buried beneath the earth, but still accessible from the pillar itself. It has long been home to Stahleno, a powerful winged gorgon, who enjoys the pillar

for the views it offers, and because it is easy to hide amongst the black metal angles of the ruined clock. Stahleno is a dangerous predator, but because she feeds specifically on the emotions of fear and terror, she often seeks to harry her prey, and will draw out its destruction to increase the amount of energy she can siphon before using her breath to transform her victims to black iron statuary.

Rumors in the caravansaries of Denethix and cattle camps of the Certopsian speak of the Pillar with fear and awe. A successful roll under Intelligence will remember one of the following rumors upon sighting the pillar.

D8 Vaguely remembered rumors about the Timeless Pillar	
1	The Pillar marks secret underground catacombs, home to a race of inbred humans that have become monstrous in the dark – they raid caravans on moonless nights. (T/F)
2	The Pillar is a marker of the gods, to touch it grants divine power. (F)
3	The Pillar haunted by a giant ghost made of black steel. (T/F)
4	Wyverns roost in The Pillar and hunt along the stair, they are afraid of smoke and large fires can drive them off. (F)
5	The Pillar is home to a tribe of iron men. (T)
6	Caravans that move quickly up the stair are rarely attacked, but those that linger are sometimes destroyed by some power from the Pillar. (T)
7	There are great treasures within the pillar, but they are protected by a family of Medusa. (T/F)
8	The pillar has a clock on top of it, it shows the number of years left in the life of anyone who looks at it while praying to the Ticktock Man (T/F).

THE APPROACH

The five miles between the pillar and the stair might require a random encounter check or two, below are some random encounters that will set the scene for the adventure ahead.

D10 Random Creatures Unwise Enough to be within five miles of the Timeless Pillar	
1	Lost Merchant Caravan – Suspicious caravan of 1D4 wagons out of Denethix, each wagon contains 2D6x100 GP worth of bulky trade goods (machine parts, chemical fertilizer, cloth and iron sheeting). Each wagon has 1 merchant and 1D6 guards. The entire wagon train is worried, thirsty and has (50%) already caught Stahleno's attention, which will result in attack in 1D10 turns. <u>Merchant</u> : HD 1, HP 6 each AC 7, ATK 1, DAM 1D6, MV 40' SV F1, M8. Leather Armor, Short Sword <u>Guard</u> : HD 2, HP 14 each AC 3, ATK 1, DAM 1D8/1D6, MV 40' SV F2, M8. Banded Mail, Shield, Light Crossbow, 30 bolts, Scimitar
2	Stahleno's Shadow – Stahleno has spotted the party and decides to check them out and hopefully frighten them a bit. Her huge winged shape will come darting towards them, too high to really get a good look at, but creating a large enough shadow to completely cover the party. Stahleno will let out a deep bellowing laugh as she flies overhead, with the intent of creating fear.
3	Iron Statutes – Dark specks soon reveal themselves to be a small group of iron statutes. They appear to be a typical Certopsian merchant and 1D6-1 guards in mid stride, obviously fleeing from the something.
4	Skeleton Hoard – The cracked earth have ripped open and revealed an ancient grave of unquiet dead. 10D20 Skeletons pour from the earth clad in ancient finery or rotted armor. The skeletons will mill about, but aren't especially observant and may be bypassed simply by backtracking and staying more than 200' from them. If searched the mass grave/buried train car will contain 1D4 x 1000 SP worth of grave goods and coinage. <u>Skeleton</u> : HD 1, HP 4 each AC 7, ATK 1, DAM 1D6, MV 40' SV F1, M12.
5	Giant Snake – Sunning itself on the plain, and far too fearless to interest Stahleno, a 10' long rattlesnake bars the party's path. It will attack if disturbed. <u>Giant Rattlesnake</u> : HD 4, HP 21 each AC 5, ATK 2, DAM 1D4+Poison, MV 40' SV F2, M8.
6	Stahleno Bombing – Stahleno flies high above the party, with an old iron statue (pitted, rusted and unidentifiable) cradled in her forelegs that she drops towards the party – 1D4 random characters must save vs. paralysis or be struck by the statute while Stahleno laughs above. The statute does 1D20 points of damage if it hits.
7	Restless Spirit – A wraith will loom from the sand, appearing as a rotund merchant in clothes twenty years out of style. If the wraith is not attacked immediately, it will speak to the party. The wraith does not remember its name, and has no hatred for the living, but it wants to see Stahleno destroyed, and will tell the party a lie about a giant sapphire that its caravan was delivering to the Vizier when Stahleno stole it. Furthermore the wraith can identify the gorgon as “A giant winged iron statue that breaths deadly smoke” and knows she inhabits the tower. <u>Wraith</u> : HD 4, HP 18 each AC 3 (magic only/ ½ silver), ATK 1, DAM 1D6+Drain, MV 40' SV F4, M9.

