



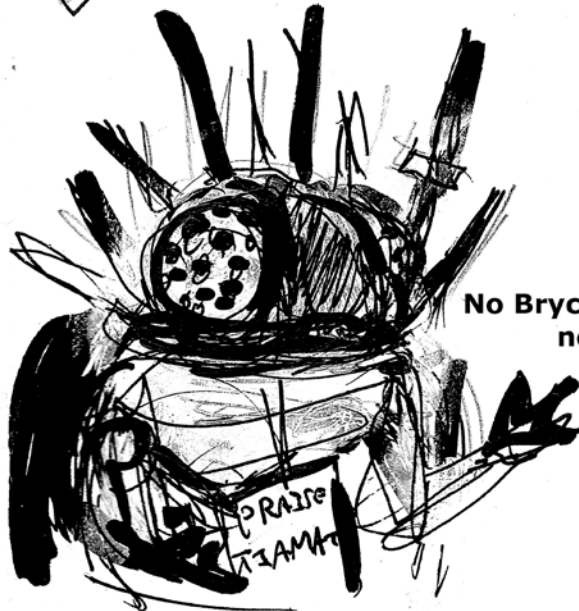
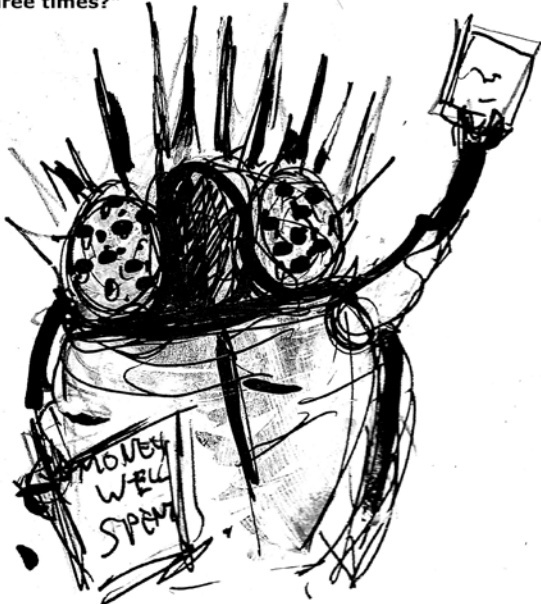
"Hello there meatsacks, it me, your
ol familiar pal - SOCIALLY
CONSCIOUS TRILOBITE!"



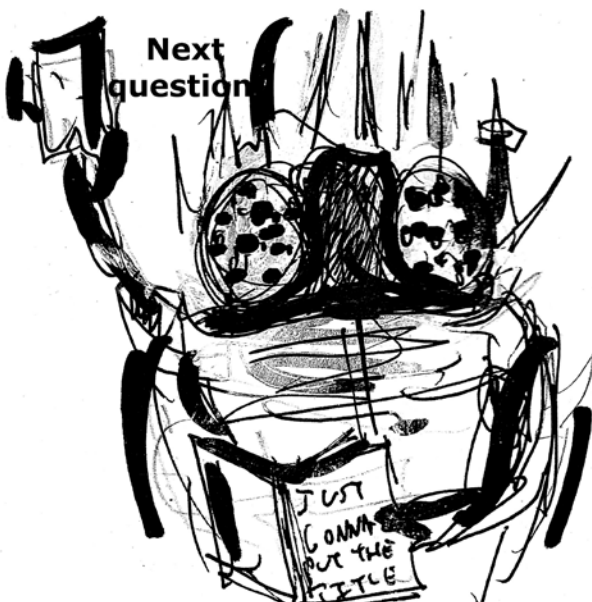
I've been asked to step in to provide
much-needed context
(and a handy getout clause)
about some COMPLEX ISSUES in this-
here book



"Dear etc etc, read your
adventure, got confused.
Does the adventure "start",
three times?"



No Bryce it does
not.



Next
question



"Dear Socially
Conscious
Trilobite .. read
adventure ...
etc etc .. huge
amount of
detail got
confused."

"Look. Most adventures are just robbing you with either no details, or the wrong kind."



"In here we got the **RIGHT** details
"And lots of em!"

"but things in DCO don't have to matter unless you are interested in them"



or the players are interested in them'



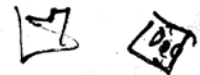
if they go a different way, or don't care about an object or theme, then don't worry about it



REMEMBER - Always adjust the adventure for your own personal cognitive load and remember to have fun



Just make sure it's Socially Conscious Fun



Deep Carbon Observatory

By

Patrick Stuart

And

Scrap Princess

Maps by Dirk Dietwieller Leichy

Thanks to;

Zzarchov Kowalski for comissioning the original DCO

Arnold K for the Time Traveling Dinosaurs

& playtesters Sam Z, Peter Webb & Bryce

(we ignored large amounts of what they said so mistakes are ours not theirs)

#0

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Notation and Stats #0

Notation

Name - Usually written next to something on a map and repeated in large column-centred text above its entry.

The Spread Number - **Black**. Marked with #, found in the *upper corners*. In most cases this is the only one you need.

The Element Number - **Red**. Sometimes the elements in a section need to be broken down in a way more granular than just "Name - Spread Number"

The Page Number - **Blue**. Appears in the *bottom corner* of each page.

Stats

There is a common theme in conversations about game design that those elements which are most thoroughly described are the most important to the game. In Old-School design and play this is not necessarily the case.

Old School games give stats for qualities that are the most absolute, and fiercely contended in play, not necessarily the most important.

The things that are described in numbers are generally those centred around violence and the consequences of violence. But this does not mean that is what those characters are about, what they should be used for or how they should be expressed in the game.

So, Curtis Ghyl is described as; "tattered and broken, carries his wife's corpse upriver through the flood. Weeping, he curses fate and says that he is going home."

Curtis Ghyl probably also has one Hit Die, 3 or 4 hit points, an unarmoured AC and low Morale. None of this is very important because I do not imagine you trying to fight or murder Curtis when you meet him.

But you could, possibly, if you wanted to. Or more likely you might end up trying to wrestle him to the ground or struggling with him as you try to relieve him of his wife's corpse, hopefully to help him, and in those cases, you would need to know his stats.

These stats represent the average human being. Unusual qualities or abilities with a mechanical effect will be shown with stats which describe them. If a mechanical element is not specifically called out then assume they match the "standard NPC" described below.

Armour - unarmoured.

This is the number required on a d20 to hit someone in close combat. In most old-school systems this is 10. In Lamentations of the Flame Princess, the number is 12.

Hit Dice - One.

This is an important number. It describes two things.

The first is the number of dice that are rolled to generate the NPC's Hit Points. This gives a general guide to their survivability in combat.

The second is the NPC's Attack Bonus. An NPC adds this number to their roll to attack. So if an NPC has two Hit Dice if they attack someone or something they will add +2 to that d20 roll.

(Types of dice; in almost all cases the kind of Hit Dice NPC's use is a d6. If an NPC is especially large, martial, tough or powerful, you might want to have them roll a d8 die. If an NPC is old, scholarly, physically weak, small or very inexperienced, you might want them to roll a d4.)

Hit Points - 4.

You can generate this randomly when an NPC is encountered by rolling their Hit Die. But if you don't have time we give you an example number.

Move - 30.

This shows, in feet, how far someone can move in one combat round (about 6 seconds) and still perform a meaningful action, like an attack, casting a spell or doing something physically complex or difficult. Assume the standard move for all NPC's is 30 feet.

This number assumes that someone is not carrying anything extremely heavy. If they are, you may want to bring it down. Likewise, if people are on difficult ground or in unusual positions you may want to alter their movement.