8	Raptors – A pack of 1D6+2 hunting raptors burst from the sand, with a 1-3 chance of surprise. The raptor pack has a low moral because Sthaleno frequently hunts their species, and they are smart enough to be afraid of the tower, even if hunger has driven them to hunt near it. <u>Raptor (dinosaur)</u> HD 5, HP 20 each AC 6, ATK 2, DAM 1D8/1D8, MV 50' SV F5, M7.
9	Snakemen Special Ops – Moving in single file, wearing camouflaged robes are 1D6 Snakemen special operatives, led by a Snakeman sniper. They are making their way through this area under strict orders to avoid detection. Unless the party gets surprise and chooses to hide or flee they will attack without pause. <u>Snakeman Special Operative</u> – HD 3, HP 16 each AC 3, ATK 1, DAM 1D8+2/1D8 (+1Hit), MV 40' SV CL4 M12. Scale Mail (AC5), desert robes, buckler, heavy crossbow, sickle sword. <u>Snakeman Sniper</u> - HD 3, HP 20 AC 2, ATK 2, DAM 1D8/1D12+Poison (+2 Hit), MV 40' SV CL4 M12 Scale Mail (AC5), desert robes, buckler, great bow, 20 living serpent arrows (+ Poison), sickle sword.
10	Stahlno Swoops – Stahlno decides to swoop down and attack the party, roll initiative normally, Stahlno will make one horn and hoof attack and then flap off bellowing in victory. If the party manages to harm her before she is able to attack she will use her breath weapon.

SECTION II – THE TIMELESS PILLAR

Random Encounters – every turn roll a random encounter check, assuming that the iron servitors are not alert to the party's presence. If the Servitors are aware that the Pillar has been breached by an adventuring party they will set intelligent ambushes on both the ground and lower levels. Remember to deduct any iron servitors destroyed from the number in **Area 6** or **Area 10**.

D6	Random Encounters within the Timeless Pillar
1	Snake Nest - A nest of 2D10 poison snakes buried in the sand. 50% at least one snake will be atop the nest sunning itself. Otherwise the snakes are likely to surprise the party on a roll of 1-3 when someone steps into their nest burrow. <u>Poisonous Snake</u> : HD 1/2, HP 2 AC 7, ATK 1, DAM 1D2+Poison, MV 30' SV F0 M8
2	Earth Shaking Bellow – Stahlno lets out a huge bellowing roar that shakes dust from the ceiling.
3	Iron Servitor – A single Iron Servitor wandering the halls on some private errand, it will only fight for a round or two before attempting to flee and alert the rest of the servitor colony if possible.
4	Shadows – 1D4+1 of these creatures creep silently through the halls feeding of fragments and scraps of the souls devoured by Stahlno. They are not above attacking the living, but are cowardly and will flee if one of their number is slain. <u>Shadow</u> : HD 2+2, HP 8, 10, 16,7,15 AC 7, ATK 1, DAM 1D4+STR Drain, MV 30' SV F1 M12+Special
5	Iron Servitors Squad – 1D4 Iron Servitors patrolling the halls looking for signs of intrusion.
6	Stahlno – Stalking the halls intent on destruction, Stahlno waits around the next corridor and will attack in seriousness, but will attempt to escape out a window and into the air if seriously wounded

AREA 1 – FIELD OF IRON

Lighting: Outdoor, natural light/dark – long desert shadows under moon or sun.
Odor: The scent of alkali dust
Sounds: Wind whipping through the girders at the pillar's top.

The area before the tower, a scarred and wind scoured edifice of blackened metal with huge rips and divots covering its surface is scattered with iron statues. Most are aged and rusted to the point they are unrecognizable. Lettered statues are more carefully preserved and may be revived via a stone to flesh spell. The statues are made of decent quality iron and each weigh approximately 900lbs – 1,200 lbs with a value of 1 GP/10LBs for material. Entrance to the Pillar is obvious through several arches, a pair of which opens in each side of the Pillar.

Stahlno (see Section III) lurks atop the pillar and unless the party has made extraordinary efforts at concealment she will be watching their approach and determining her method of attack. Stahlno prefers to stay concealed, standing unmoving amongst the twisted girders and clockworks at the top of the pillar, where she is well camouflaged and will only be spotted by a lucky or exceedingly careful observer below

(Perhaps a D20+10 under Wisdom) and then she will appear to be a strange statute (there are several other statutes lining the edge of the clock platform) unless she has previously been described to the party or been seen while attacking the party on their approach to the tower.

Stahlano is unlikely to attack until the party begins climbing up to towards the clockworks, or attempts to leave the

location, preferring to catch them on the narrow stairs or in another confined space. She will however attempt to drop at least one statute on them if they stand near the base of the tower for too long, and aren't paying attention to the upper levels. The falling statute should be treated as an attack by a 5HD creature, doing 1D20 points of damage on a hit, though a save vs. dragon breath will reduce damage by ½.