Damage - by weapon.

This shows the die rolled when an NPC hits and does damage. Almost all NPCs do damage according to the weapon they are using. These will be given in whatever rule system you are using.

Assume most weapons do d6 damage.

Morale - 7.

This number shows the likelihood of an NPC running away, breaking down or surrendering when scared.

Most NPCs will test morale when they first take damage, when damage pushes them below half their hit points and, in some cases, if anything terrifying happens.

Different systems have different rules for when and how morale is tested. This value is based in the Lamentations of the Flame Princess rules in which morale is tested by rolling 2d6. If the NPC scores equal to or under their morale, they pass.

The manner in which an NPC fails a morale test will depend on the kind of person or creature they are. An inexperienced or neurotic person might run away or beg for mercy, an experienced killer, like one of the Crows, could simply retreat or try to negotiate terms.

#1

Thirty Hooks

A Serious Purpose

(Would work well for scholarly or upper-class characters.)

1 Academic Shitstorm. Intellectual warfare has broken out over the origin of a monumental dam in a distant land. Careers are being ruined! Reputations destroyed! Friendships ended! Blood mixes with ink in the streets!

Liberals claim the dam indicates the area was the source of an ancient and powerful culture and that the locals are its descendant.

Conservatives says the dam was built by an invading civilised culture and that the locals are primitives.

The Lunatic Fringe claims the dam was the creation of beings from BEYOND OUR REALITY and that the other factions are covering this up.

You represent one of these factions (roll a d3 or choose) and you intend to resolve the dispute and end this conflict for good! (Or, if you are a Literary Theorist, contextualise it.)

2 Wannabe Golemist. While fools might claim that the art of Golemry is a deluded fantasy you know they are WRONG. Reports of the Carrowmore region claim that the upper reaches of its river are defended by remarkable, unbeatable and immortal Golems of unknown make. You will learn their secrets!

3 Mind Control. It's blindingly obvious to you that your mind, and the mind of everyone around you, is being controlled by eons-old machines of titanic complexity located in secret caverns deep beneath the earth serving the decayed and hideous remnants of a once-great prehistoric race. Careful triangulation of the mind-control effect over several years has lead you to one particular point where you believe you will find an entry to the secret world beneath our own. You intend to descend into that world and battle the mind-controlling monsters to free mankind. People do not always respond well to THE TRUTH so you have cooked up a cover story in which you are a rogue geologist who lives on the edge paying off your gambling debts with cartography.

4 Riddled With Debt. Though you were raised in a wealthy family at the pinnacle of society and received the best education, on your parents death you have discovered that everything you own is simply the tip of a cyclopean ponzi scheme. Not only are you totally broke, but as soon as the scheme is revealed, (and it will be), the economic shockwaves will tank the local economy and spread out to hit every corner of the civilised world. You have escaped under an assumed name to the edge of the map. Only the most incalculable treasure could restore your fortunes.

5 Nightmare Messages. You have nightmares every night. These many-layered visions of inventive and personal horror have ruined your existence. You always assumed you were a little mad, but, recently, in your visions a strange woman with skin like layered shadow and hair like moonlight, holding a book, has been speaking to you. She tells you to find her and release her, promising that you will be free. The visions have lead you here.

6 Dark Detective. Several months ago a particularly brilliant and monstrous serial killer hit your home town. It took a long time to catch them and they were killed in the chase. The strange thing was, they grew up there and were widely known to be a good person. Their family says after they went upriver from Carrowmore, they came back different. You are determined to find out what happened.

7 Sworn to the Optical God. You were adopted and have never known your birth parents but you have always had a strange tattoo that seems to be a diagram of light passing through a lens, with lines in an ancient language. You recently discovered that the language is associated with artefacts recovered from around the distant town of Carrowmore and that they have a small religion there dedicated to something called 'The Optical God'.

8 Liberal Do-Gooder. You have heard of an innocent tribe of reed-people living somewhere upstream of Carrowmore. You intend to seek them out to learn of their humble and unspoilt culture, living in harmony with the rhythms of nature in a pre-lapsarian paradise, before the tide of exploitation and expansion winks them out like a light. Find them! Protect them! Learn their ways! Write a book about it!

9 Platypus Enthusiast. Day and night, one image haunts your mind. The Lost Gigantic Platypus. The sad meandering lies of "Natural Philosophers" tell you that such wonders have passed from the world, but you will prove them wrong! Rumours have reached your ear of an enormous 'Duck Beast' in the lands upriver of Carrowmore....

10 Hollow Earth Theorist. THE WORLD IS A HOLLOW SPHERE! YOUR THEORY PROVES IT! Yet you have received only mockery in response. You believe final proof lies in the mountains somewhere upriver of Carrowmore. You WILL penetrate the Hollow Earth!!!!

A Call to Adventure

(Could apply to anyone, or to simple "salt of the earth" PCs.)

11 Lost As Fuck. You are incredibly, overwhelmingly, insanely lost. You're not sure what country you are in, or even what continent you are on. You know you were on a ship for a while. At first you were slightly lost, so you took a small risk to get back on track. That went wrong. At one point you paid a Sorcerer everything you owned and stepped into a magic portal, hoping to get home. Since that the situation has escalated. Everything you do to try to work out where you are and get back to where you should be ends up going horribly, horribly wrong. You do not want to admit to anyone around you that you are lost.

12 Strange Folk Tale. A crazy old coot sitting on a log traded you a story for a meal and told you of a king who dug to the middle of the world and came back with friends made of shadows. He was mad and they were bad so his brother pushed them back under the ground and built his tomb on top to keep them down. You have nothing better to do with your life than to investigate this old guys random story.

Thirty Hooks

#1

13 The Dead Explorers Pack. They passed through your village at night and were found dead in a ditch the next day. The body was old and gnarled, covered with scars and strange tattoos. They had almost no money but a pack full of useful items and a half-torn map showing the way up the river Lock. You stole the pack and left your village in the night.

14 Local Emergency. Last night you were sleeping about a days walk from Carrowmore in a tiny irrelevant settlement. A huge CRASH woke you, and everyone in the village heard it. Then an incredible roaring sound came from the direction of the Lock river. You have come to investigate.

15 The Poisoned Messenger. A wild wounded man, hallucinating madly, stumbled out of the undergrowth and died in your arms. He had two small piercing wounds, and a letter addressed to Tham Ruesie, Bishop of the Optical God in Carrowmore. If opened the letter warns there is a conspiracy afoot against the town and has **one** fragment of information on The Cannibal Conspiracy [#4/13].

16 The Prophecy of Sorla Ghyll. You were interrupted by a random passer-by who seemed to know you by sight, but whom you have never met. They were amazed at your appearance and said they had been prophesied to meet you by the Seer Sorla Ghyll who described you exactly and gave them secret, but accurate information about your personal dealings. Ghyll gave them a message to give to you; she will meet you in Carrowmore.

17 Somebody Literally Tried To Eat You. That didn't work out too well for them and when you searched their corpse you found nothing in their pockets but child bones and change. Someone told you they saw this person coming from Carrowmore, and there are rumours of more. Now you've got a bad bite mark, a potential tetanus infection and a serious grudge with these cannibal freaks.

18 Fairyland. Plenty of travellers and deep-country oddities have stories of vanishing treasure palaces and impossible worlds. After listening to a bunch of these you have begun to piece together a pattern in the tales and to think that there may really, actually, be the entry to some kind of supernatural Otherworld, somewhere in the lake upriver of Carrowmore.