Statutes

- A – A short platoon of Fist regulars. The statutes are new and all appear as if set to receive a charge.
- B – A saloon girl holding a pocket pistol straight outward with a look of determination on her face.
- C – An elderly man, possibly a wizard with a peaceful resigned countenance
- D – A hard eyed gunslinger, two pistols caught in mid fire with puffs of iron smoke coming from one of the barrels.
- E – Statue of a treasure hunter, wearing well made leather armor with a coil of rope over his left shoulder, and carrying a drawn rapier and a lantern. The statute appears to be sneaking somewhere in an exaggerated crouch.
- F – A raptor in mid-leap, statute is braced up with several pieces of sand encrusted wood.
- G – Dancing Boy – See Area 3

Encounter:	Stahlano – will only respond if attacked.
Treasure:	Many statutes of good iron (worth 1 GP/10lb), 20,000 lbs of statutes.
Traps/Puzzles:	Falling Statute (5HD Attack 1D20 Damage – save vs. Breath ½ damage) – If Top of tower is not watched, against last PC to enter.

AREA 2 – GALLERY

- Lighting:** Outdoor light makes huge brightly defined shaped as it pours in during day. (South)
- Odor:** A slight smell of rotted cloth, mostly just the scent of dust.
- Sounds:** Only outdoor noises.

A dusty room, entered through ½ buried windows and filled with sand. A single door is set in the North wall, made of the same black metal as the walls, but visible because the door is worked with raised molding and panels.

The Western 10' of the room are blocked off by a large curtain, a threadbare and **ancient tapestry** depicting a lozenge shaped train hurtling across a fertile plain. The tapestry is heavy and bulk (at least 150 lbs) but even in its sorry state it retains a small value, about 150 GP due to its size and age.

Pendulum Trap – A iron statute, scoured featureless by sand has been hung from ceiling by a stout chain in the Western side of the room behind a ragged curtain. It is attached to a plate and wire buried in the sand in the room's center, about 5' from the door. If tripped the statute will swing down in front of the Southern windows, missing whomever triggered the trap (unless the were using a 10' pole) but potentially catching anyone in the Southern half of the room. The statute strikes as a 8HD monster for 2D6 points of damage, but a save vs. dragon breath will allow ½ damage. The plate itself is hard to detect without magical means, but if the party examines the high ceiling a chain can be seen anchored in the center of the room above the entrance windows running behind the curtain. Setting off the trap will alert the Iron Servitors in area 4.

Encounter:	Wandering Only
Treasure:	Ancient Tapestry – 150 GP/150 lbs
Traps/Puzzles:	Pendulum Trap (8HD Attack 2D6 Damage - save vs. breath ½ damage) - Strikes all by entrance when any cross middle of room.



Stahleno on the Attack.

AREA 3 – TOWER

Lighting: Outdoor light makes huge brightly defined shaped as it pours in during day (East/West)
Odor: Sterile, dust and rust
Sounds: Creaking from stairs occasionally when wind changes direction and the girders shift

The central area of the tower is lit by a small amount of light trickling in from the solid metal stairs at the center of this area. More light fills the chamber with shadows from the huge windows on the Eastern and Western walls. The black metal of the walls is gouged in places as if by large horns and the floor is covered with a foot or so of sand blown in from the outside.

The only item of interest in this area is a **statue of a beautiful youth**, standing in a dancer's pose. It is made of iron, but appears to have been polished and cared for, unlike

most of the statues discovered. Stahleno is fond of this statue and may even feel a romantic attraction towards it. If the statue is stolen or destroyed it will drive Stahleno into a rage, and she will attack the thieves or vandals without mercy.

The statue is valuable for it's apparent artistry (it is of course another petrified victim of the gorgon) and worth somewhere between 500 and 1,000 gold pieces depending on the buyer. However, the statue's bulky nature and 1,000 lb weight make it hard to move.

Encounter:	Wandering Only
Treasure:	Statue of beautiful youth – 500 to 1,000 GP/1,000lbs.
Traps/Puzzles:	None

AREA 4 – OFFICES

Lighting: Outdoor light makes huge brightly defined shaped as it pours in during day. (North)
Odor: Sterile, dust and rust
Sounds: Only outdoor noises.

This room is separated from **Area 3** by a pair of unlocked black metal doors with raised moldings. Both doors have tiny holes drilled in them and the room is used as a watch post by a pair of **iron servitors**. The servitors, a moktar chief and a fist soldier, can see easily into **Area 3** and will begin banging a large **sheet of copper** as a gong if they spot intruders. There is a chance Stahleno will also answer this

warning, but it is unlikely. Within 1D6 rounds 1D6+3 servitors will come charging up the stairs to attack. The gong is worth 50GP if sold for its copper content.

Other than the gong there are few contents in this room, a stack of ancient office furniture rests in one corner, but will crumble to the touch.

Encounter:	Iron Servitors (2) HD 4 HP 19, 23 AC 2, ATK 2, DAM 1D6/1D6 (+rust), MV 30' SV F4 M10. On a roll of twenty or six the servitor breaths a cloud of noxious fumes onto its target – this rapidly rusts ferrous metals, and will increase the AC of any metal armor worn by one and decrease the damage of any metal weapon by 1. When armor reaches AC 9 or the weapon's maximum damage is less than 3 it is destroyed and useless. This effect is in addition to any damage from the attack.
Treasure:	Sheet of Copper – 50 GP/50 lbs
Traps/Puzzles:	Spy holes into Area 3 allow warning to Iron Servitor colony

AREA 5 – STAHLENO'S PERCH

Lighting: Merciless sun during the day, dry chilling wind at night.

Odor: Thin Desert air, rust

Sounds: Outdoor desert noises and the occasional pop or heating or cooling metal shifting.

The solid metal stairs at the center of Area 3 wind up three more levels becoming increasingly rickety and pitted, both by the elements and the ancient weapons that destroyed the upper levels of the tower. The stairs are held in place by a few remaining beams, but despite their fragile appearance are extremely strong.

The stairway is **Stahleno's** favorite ambush spot, and if she knows intruders have entered the tower she will wait until she hears steps on the stairs (the creaking ancient metal makes them difficult to climb silently [-1 on stealth checks/-10% on Move Silently]). When she decides to attack Stahleno will launch herself into the air flapping furiously and attempt to knock anyone who is climbing off the stairs. A fall from the stairs will be of from 10' – 30' feet to the roof of **Area 3** below. Her first attack will be split against two targets, after which she will attempt to petrify anyone who remains on the stairs. If the adventurers run Stahleno will

give chase trying to petrify the rearmost. She will let one or two victims escape, so she can savor their fear later as she hunts them through the tower or across the plains.

At the top of the stairs is a platform, the remains of the Pillar's upper floor, still sporting a huge antique clock face set to 11:25 under a mass of twisted girders that make the shape of a rounded copula. Along the edge of the platform are several iron statues, incredibly corroded and worn, that Stahleno will use as missiles (see **Area 1**). Normally the gorgon waits atop this perch staring out at the desert, and if a party makes it here she will fight them in earnest, until seriously injured (at 50% her HP or she fails a moral roll). Fleeing, Stahleno will plummet to the sand below and then squeeze into the tower. She will retreat to the basement level to hide behind her servitors and protect her treasure hoard in **Area 11**.

The Clockspring – The large plinth that Stahleno often stands upon might appear to be a chest, and has a rusted shut hatch on the North side, but it is actually the container for the clockworks mainspring. If the hatch is opened (with either a strength check or tools) the ancient rusted spring will rip uncoil in a mass of jagged fragments and will stab anyone standing in front of the box. A thief may detect the trap normally and anyone testing the hatch will hear scrapping metal within and feel some pressure on a successful wisdom check. The spring does 1D10 HP (save vs. Dragon Breath for ½ damage), but worse will infect any struck by it with a blood disease that reduces Constitution and Strength by one point per day until the PC's Constitution reaches zero and he or she falls into a coma, this disease may be cured by a Cure Disease spell or possibly a series of painful injections provided by a Temple of Science. At -10 Constitution the PC dies. There is nothing of value in the box, only decayed springs.

Encounter:	Stahleno HD 9 HP 65, AC 2, ATK 3, DAM 1D6/1D6/1D10(or petrify) MV 40'/70' Fly SV F8 M11.
Treasure:	None
Traps/Puzzles:	Clockspring – 1D10 + disease, save vs. Breath for ½ damage.

AREA 6 – LOBBY

Lighting: A tiny bit of greyish light creeps down the stairs

Odor: Damp and rust

Sounds: None

The dark stairs are wide, metal and in good repair. The room below smells musty, but not unpleasant or moldy. The lobby is pitch black and filled with ancient metal benches and the floor is made of slick green marble.

Six antiquated **globe lanterns** made of smoked green glass hang from the ceiling on brass chains and several black iron statues (An ancient soldier in a bubble helmet, a courtesan, a small boy holding a doll, an elven warlock, a waste goblin and several nomads or traders) stand in various parts of the room. When the party descends the stairs fully the **Iron**

Servitors will attack. There are the number of party members (including henchmen) + 2 servitors in this room. The two **Iron Servitors** from **Area 10** will arrive in 1D4 rounds after fighting commences and the three in **Area 7** will have a 50% of appearing every combat round after the tenth.