19 Got Laid. You slept with one of a party of Adventurers on their way to Carrowmore ("The Eagles' s [#4/16]). When you woke up you found them gone. One of your important bags, carrying a valued item, was actually their important bag, carrying their important item. The bags looked the same and they were in a rush so it was probably a mistake. You just want to swap them back.

20 Missing Girl. The headman of the last village you slept in has offered you a small fee for a small job. Go get his niece, Vanika Drome back from Carrowmore. he thinks she's run off with a boy. They are only 11 so nothing indecent should have happened but he needs her back and can't go himself.

Gold!

(For shifty, greedy old-schoolers and thief PCs)

21 Hired Help. You read an ad requesting those "careless of life, for dangerous and profitable expedition" the "educated wizard" Rem Koolhaüs (or Ruskin Behaviour) plans an expedition to beat the "churlish pseudosorcerer" Ruskin Behaviour (or Rem Koolhaüs) and is offering good coin to assist him. (If two PCs roll this hook they work for different wizards.)

22 Stories of Gold. A floating city of gold up in the hills! GOLD!

23 Claiming your Inheritance. One of your more boring expatriate kin has died and through a complex series of dead or legally invalidated uncles, the deed for a country hacienda in Pollnagollum village upriver from the distant town of Carrowmore has come down to you. All you need to do is have it validated by the local authorities and the land is yours.

24 Desperate Letter. It's clearly written by a child. They write from a place called Pollnagollum Village saying they have read about your adventures and need help. Treasure promised. A diamond ring included for proof.

25 Bribed Scribe. In lands close to you, adventurers have broken into an ancient dam through a hidden door. They describe deadly traps, undead guards and staggering wealth. The only other dam of that kind is rumoured to be half way across the world. You jumped on the first ship out but others of the same mind will be right behind you!

26 Behold! Your new Lord! Blackmail works! To get you out of the country a powerful official has bestowed on you a charter; rule of all lands upriver of the Dam which controls the Lock river. You are not really sure where that is but you are on your way!

27 International Espionage. Your own nation has offered you a decent amount for a full report on the lands around Carrowmore, especially the Upper Lock, with a view to potential invasion or annexation, and if you can make some extra cash while you are there, well why not..

28 Unlimited Power! Your friend, a crazed anarchist street magician obsessed with the occult, couldn't stop talking about a legendary book that gives unlimited power. You ignored him, but when he was murdered and his place rifled, you chased the killers only to see them leaving the harbour in a chartered ship. You checked the destination and have followed on your own, to avenge your friend, of course...

29 Treasure Message. Your last treasure haul included a copy of a copy of a copy of a map from a clay tablet showing the heart of an ancient Empire, including what might be a treasure palace, or prison, in a deep valley. You are pretty sure the place is up the Lock river somewhere.

30 Drunken Bet. After a night drinking with the 'Eagles' the adventuring party of the noted "hero" Alfredo Jahn, who you loathe, you made a very public bet that you could beat him to any treasure and take it from under his nose. He laughed in your face! Now he is two days ahead and you are struggling to catch up.

#2

Opening DCO

What is DCO?

DCO is an adventure for Dungeons and Dragons that should work with any Old School system. It would best suit a low fantasy world where magic is difficult and rare and monsters frightening and 'other'.

DCO is theoretically survivable for a level 1 party if its players are extremely cunning and crafty. For most systems a party level between 3-5 would give the best experience. High levels of magic will empower the party and potentially make the adventure a lot easier.

Most D&D adventures have a lot of information at the front that gives you context to the events inside. In this adventure that information has been incorporated into the active elements of the text. Read it in full before you play it. Once you understand it as a whole then most of the questions you have about context will be answered.

Locating DCO in your World

Deep Carbon Observatory could take place on the distant margins of an empire. Somewhere far enough away that communication is difficult, but possible, and somewhere that agriculture still makes sense.

The names used in the adventure are a complete bricolage signifying no particular human culture. In fact they are all the names of caves.

The names are not vital to the context of the adventure and can be changed according to the preference of the DM.

Carrowmore is a farming town with no major exports. It is on, or near, the coast, by a river that leads to the interior of the continent. It is blocked off from the interior by huge mountains, giant eagles and immortal, unkillable stone guardians that wreck anything going too far upriver. The locals have been living here for a while and have gotten used to all of this.

According to the residents, the area was almost empty when they arrived, though the presence of the Dam indicates some major civilisation once existed here, and fragments of culture indicate there may have been some absorption of, or contact with, native populations over time.

Apart from the curiosity of its Dam, Carrowmore has been a distant and forgotten backwater for some time.

Treasure

I have given all currency values for treasure recovered in the adventure in a standard format, 'currency' or 'c'. In LotFP this standard assumed currency will be the silver piece, in other old school games it will be the gold piece.

Many of the treasures in the final part of the adventure, the Observatory, are worth a great deal of money if removed to a civilised area, this should be a major city or wealthy court in your campaign world.

Logistical Stuff

DCO includes elements of survival horror at its beginning that put the party's resources of food and water under specific pressures. If you like playing these elements then make sure you know how much food your party of PCs has and familiarise yourself with the rules for starvation and tiredness in your system.

Elements in the middle and end of the adventure include exploration of secret tombs or underground complexes. PCs will also probably wish to act by night. Make sure you know who has light sources in your party and how many hours of light they can produce.

For some parts of the adventure secondary sources of light have been suggested and these will be indicated in the text.

Survival Rules

If you don't already have any, try these rules for Tiredness and Starvation taken from the LotFP ruleset.

Starvation and Thirst

A character must eat at least one full meal a day and drink water every day or suffer ill effects.

24 hours without food = save versus Poison or one Constitution point is lost.

24 hours without water = save versus Poison or Constitution drops by half. After three failed saves the character is dead

Constitution losses due to dehydration or starvation recover at a rate of two per day with rest and proper nourishment.

Sleep Deprivation

A character must sleep 4 hours in every 24

For every day that passes without proper rest they suffer a cumulative -1 to all rolls. (10% penalty for 100% rolls).

Intro

#2

One piece of information that's easy for anyone to find out is this; you can read this out, abstract it, deliver it on your own words, put it in the mouth of an NPC or do whatever you want with it.

“Once there was an Empire of unspeakable wealth that traded in secrets, dark wonders and death, and many of the strange things now on earth were theirs.

They drew their power and magic from a gate within the earth.

But, as their kingdom slowly died, they locked away their treasure with a lake, and set there sleepless and indestructible guards.

Everyone knows where it is, on the Lock, upriver of Carrowmore.

No-one who goes there has ever come back.”

The process of getting to the lands around Carrowmore isn't very important, neither is the parties exact position relative to the town.

The adventure begins in-media-res. The events of the opening encounter will naturally drag the PCs into the town centre.

Describing the Flood

Everything feels as if it has gone very, very wrong.

- Drowned livestock.
- Black knee-high mud.
- Pale bodies wash past.
- The growing smell of rot.
- Dark circling scavenging birds.
- Water tastes bitter, almost rusty.
- People wade, stagger, swim and shout.
- They haul goods, furniture, belongings.
- Naked, half-naked, shivering in nightclothes.
- River full of broken wood, dead fish, weird squid.

Describing the Environment

The Land

- A pale sun rises around 7am and sets around 8pm.
- Nights not cold enough to make breath visible.
- Warm days summon sweat and legions of flies.
- Wind in the remaining poplars.
- Surviving trees form the centre of debris islands.
- Swamp Cypress banches hang morosely draped with lichen and debris.
- Small trees gone, tall ones stained like stirring spoons, lower limbs snapped to snarls and spikes.

Carrowmore

- A bell rings out.
- Houses piled close together.
- Wood-fronted buildings painted to look stone.
- Everything stained with rain-mould and lichen
- Building names in once-bright, flaking paint.
- Probably busier now than it has been in years.
- Central gridwork streets turn to rambling warrens.
- A hum of crowds comes from the centre, the dock.

#3

Opening DCO

The chart describes a dynamic and fluid arrangement of events and consequences which will inevitably lead the PC's into the heart of Carrowmore and the centre of the disaster.

As the PCs approach the river they directly witness the three events at the top of the page.

Describe to the players what they see.

They must choose which event they will interact with.

If they choose to interact with different events they may be separated from each other.

When players resolve an encounter, when it becomes clear they will not resolve it, or after d4 minutes of in game time, whichever is **sooner**, describe the next observable events to each group.

If they refuse to interact, wait, go down one box and start again.

THE EAGLES



ALFREDO JHAN

THE DURMITOR



VESHTOROC

The Flood

#3



#4

Opening DCO

If PCs don't act to help someone, assume they die or are lost in the chaos. Things in DCO **don't have to matter much unless the players interact with them.**

1. Curtis Ghyll

His dead wife Sorla Ghyll was a fortune teller. Though she did not predict her own death, she told him not to take her body to the family tomb himself. Some strangers would help him with the task and they should be the ones to bring her to the tomb.

If the PCs agree to help, Curtis will aid them in reaching **The Tombs** [#19] and tell them to read the [message in the lid](#).

Consequences: If Curtis lives he will return to Carrowmore and try to assist the other survivors.

2. Selminium Tem

He will aid the PCs in reaching the Church [#18].

Consequence, Possible Hireling: A simple man with a simple faith. If the PCs help him retrieve his Holy Text and parish records he will gift them any of the light-producing items in the church and tell them how they work, bless them in the name of the Optical God and tell them what he knows of its history. See its principals at [17/#5]

He has the [key to the church](#) upriver at [#18] and a [holy symbol of his God](#); a lens. This won't work on Zombies but will force the Things in the Jars [#23], the Woman in the Water [#21] and the Nightmare Librarian [#41] to test morale on seeing it.

3. Callaos Raft

Without help the craft will be pulled away from her by the flow, she will dive after it. All will be lost.

Callao and all the people on the raft are from Pollnagollum Village [#21]. If rescued, one of the children whispers this;

*“There was a bad old woman who lived in the corn.
Only children knew that she was real.
She had seven souls and couldn't die the same way
twice.
So all the children poisoned her.*

*Then they stabbed her and smashed her and sliced her
and burnt her and drowned her.*

And then they threw her in the well.

Thats Six And Seven Makes All..”

Possible Hireling: This robust, unattractive, bisexual and brave young woman would probably be better off in the adventuring life where her nerve and enterprise could, in time, make her rich, rather than the poverty and patriarchy of her drowned village.

MORALE: 11

4. The Lemnis Children

Consequences: If the PCs get the children to Sue Trouin and make sure their mother has a proper funeral, then as they grow older *Oscar*, *Signus*, *Latikat* and *Drone* will tell their own children the story of the unknown strangers who appeared from nowhere on the worst day of their lives and saved the family.

If they **do not**, her loss will haunt them forever and they will become petty criminals, and ultimately predators of their fellow man.

5. Kon-i-Gut

If the PCs aid her she can identify the cannibals [10,11,13] and lead the PCs to their lair [The **Black Cellar** - opposite page]. She knows a secret way in.

Without aid she will be tracked, killed and eaten by the cannibals in Carrowmore.

6. Busla Rant

Inside the mouth of the corpse is a shining coin of ancient and mysterious design. She claims many of the corpses have such things and that the flood has emptied an ancient tomb.

7. Hans Gökgul

The bodies of his whole young family are ranged out on the mud. Maddened by grief he demands; “Why? Why did this happen?”. He promises riches and wealth to anyone who can provide an answer.

Consequence: If PCs investigate, discover the flood and Observatory and *return to tell him the tale*, his despair will be eased and he will be able to move on. He gives them all he owns; **15,000c**, and sets off to create a new life somewhere.

8. Sue Trouin

There are 3d6 children here, half of whom have been orphaned, with no means of support.

Consequence: Half have living relatives and if PCs take the time to return the children who still have families, their reputation in Carrowmore will be increased.

Details & Consequences #4

9. Wit Tamdoun

Possible Hiring: If treated well, Wit could be an effective, if irregular henchman. In fact, if treated well, the PCs may have no choice but to make him an employee as he will follow them around.

13 years old, he is brave, competent, deeply anti-authoritarian and a high-functioning alcoholic. Though he obsessively steals small items he is loyal and reliable in every other respect, so long as you keep him off the drink.

DAMAGE: d4 knife

MORALE: 10

DEX 15

STEALTH: 3 in 6

SLEIGHT OF HAND: 2 in 6

10. Uli Guria

Part of the Cannibal Conspiracy [13] Guria has 3d4 cannibal allies, all from Pollnagollum [#21].

Cannibals rarely declare themselves, roll twice when you converse with one.

D6	Seems like they..	But really
1	Really want to help you find your thing.	Carries knives for children's thighs.
2	Keen to listen to your woes.	Eats the limbs of those still alive.
3	Agree with you about 'them'.	Chews the faces of beautiful girls.
4	Have a handy piece of info.	Eats the brains of the aged, twitches.
5	Offers a secret sandwich.	Fries folks in their own fat.
6	Looking for family 'disappeared'.	Makes soup of eyes, innards and lips.

11. Terbil Tem

The girl is 'Vanika Drome' from [20/#1]. She won't leave without Torca Jou from [14/#5].

No-one will believe Terbil Tem did a thing wrong unless they see him do it. "Not Terbil Tem! Surely some mistake?"

(It isn't a mistake. He is part of the Cannibal Conspiracy [13])

12. Theodor Brosen

A seismically dull man, Brosen is strongly built, deeply fair and competent carpenter with absolutely no sense of humour. He could make a steady, if unexceptional employee but would prefer to help others in Carrowmore.

Possible Hiring: Brosen has no interest in adventuring beyond the money earned and would be better off in Carrowmore using his carpentry to repair the town. He does have family living upriver (Egot and Igot [**Sarcophagus/#18**]) and would like to check on them. He would make a pretty good dad.

ARMOUR: as leather

HIT POINTS: 5

DAMAGE: d6 axe

MORALE: 8

STR 15

Melee AB +4

13. The Cannibal Conspiracy

There are 2d4 here. Many seem like ordinary citizens.

If the PCs speak to them, see the random table in [10].

Usually they are careful about their horrible natures but the flood has made them both giddy, and greedy.

If not interrupted they will take any bodies they recover to the **Black Cellar**.

The Black Cellar

There are **3d4** cannibals present, including the leaders Terbil Tem [11], considered an upstanding man about town, and Uli Guria [10], regarded as a shady character.

DAMAGE: d4 knives

NUMBER ENCOUNTERED: 3d4

EXPERIENCE POINTS: 10

MORALE: 8 (4 if leaders slain.)

The space is dark and low, lit by **two lanterns** and a **low fire**.

- **Sandbags** keep out the floodwaters outside, if removed then ankle-deep water would gush in.
- A **huge pot of human stew** bubbles over a low fire, it could be easily **tipped**, doing d6 damage.
- Plunging someone into the cauldron does **d6** damage.
- The **creaking beams** could be cut, bringing down the roof.
- The beams could also **crack** if smashed into during combat.
- The **lamps** could be quenched, creating near-darkness.

Source of the Cannibals

Upriver of Carrowmore, near the dam, is Pollnagollum village [#21]. In this village is a witch who has the power to wipe memory of her existence from the mind of any adult who witnesses her.