If the room is investigated closely carved writing is visible around the upper half of the wall that says “Stand humble and witness her indomitable majesty's boon, to her people, time itself tamed, for the convenience of the great and the least.” Astute characters will also notice a trickle of sand

between the the two sets of doors on the Southern wall of the are blocked by solid earth.
 room and deduce that they cannot be opened because they

Encounter:	Iron Servitors (2+Party Number) HD 4 HP 18,30,12,22,20,23,16 AC 2, ATK 2, DAM 1D6/1D6 (+rust), MV 30' SV F4 M10. On a roll of twenty or six the servitor breaths a cloud of noxious fumes onto its target – this rapidly rusts ferrous metals, and will increase the AC of any metal armor worn by one and decrease the damage of any metal weapon by 1. When armor reaches AC 9 or the weapon's maximum damage is less than 3 it is destroyed and useless. This effect is in addition to any damage from the attack.
Treasure:	Globe lanterns (6) – 100GP each, fragile, 8lbs each
Traps/Puzzles:	None

AREA 7 – LUNCH COUNTER

Lighting: None
Odor: Damp and rust
Sounds: None

This are was once a small shop that provided travelers and rail-workers with refreshment and sundries. The shop has never been looted, but it is now long decayed. There are numerous magazines and pamphlets on the magazine rack from the station's heyday, but only 1D6of them don't crumble to dust when touched (see table below – roll for each, repeats are ok). Additionally a clockwork cash register, its workings corroded, (worth 5GP weighs 40lbs) stand on the counter. The register contains a variety of ancient coins (80 CP,

142SP, 12 GP and 2 EP [total of 30GP]) and can easily be jimmed open.

An iron servitor in the form of an ancient soda jerk stands behind the counter unmoving, while another, appearing as a wasteland goblin stands before the magazine wrack as if contemplating the purchase. The third iron servitor still at one of the counter stools with an empty plate before him, and appears as a loincloth clad wildman.

1D10	Contents of salvageable ancient magazines – The wisdom of the ancients or the pablum of the doomed?
1	Conflict News – Follow Their Majesties' as they crush and humiliate the depraved warlock enemy. Propaganda - worthless, but if read closely may lead to ancient battle site or fortification.
2	Celebrity Gossip – Celebrities: vaudevillians and ingenues mostly. Sometimes they are getting married sometimes cheating. Worthless.
3	Pornography – “Moktar Beauties”, “Bumptious Vixens” or “Masculine Man Titans – Halfling Special”. Surprisingly tame pornographic etchings and stories. Still, there's always a collector... worth 1D4x100 GP.
4	Occult Sciences – A magazine about the practice of magic, contains information to reconstruct one random 1 st level spell of an ancient (and likely bizarre) nature.
5	Popular Clockworks – A science magazine of sorts. Incomprehensible to anyone who doesn't know their cogs and springs by heart. Worth 1D10X10GP to the Temple of Science.
6	Daring Tales – Daring tales of brawny men battling fanged monsters in distant places. It's all rubbish, no oil bombs or 10' poles are mentioned. Worthless
7	Samizdat Tract – Propaganda from a long dead political movement opposed to the Clockwork Matriarchy. Unfortunately, it was published by evil warlocks and if read acts as a charm person spell. If the reader is charmed they will develop an interest in nihilistic act of destruction to “Shake the pig social order”.
8	Cooking Magazine – Some fascinating recipes for canned meat in there 2D10x10 GP worth of them. Valuable to gourmands and snobs.
9	Swords and Bucklers – Fighters, Thieves and Demi-humans reading this magazine will gain 200 XP by perusing the articles should they make a roll under their Intelligence on a D20. Only one attempt per character.
10	Literary Criticism – Reader must roll a D20 under Wisdom or be <i>confused</i> for 1D10 rounds next time she rolls a natural 1 and suddenly remembers some of the asinine arguments in this magazine.

Encounter:	Iron Servitors (3) HD 4 HP 18,30,12,22,20,23,16 AC 2, ATK 2, DAM 1D6/1D6 (+rust), MV 30' SV F4 M10. On a roll of twenty or six the servitor breathes a cloud of noxious fumes onto its target – this rapidly rusts ferrous metals, and will increase the AC of any metal armor worn by one and decrease the damage of any metal weapon by 1. When armor reaches AC 9 or the weapon's maximum damage is less than 3 it is destroyed and useless. This effect is in addition to any damage from the attack.
Treasure:	1D6 non-decayed magazines (see table), Cash Register - 5GP, Coins - 30GP total
Traps/Puzzles:	None

AREA 8 – REST ROOM A

Lighting: None
Odor: Dust and rust
Sounds: None

The iron servitors have no use for this room and have simply destroyed in. Its once pretty jade colored tile is smashed and shattered and every toilet bowl, sink and fixture is likewise crushed. If the brass pipes are inspected, where they jut tangled from the wall, it will be clear that no water has passed through them in a great many years though they do show signs of corrosion. The door in the North half of the room leads to an old supply closet which contains a dented copper bucket (1 GP).