The children of Pollnagollum threw her down the well and since then only children believe that she exists.

The Witch has the power to possess people with a dark and primordial spirit. This is the source of the Cannibal Conspiracy, as well as the trickle of psychopaths and murderers which have emanated from this small and isolated region.

#5

Opening DCO

14. The Scholar and the Thief

The child is **Torca Jou**. He does not know who wants the scrolls, but the Crows have abducted his sister **Christina Jou**. He must bring the scrolls, alone, to a certain place or she will die.

It should be extremely hard, but not impossible, for the PCs to use the boy to trace the thieves. If successful, this may result in a pre-emptive encounter with **The Crows** [[#6 to #10](#)]

Ghar Zaghouan will observe Torca from a distance. If there is any indication of the PCs involvement he will kill the boy at long range and disappear.

The body of Christia Jou is likely to be encountered next as one of the zombies of the Snakewood Staff.

Scholar, Tzani Spilios thinks that the legends of treasure refer to a little-known floating village of reeds on the surface of the lake beyond the dam. "They do shine like gold in the sun. It must be from that the legend spread."

She also knows about the wizards Koolhaüs and Behaviour [[Fools Duel/#18](#)]. "Where have they got to? The fools have fucked off on an expedition just when they might have finally been useful."

Possible Hiring: This bookish scholar can read and speak the language of the dam-builders and the Reed-People and knows enough about magic to cast spells from a scroll. She is conceivably available for hire or persuasion but her prices are high.

The scrolls are *Mending, Message, Identify, Locate Object & Speak With Animals*. Another scroll has the following clue; "Above the golems path, where stone meets stone, seek the door that is not." Tzani also has a spyglass.

Translator and Historian

INT: 16

LANGUAGES: 4 in 6

15. The Sailor

The accused sailor, **Max Kosciusko**, is innocent. A likeable man with a talent for tales and a taste for tarts (the pastries), he ships on the Lapitan under Snail Shell Zathrusa [[18](#)] and is popular with the crew. Bringing him back would give a very positive introduction to the PCs.

His lynching will draw the attention of everyone in town and poison relations between the crew of the Lapitan and the people of Carrowmore.

Possible Hiring: This likeable sailor is tattooed with monsters he has never seen, is utterly absorbed by confectionary and loves oranges. He lies constantly about his adventures and affects a pipe he does not smoke. Expert in all kinds of watercraft. A tart-addict (the pastry).

Sailor

WATERCRAFT: 5 in 6

16. The Eagles and Stary Hrad

Hrad is a prematurely grey-haired woman in middle age, she faces 'The Eagles*' a mercenary company. The 'Eagles' are demanding Hrad gives them free reign in Carrowmore to do as they will, in particular, to launch any expeditions upriver..

- A blonde bearded giant wearing a broadsword and a bronze eagle chestplate is **Alfredo Jahn**.
- A female sorceress with one half of her body wizened, the other beautiful is **Veshtoroc**.
- A crazed tattooed mystic who wields a glowing mace and smiles is "**The Durmitor**".
- Three scarred and scowling, armed and armoured assistants carry most of their equipment.
- There is also a small group of **scouts**.

They will tell everyone involved exactly who they are, multiple times. If the PCs stand up to them they will reluctantly back down; in fact, they will avoid all conflict. If driven off, they will (again) remind PC's of their names and say, archly, "I'm sure we'll be seeing you again..."

They will never be seen again. The Crows (see [[#6 to #10](#)]) will capsize their boat, drown them, steal their craft, and transform them into zombies.

The Crows are the odd-looking scouts in the background of this scene. Only describe them further if players ask about them.

Possible Employer: Stary Hrad

Hrad is the widow of one of the largest landowners in Carrowmore and her combination of age, relative wealth, above average intelligence and some degree of social conscience make her the natural, and probably best, civil leader of the town.

Hrad desperately wants someone to go upriver and find out what happened before her town is ruined and exploited by gold-rush scumbags, or before something terrible emerges from the hidden zone.

She promises 300 c for a full and accurate report. She can provide a skiff. This is one of very few places you can get a skiff in town, most having been washed away.

Skiff

Comes equipped with oars and a pole.

Can carry the PCs & probably hirelings, plus light objects.

Ship Hit Points: 3

She wants it back when you are done with it.

*For Hook 19 - 'Got Laid, the Eagle in question will pretend not to know the PC in public, though they still want their bag back and will try to arrange a swap behind the scenes.

Details & Consequences #5

17. Bishop of the Optical God

Tham Ruesie stands on the roof of his church and stares at the pillar of steam rising in the distance where the river disappears. He remembers enough of his faith to know that whatever was hidden by the dam should never be released.

"The Dam! The Lock! The Dam! It must be shut again!"

He could be talked down by someone putting hope into his heart, he could also be tackled from behind or caught from below.

Possible Employer: The Church of the Optical God*

Inside, though the church is vibrantly painted the images are vague and worn, showing golden kings focusing light and a prophetic figure leading slaves to freedom.

The Faith of the Optical God is an unusual one, combining elements of common religion with an unknown mythos which strongly suggests cultural transference from some older, local group.

Gospel of the Optical God

- Light, vision, the spectrum and the eye are all sacred.
- The existence of the eye is proof of divine design.
- What god does to the mind and to human life is what a lens does to vision and the wrath of god is like focused light; only what was already present, but intensified.
- The absence of god is like an unfocused eye, not darkness but a blur of understanding.

History and Legend

- A great kingdom in the past, seduced and betrayed.
- A primal war in which darkness threatened reality.
- A holy army was called to defeat them.
- Most died beneath the earth.
- A prison of light and a cage of water held back the dark.
- The Empire fell, but some escaped into the wilderness and survived to pass on their secrets.
- The Dam protected something terrible - IT MUST NOT BE RELEASED!

Bishop **Tham Ruesie** knows the most about the history of the Church, **Katia Korsokov** is familiar with the legends and **Selminimum Tem** [2/#3, #4] is a rustic man with a simple faith.

Any of these people might want you to go upriver with the noblest of goals; to defeat whatever evil created this flood and seal it away.

They have no payment to offer, but they do have a canoe.

Canoe

Comes equipped with a pole.

Cargo: Can carry the PCs and any light objects, but little else.

Ship Hit Points: 1

18. The Latipan

Zarathusa's sword is drawn and the crowd surges against him.

If the Latipan is boarded the crew will respond with lethal force. If you wish, at an appropriate time you may notify the players of the battle taking place either by having them hear it, witness it or via the rapid spread of rumour. The forces in question are roughly even, if the PCs choose to intervene they can probably tip the balance in the direction of whichever side they prefer.

Possible Employer: "Snail Shell" Zarathusa

The Latipan came to Carrowmore by mistake after being blown off course. The only supplies they have on board are those they already acquired for the trip home.

Zarathusa has banned food sales without his approval, but the crew will sell their rations, without his permission, at the rate of about 50 per day. This is overwhelmingly stupid on their part.

Zarathusa is interested in the potential for treasure and exploration upriver. The Latipan has a shallow keel and could possibly manage navigation of the flooded Lock but Zarathusa values his ship above all else and does not wish to risk it.

Depending on his relationship with the PCs, Zarathusa may offer up to 500c for information from the unknown zone and may even league with them to organise the removal and transport of treasure. He would demand 80% as a starting position. He is also willing to offer use of the Latipan's lifeboat (he wants it back intact).

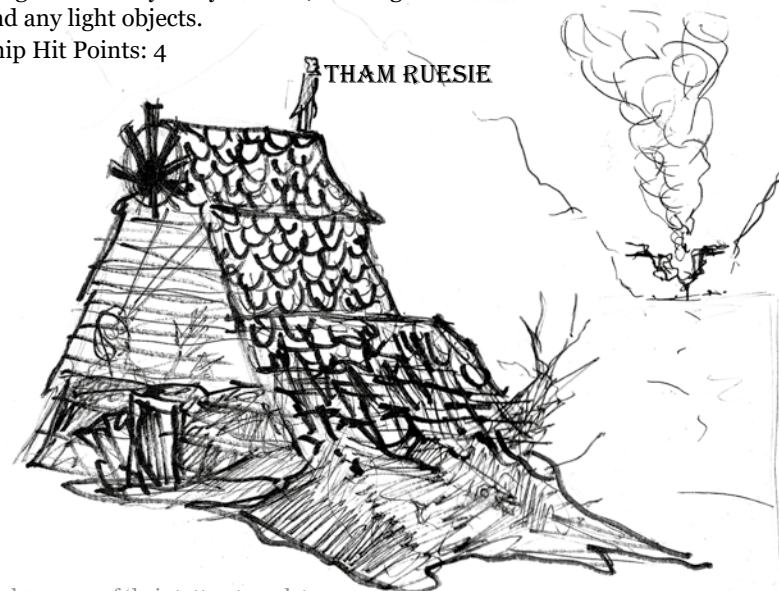
The Latipan is the only even slightly realistic means of retrieving the **Golden Boat** [#21], though dredging it up would be a high-risk endeavour.

Lifeboat

Comes equipped with mast, sail and oars.

Cargo: Can easily carry the PCs, hirelings and any light objects.

Ship Hit Points: 4



*One 'Sworn to the Optical God' (Hook 7) will find the strange language of their tattoo translates as; ('observation, titubation, auscultation' commands the white watchers")

#6

The Crows

The Crows survive.

HOLLOCH



Two siblings shaped by moments of coldness, linked, repeated and deep.

Whatever hell they fled from left its mark, now they carry it with them, in action and in thought.

Their names are whispered respectfully in crypts where nothing lives.

Rumours of them run through jails where none escape.

Their use is questioned in courts that condemn without appeal.

They are secretly spoken of, and feared, in the dreams of the damned and the whispered speech of fearful kings.

Höolloch By-Frosen

He has a perfect sense of distance and time. For anything in his sight, he knows, to the inch, exactly how far away it is.

When he sees someone move, he knows, to the second, exactly how fast they are.

In situations of his making, he will not be caught, so long as the plan holds.

He will not betray his sister or leave her to die. Anything and everyone else is expendable.

Sometimes the blackened links of his silent mail leave faint stains on the fingers of the dead. This frustrates him. He is working on it.

On His Body

A 'Monks Spade - (an upwards facing axe-spear), Blackened chainmail, Bolas, A chain with grapple, Gauntlets, Multiple sets of iron cuffs, A bunch of black sacks for fitting human heads, A fold of ghost-like cloth. Hooded lantern and oil.

The By-Frosens

#6

Echo By-Frosen

Echo smells, (or thinks she does) distrust. This may be simple crystallised madness but, lunacy or no, it seems to work. She senses discord like sharks smell blood-drops in adjacent seas, a preternatural feel for the breakages in people.

Distrust of others, distrust of self, these are the gaps she finds. She will no-more betray her brother than he would her. Like him, she values nothing else.

On Her Body

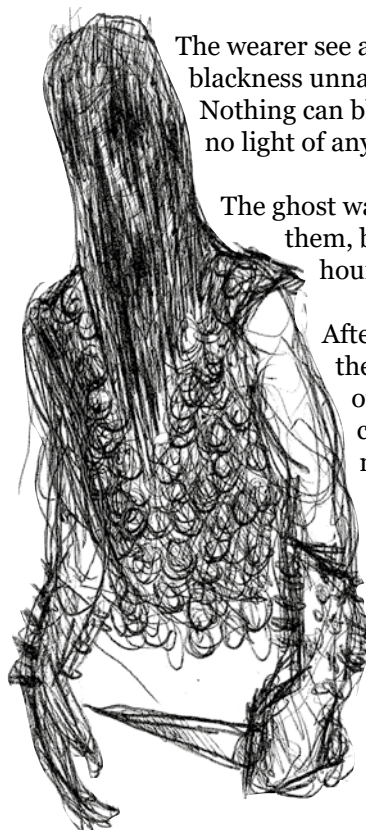
Leather armour, Kusarigama, 6 throwing knives, Butterfly knife in boot, Hidden knife in belt buckle, Cirlet knife in arm-torc, Poison (Save or as per 'Slow' spell), Caltrops, Fishing line, A garrotte, Oil, Grease, Hooks, Collected stolen wedding rings, A sling, A fold of ghostlike cloth, A kilo of opium. Small bullseye lantern and oil.

ECHO



The Ghost-Like Folds of Cloth

Wearing this cloth around your eyes commands the spirit of a tortured foe.



The wearer see as the ghost sees, in blackness unnatural and absolute. Nothing can blind them. They need no light of any kind.

The ghost walks directly behind them, bound, for twelve hours.

After this time, or when they remove the fold of cloth—whichever comes first—the ghost must feed on the soul of a named intelligence.

Kill a living humanoid being and feed it to the ghost. Fail, and the ghost eats you.

#7

The Crows

Ghar Zaghouan

Humans can't spot a psychotic Dwarf.

It's hard to see the madness in another race, that's why Ghar Zaghouan prefers them. Although, in truth, there's nothing he prefers, or likes.

'Liking' seems an extravagant waste.

Things are simply ordered in their way. Event upon event, locked down and interacting, slowly wearing out to an inevitable end. All time is simply waiting and life is an empty machine.

Other Dwarves didn't understand this. Especially when he gave practical proof that this was the world and nothing was inside but death. That upset them. He knew it would, but never why.

Now he spends time with other races. It's what relief must be, he thinks. No longer needing to write behaviours in your head like text and act them out, avoiding frightened looks.

He can't go back anyway.

On His Body

Ghillie suit, Miners axe, Spyglass, Coin sized mirror, The Nameless Bow, Poisons. [#10/23] Small hooded lantern with red-tinted window, oil.

The Nameless Bow of Ghar Zaghouan

The bow stock was forged in one piece of an ultralight alloy with a slight rainbow sheen over the blue-black depth. It was made in one night by the alchemist-smith of an ancient sect, with Ghar Zaghouans knife at the throat of his wife.

She lived.