Encounter:	None
Treasure:	Bucket - 1GP
Traps/Puzzles:	None

AREA 9 – REST ROOM B

Lighting: None
Odor: Dampness with a hint of something acrid
Sounds: Occasional drip

Another room ignored by the iron servitors, though this one has not been destroyed, instead it is oddly clean of the mildew that covers much of the lower level. Orange ceramic tiles cover the walls, floor and ceiling, but while pleasant do not appear valuable. The servitors have trapped this room by filling the bathroom fixtures with a heavy, volatile oil that combusts upon exposure to air and then covering it with a layer of water to seal it. To entice trespassers into setting off this **combustion trap**, the servitors have placed a finely carved gold ring (worth 25GP) in the sink. Should the party inspect any of the toilets or sinks in this room (which appear full of water) they are likely to disturb the water layer enough to cause a sudden conflagration. If the sink or toilet water is not disturbed but is smelled, it will smell faintly of harsh chemicals. Unless extreme caution is taken not to jostle the “water” search efforts will set off the **combustion trap**. There is nothing else of interest in this room.

Combustion Trap – Should the water in the sinks or toilets be disturbed or jostled it will rapidly combust. The exploding fast burning chemical blast will fill the room as all the volatile liquid is set off by the initial explosion, and any PC in it will take 1D10 points of fire damage, unless he or she saves vs. wands for ½ damage. Additionally, any volatile flammable item carried by a character has a chance to combust. Each flask of oil, bandolier of bullets, or crude grenade must save vs. paralysis or itself explode doing normal flaming oil damage (1D6 each round for 2 rounds) to the character carrying the item.

Encounter:	None
Treasure:	Trap Ring – 25 GP
Traps/Puzzles:	Explosive toilets/sink – 1D10 + chance of item explosion to any in room, save vs. wands ½ damage

AREA 10 – TICKET OFFICE

Lighting: None
Odor: Sterile, dust and rust
Sounds: Only outdoor noises.

A broad engraved metal counter counter, with a waist high door in it bisects this area, in front of it is **Area 6** and behind on a slightly raised stone floor is the area where the ticket agents of the Clockwork Matriarchy once plied their trade. An ancient and dust conductor's cap sits on the counter, but it will fall to pieces when lifted. On the wall behind the desk is a large ornate clock face made of white marble, but its workings are broken and it is stuck at 11:25. The vault like door to Area 11 is clearly visible and slightly ajar.

Two **Iron Servitors** the first looking like a portly saloon

gambler and the second a emaciated nomad. These Servitors are the least resigned to their fate as tortured minions of the gorgon, and are pretending to sleep behind the counter in an effort to remember their prior existence. If they do not respond to the battle in **Area 6** these servitors will make a normal reaction check unless Stahleno is present (in which case they will attack).

Behind the counter, resting on its built in shelves is a silver hand bell, engraved with a clockwork motif. It is worth 100 GP.

Encounter:	Iron Servitors (2) HD 4 HP 18,30,12,22,20,23,16 AC 2, ATK 2, DAM 1D6/1D6 (+rust), MV 30' SV F4 M10. On a roll of twenty or six the servitor breaths a cloud of noxious fumes onto its target – this rapidly rusts ferrous metals, and will increase the AC of any metal armor worn by one and decrease the damage of any metal weapon by 1. When armor reaches AC 9 or the weapon's maximum damage is less than 3 it is destroyed and useless. This effect is in addition to any damage from the attack.
Treasure:	Silver Bell - 100GP
Traps/Puzzles:	None

AREA 11 – CARGO STORE

Lighting: None
Odor: Mold, rotting cloth and wood
Sounds: None

Beyond a thick metal door with wrist thick locking bolts now bent and sheared by the great force of Stahleno's horns and hooves, this room was once the guarded storage room for valuable cargo and luggage passing through the train station. Now its blank black metal walls drip with corrosion and its foul oppressive air stinks with mildew and decayed fabric.

Filled with rotten bolts of cloth, rusted weaponry and dry brittle crates overflowing with long spoiled supplies, this room contains everything that has caught Stahleno's eye in hundreds of years of plundering. Permanently stationed among the treasures and debris are two **iron servitors** that have won special favor with Stahleno. The first has been covered in gold leaf as a sign of this favor and appears as a statute of a gallant young soldier of the Clockwork

Matriarchy (making him an incredibly ancient and tormented) in a heroic pose. The second servitor is standard black iron but takes the shape of a common desert cat and hides beneath a pile of rotted rugs, ready to leap. The servitors will wait until the party is distracted by **Stahleno's hoard**, when they can get a sneak attack (+4 to hit, x2 damage) before revealing their hostile presence to the party.

If Stahleno escapes from an earlier encounter on the Perch (**Area 5**) she will retreat here and send her servitors to attack. When here encountered by a strong looking party, she will offer up some of the gems and the strongbox from her hoard in exchange for being left alone. If attacked in this place Stahleno's cruel playfulness will be gone and she will fight to the best of her ability.

Stahleno's Hoard

Stahleno's hoard is huge, filling a good part of the Cargo Store. Mostly it consists of trade goods dating back as far as 1,000 years. Unfortunately, most trade goods don't hold up for more than a few years and the entire trove is a mass of

rotten silks, threadbare finery, dried and cracked rare woods, scentless incense, spoiled spices, rancid oils and broken glass ware. Sifting through the dross will take hours or even days, but there is much that has held its value.

COINS

Loose Coinage: 2,000 GP, 500 EP, 4,000 SP – Various Coins, mostly from a rotten wooden paymaster's chest and dating back to the Clockwork Matriarchy. These coins are all octagonal, with a gear stamped on one side and various identical (cloned) beautiful queens on the other, the only difference between monarchs is style of headdress. Other loose coins are more recent, some only a few years old.

Other Coinage:

1,000 GP, 500 EP – Locked in a battered steel box, with the phrase “GorGouS Leo's – Hand's Off” carved onto the lid. This is the life's plunder of the notorious marauder “Gorgeous Leo” who a few bawdy songs still mention. Gorgeous Leo's petrified remains are long rusted and corroded into unrecognizability, as he wasn't gorgeous enough to interest Stahleno.

100 PP – In an ornate puzzle box made of enameled red brass (worth 25 GP) marked with the sign of the Orbital God, Hebat Prince of Unseemly Lusts, is a pyramid 100 identical perfect platinum spheres, once a gift to an unknown courtesan.

GEMS AND ART OBJECTS

Platinum parade helmet of the clockwork matriarchy – 1,000 GP

Cracked turquoise carved into the a infinity symbol – 50 GP

Matched pair of fist sized rough Agates – 100 GP each

Skull plated in iron and set with emeralds – 1,000 GP, Stored in a decaying black leather hat box with a blue velvet interior and labeled with a brass plate bearing the legend “my brother, my friend, my betrayer”.

Broken ebony wand, tipped with a flawed pearl – 50GP

Golden suit of scale mail, etched with nomad sigils – 1,500 GP

Orb made of Ivory and inlaid with silver astrological signs – 250 GP

Foot long swagger stick of synthetic ruby with platinum caps – 2,000 GP

TRADE GOODS

Small ebony box of rare aphrodisiac – 500 GP/1lb

Large tin of exotic spices – 1,000 GP/lbs

Bolt of black silk – 400 GP/20lbs

Screaming Tree Lumber – 500 GP/250lbs

Silver dinner banquet service depicting monkeys and jungle fruits – 600 GP/200lbs

Bale of high quality triceratops hides – 400 GP/300 lbs

Suit of quality plate armor, enameled red - 450 GP

Ceramic burial urn – 200 GP/300 lbs, Decorated with flowers and a blue glaze, contains the naked mummified corpse of a man.

Painting of a Strange Sea Scape – 400GP/5lbs, The painting is a quality work 3' x 4x', but has an unsettling effect on the viewer.

MAGIC ITEMS

Clockwork Gauntlet – See Section III

The Brass Archtutheus – See Section III

Ward Against Undead – a string of bone prayer beads, each bead engraved with one word of the spell scroll. May be read aloud as a scroll, or placed in a circle to create a 20' diameter circle that undead cannot enter if they have less than 6HD and must save vs. Spells at -3 to enter if they have greater HD. Like a scroll the beads work only once.

Encounter:	Iron Servitors (2) HD 4 HP 30 27 AC 2, ATK 2, DAM 1D6/1D6 (+rust), MV 30' SV F4 M10. On a roll of twenty or six the servitor breaths a cloud of noxious fumes onto its target – this rapidly rusts ferrous metals, and will increase the AC of any metal armor worn by one and decrease the damage of any metal weapon by 1. When armor reaches AC 9 or the weapon's maximum damage is less than 3 it is destroyed and useless. This effect is in addition to any damage from the attack.
Treasure:	Stahleno's Hoard – 13,900 GP Value
Traps/Puzzles:	None

SECTION III – MONSTERS & TREASURES OF NOTE

STAHLENO (WINGED GORGON)

No Enc. 1 (unique)
Movement: 40'/70' (fly)
Armorclass: 2 + Special
Hit Dice: 9 (65 Hit points)
Attacks: 3 or 2 + special
Damage: Trample (1D6)/ Trample(1D6)/
Gore(1D10)
or Breath Weapon
Save: F8
Morale: 11
Hoard Class: XVIII
XP: 3100

Stahleno is an ancient machine of war, a gorgon cast of magic, human sacrifice and blackened steel, with huge brass horns and a face made of living porcelain in the form of a beautiful woman. Stahleno is inhuman, though intelligent, and cruel beyond all understanding. She was forged to be so, released by mad wizards with the directive to cause terror and chaos in the heartland of the ancient, and now fallen, Clockwork Matriarchy. Stahleno was not given a choice in these matters because she can only achieve sustenance from feeding on the fear and hopelessness of others.