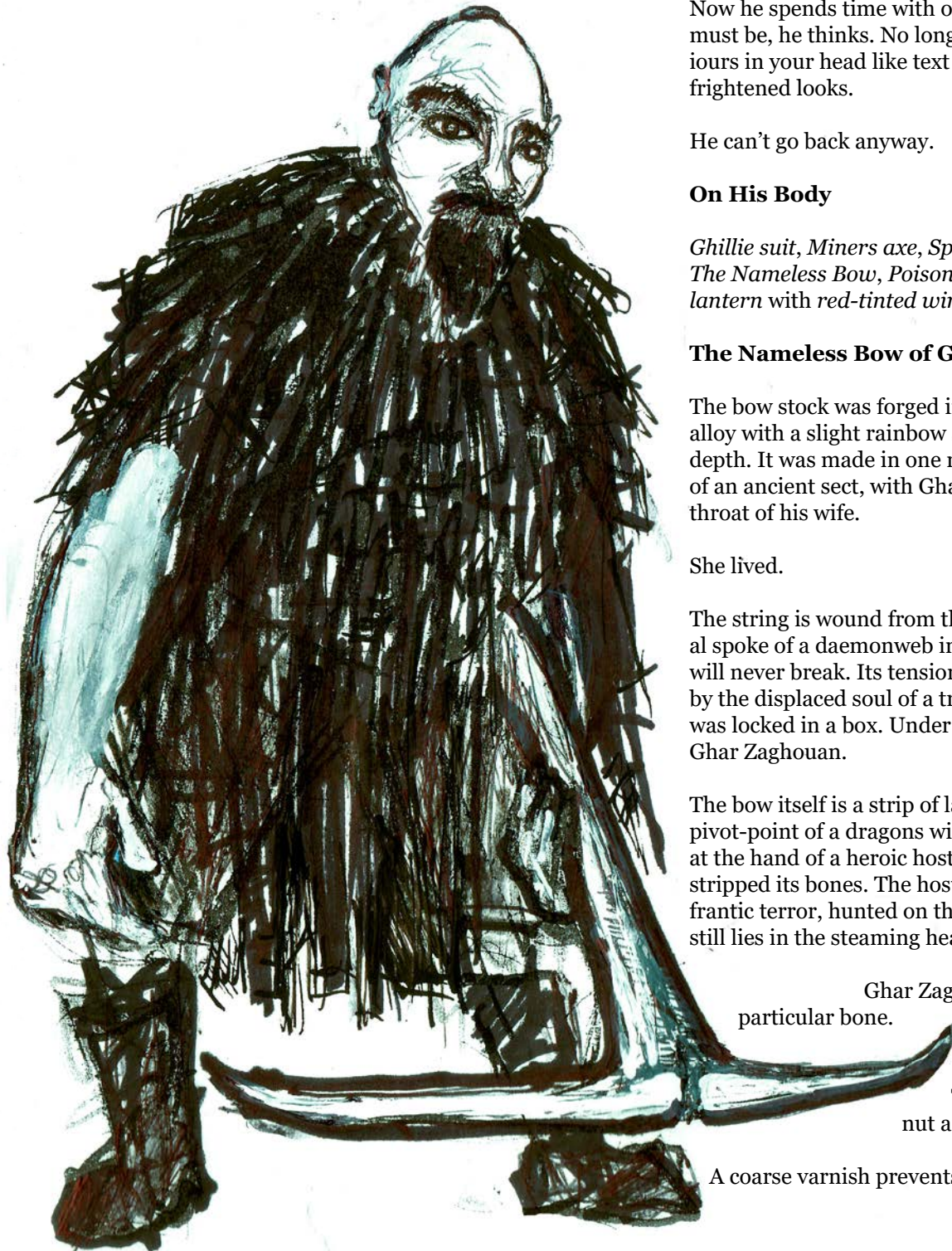
The string is wound from the non-adhesive second radial spoke of a daemonweb in the house of a dead god. It will never break. Its tension will not slack. It was stolen by the displaced soul of a traumatised thief, whose body was locked in a box. Under a glacier. For some time. By Ghar Zaghouan.

The bow itself is a strip of laminated bone from the pivot-point of a dragons wing. The dragon died in glory at the hand of a heroic host. They stole its gold and stripped its bones. The host died later, one by one, in frantic terror, hunted on the journey home. The gold still lies in the steaming heart of an anonymous swamp.

Ghar Zaghouan only needed that particular bone.

The brindle, butt, trigger and nut are of ebony.

A coarse varnish prevents the reflection of light.



Ghar & Zolushika

#7

Zolushika Von Der Linth

Von Der Linth was a respectable name. Zolushika will not give it up, despite advice. She repeats it to people as they die, hoping for flash of recognition.

"You mean the débutante Zolushika Von Der Linth?"
"The amateur pianist who played with Von Moltke?"
"Whom he called "a very passable hand?"
"The prodigy scholar who wowed the first year?"
"Who finished her first paper at fifteen?"
"And disappeared?"
"In scandal?"
"Are you that Zolushika Von Der Linth?"

Nothing yet. She does look different now though she would think.

On Her Body

The Snakewood Staff, A twisted self-image doll in a leather bag, Rings on each finger, Multiple spell-books from murdered wizards - useless and defaced, Own book full of ruined and scribbled-over spells, Pen and ink, both old and disused, Opium pipe and opium, Picture of family in locket, School certificate, School reunion letter, Brief letter from famous mage thanking her for her idea but saying not much interest with voodoo doll displacement rituals, Article dated a year later - mage's paper describing advance in doll displacement rituals - his name on paper - her name not mentioned, A set of much nicer clothes for formal events, closely packed - not used in a long time but still clean, Some good shoes. A candle-lantern. A box of candles.

The Snakewood Staff

The Staff can call the dead to walk and raise a corpse with a touch. The mindless thing will serve whomever raised it till destroyed or worn to bits.

Each use incurs an XP debt of 500 points. This will be taken from any experience earned. The staff gives no indication of this cost.

Once used the staff cannot be discarded. If thrown away, the corpse closest to the staff reanimates and brings it back, by force if necessary. This will not stop. The staff cannot be permanently destroyed. It will only change ownership if the owner is killed.

If broken, burned or crushed it seeps invisibly back into being by midnight the next day. If ordered to 'leave,' dead raised by the staff will walk for a day then get confused and come back. Otherwise they will do nothing other than follow and wait. They can understand only the simplest commands.

The Displacement Doll

Anyone attempting any mind-affecting magic on the holder will affect only the mind of the doll. If they try to read the owners mind, they will read the mind of a woman trapped in a dark leather chamber, bouncing around on the body of a giant. If they try to charm the owner they will successfully charm the doll.



#8

The Crows

The Crows are not designed to survive a fair fight and will do everything they can to avoid one. Do not run them as a standard encounter. If PCs manage to force a fight on their own terms then they will win relatively easily so it should be hard to do that.

Their intention is to reach the Observatory first and make sure *no-one else can*. They have decided the best way for them to achieve this is to **kill everyone else**.

The Crows will never attack if they think there is any chance of failure. They will wait, if they have time, separate their opponents using zombies, terrain or guile, and slow an enemy if they cannot kill them.

1st - Surveillance

- Ghar Zahhouan observes from a distance with his spyglass. Looking for;
 - Magic-Users.
 - Clerics and healers.
 - Dominant fighters.

(He may fail his stealth roll or a clever or lucky PC might be looking in the right direction).

- Hoolloch will observe a probing attack, a small handful of Zombies sent head-on and in the open.
 - How do the PCs use terrain?
 - What groups do they fight in?
 - How well do they support each other?

- Echo will assess the PCs through either infiltration by stealth or fake negotiation. Looking for;
 - Interpersonal rivalries.
 - Mutual mistrust.
 - Truculent hirelings or allies.

2nd- Set-Up

- Zombie Platter. Zolushika commands zombies to lie down in shallow water. They can crawl slowly along without being seen, or wait in place.
- Predator Lure. They find a dangerous creature (perhaps a **Golem** [#11 to #13], or the **Platypus** [#17]) and lead it to the PCs.
- Pity Lure. Strand an helpless innocent in an open area. Stay in cover. Often combined with Zombie Platter.
- Dead Snare. Have zombies waiting under water with rope attached to a simple snare. If a PC steps into it the zombies just pick up the rope and walk into the centre of the river, heading upstream.
- Fake Negotiation. Serious terms offered, purely in order to lure the party into a prepared killing field.

3rd - Positions

Ghar Zaghouan

- 200 to 600 feet away. (2+d4 feet).
- He is short so he will usually be in shallower water.
- Hidden in **(d4)**
 - 1-Tree, 2-Log, 3-Floating house rubble, 4-Bank of scrub.