Stahleno's masters are long gone, and she has been free to hunt on her own for several hundred years, residing in the old clock tower most of this time. She is cautious in selecting her prey, targeting only those she believes she can destroy, so as not to arouse too much suspicion of the Timless Pillar or inciting an effective military response. She hoards treasure out of boredom and spends most of her time staring unblinking out onto the Certopsian plain ruminating on destruction and the hopeless decline of the world that she is proud to contribute to.

SPECIAL DEFENSES: Stahleno is excellently equipped to cause fear and hopelessness, as her bull sized metal body is both strong (As a Stone Giant) and rather impervious to damage. She regenerates at the rate of 1HP every five rounds and immune to damage from cold, electricity, poison. Stahleno will take ½ damage from magic and fire. As a construct she is also immune to mind effecting spells and mental attacks or spells that target the soul (such as magic jar).

SPECIAL ATTACKS Stahleno is a gorgon, she may breath a cloud of rust colored petrifying gas once ever four rounds. This cloud is 30' x 30' centered directly in front of the gorgon, who is off course immune. This gas burns the throat



and eyes, and on a failed save turns victims in the cloud into black iron statues.

STAHLENO'S HEARTSBLOOD When slain Stahleno will begin to turn to flesh. This process starts from within, but will be noticeable within 1 turn. Her body will turn into that of a large black bull and her head that of a maiden. Only her wings and horns will remain metal, but her porcelain mask will also be unchanged, retaining even its power of expression (it is worth 800GP to the wealthy as a magical costuming item). In this form the blood congealing in Stahleno's heart will act as a potion of stone-to flesh and the heart contains 2D4-1 doses. When the corpse rots this magic will be gone.

IRON SERVITOR

No Enc. 1 - 20
Movement: 30'
Armorclass: 2
Hit Dice: 4
Attacks: 2
Damage: Pummel 1D6/1D6 + Special
Save: F4
Morale:10
Hoard Class: None
XP:245

Iron Servitors are constructs created by the animation of Stahlno's victims and reanimation through the return of a small portion of their essence. They appear as mobile iron statues of whatever they were in life. Iron Servitors are wholly Stahlno's slaves as she retains the majority of the souls in her alchemical and mechanical heart, burning them

eternally to power her machinery. Existence as an Iron Servitor is incredibly painful and most are mad creatures driven by equal parts hatred of and loyalty to their mistress. A few remember tiny fragments of their lives, but it hardly matters as they cannot talk (though they can listen and communicate through mime if they have some reason to parley).

SPECIAL ATTACK: In combat Iron Servitors often attack from surprise, masquerading as iron statues. They strike with their metal limbs, and on a natural roll of twenty or six servitor breath a cloud of noxious fumes onto their target – this rapidly rusts ferrous metals, and will increase the AC of any metal armor worn by one and decrease the damage of any metal weapon by 1. When armor reaches AC 9 or the weapon's maximum damage is less than 3 it is destroyed and useless. This effect is in addition to any damage from the attack. This effect is in addition to any damage from the attack.

ITEMS OF NOTE

CLOCKWORK GAUNTLET OF COMMAND

An oversized gauntlet that fits over the wearers right hand and is made of tiny brass, bronze and zinc clockworks. The device may be used as a weapon doing 1D6 points of damage and effecting monsters only capable of being struck by +1 or better magical weapons, but its true power is the ability to command automatons. It may be used in a manner identical to clerical turning on automatons, robots and

golems. Scientists will be able to use it as if they were a cleric turning undead at a level equal to their own while all other classes including clerics, use the gauntlet as if they were ½ their level. When a turning attempt indicates that the automaton would be destroyed it is instead placed under the glove wearer's control for 1D10 turns.

BRASS ARCHITEUTHIS

A short heavy staff made of pink coral, this item is topped with a brass and silver squid statute about 4' in length, with segmented tentacles that wrap around the staff. Normally it strikes as a +1 staff, but when the command word "surface" is uttered, the squid comes to clicking metallic life and will leap onto the next victim struck with the staff. The victim must save vs. spells or be held immobile by the metal cephalopod for 1D4 turns or until the staff owner releases him. Additionally, the construct will constrict the victim,

with its metal suckers tearing into unarmored flesh for: 1D2 minus 12 plus AC of victim points of damage per round. The squid returns to the owner and returns to staff form for 1 turn upon command or after constricting an opponent. The victim may attack the squid if not completely restrained, and nearby allies may aid him. The creature of the staff is as follows: (AC 5, HD 3, hp 20, MV 20' , STR 16). If slain in squid form the Brass Architeuthis is destroyed, but it will heal all damage upon returning to staff form.

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