Hoolloch

- 30 to 60 feet from party
- Hidden but within sight of Echo.

Echo

- No more than 30ft from Hoolloch
- Hidden
- With line-of-sight to Hoolloch and Zolushika.

Zolushika

- Out of sight.
- Within shouting distance of the Zombies.

4th - Opening Actions

1. Wait for the PCs to enter the killing field.
2. Zaghouan fires the first shot to take out a selected PC.
3. The Zombies attack, either forcing or drawing the PCs apart.
4. When PC attention is focused on the Zombies and Zaghouan, Hoolloch and Echo strike simultaneously at a separated PC or NPC. Echo entangling and Hoolloch finishing them off.

5th - Escape

They don't begin an encounter without planning an escape. They have two low canoes.

These will be hidden a short distance from the encounter area with two zombies waiting under the surface and one hidden in the cargo of a canoe.

If they are in a rush, they will take one canoe, if PCs try to board the other the zombies will spring into action, one lurching up from the cargo and the other two trying to capsize the canoe.

Hoolloch and Echo can both swim and will abandon Ghar and Zolushika if they need to.

Tactics

#8

Night Tactics

- **Sleep Denial.** Send a single infiltrating zombie, or have Ghar Zaghouan fire on the PCs to prevent sleep and spell renewal.
- **Zombie Cling.** A single zombie hangs on to bottom of any craft or skiff PCs are using. At night it goes back to the Crows and shows them where they are.
- **The Ghostlike Folds.** Höolloch and Echo can use these to operate in pitch darkness, but each use requires a human life. They will only do this if they have a spare life to feed the cloth, if they are certain of victory, or as a last resort.



Surprising Them

It's very hard to track or surprise the Crows but not impossible.

- **False Fire.** They will usually build a campfire, snare it with hooks and chimes and sleep elsewhere.
- **Sentries.** Of all remaining zombies, half will be left as sentries, ordered to scream and attack if disturbed, the other half will be hidden and ordered to attack silently.
- **Zolushika** will be drugged and sleeping, very hard to wake up & therefore unable to command zombies or alter their instructions.
- **The Twins** sleep in shifts, one or another of them is always awake.
- **Zaghouan** never seems to sleep at all.



#9

The Crows

Echo By-Frosen

ARMOUR: as Plate (DEX)
HIT DICE: 5
HIT POINTS: 31
MOVE: 35'
DAMAGE: as weapon
EXPERIENCE POINTS: 1,000
MORALE: 11
MELEE AB + 3
RANGED AB + 5
DEX 18
STEALTH: 5 in 6,
CLIMB: 5 in 6,
SNEAK ATTACK: x 3

Echo leads the group and takes charge of any negotiations and conversations.

She has a preternatural capacity to sense distrust.

To model this, once Echo has personally encountered the PCs treat her as if she has effectively overheard all the negative interactions, both between the PCs and between the players. She knows what you know

If there is any mutual distrust between players she will try to lever this open by;

- Offering separate deals to different PCs or party factions.
- Insinuating that a PC is either already working for her, or ready to betray the others.
- Proposing a truce, then constructing events to make it look like one of the PCs blew the deal deliberately.
- Echo may find a way to plant treasure or drugs on the least trusted member of the party.

In combat she prefers to strike with her brother, against the same person, at the same time.

Kusarigama – melee or ranged 10ft, save vs paralysis or be hooked, d6 damage, poison.

Throwing knives – +5 at 10ft, +3 at 20ft +1 at 30ft, d4 damage, snake venom.

Butterfly knife, belt buckle knife, circlet knife - d4 damage, snake venom.

Garrote – attack from surprise or grapple, if successful, target takes d6 damage per round.

Snake Venom – targets STR & DEX halved for 20 rounds minus their CON value.

Höolloch By-Frosen

ARMOUR: as Plate (DEX)
HIT DICE: 5
HIT POINTS: 45
MOVE: 35'
DAMAGE: as weapon
EXPERIENCE POINTS: 1,000
MORALE: 11
MELEE AB: +8
RANGED AB: +7
STR 16
STEALTH: 5 in 6
CLIMB: 5 in 6

In combat he separates, slows and isolates his opponents before finishing them quickly, usually in a unified attack with his sister.

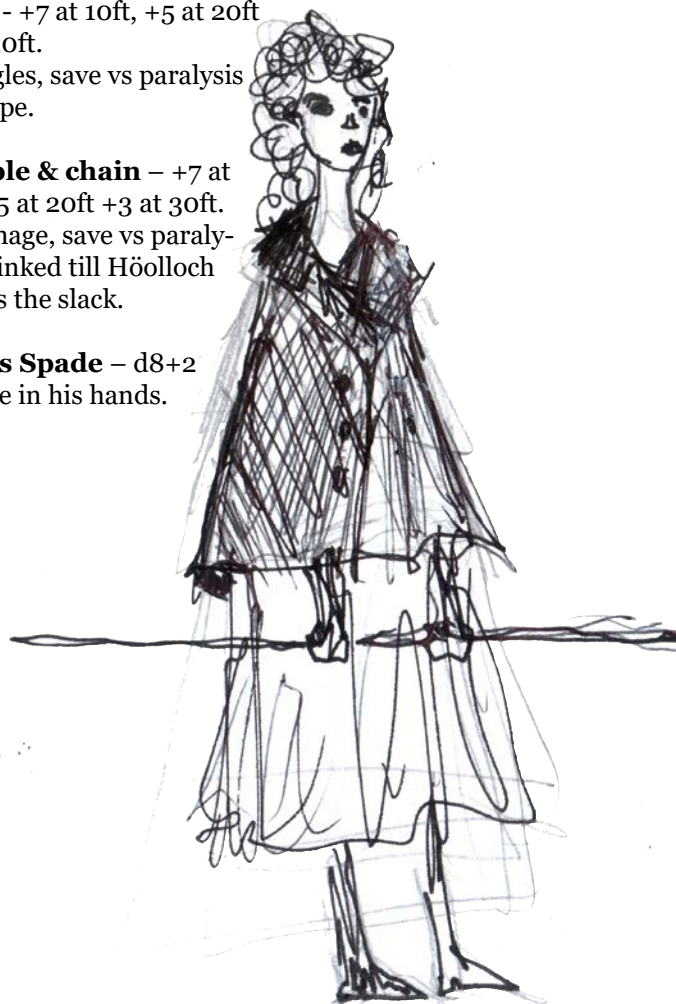
He has a perfect sense of distance and time;

- He always passes any DEX related save.
- His fumbles don't count.
- In close combat his opponents fumble on a 1 and 2.
- He never falls, trips or misses a jump.

Bolas - +7 at 10ft, +5 at 20ft +3 at 30ft.
Entangles, save vs paralysis to escape.

Grapple & chain – +7 at 10ft, +5 at 20ft +3 at 30ft. d4 damage, save vs paralysis or linked till Höolloch loosens the slack.

Monks Spade – d8+2 damage in his hands.



Stats

#9

The Zombies

ARMOUR: as Unarmoured
 MOVE: 15
 HIT DICE: 1
 HIT POINTS: 4
 DAMAGE: D6 claw & bite

- The Zombies are slow and dumb.
- Their orders can't be more than a sentence long and can't have more than two or three active parts;

"Wait here hidden under the water, when someone comes, get up and kill them."

- They cannot adapt to complex tactical circumstances, if their instructions run out they will act like violent idiots.
- After 24 hours they forget whatever they were ordered to do and will wander in the direction of the Snakewood Staff, **they always seek it out.**

Zolushika starts off with 30 Zombies.

She picks up d6 per day.

She won't find more than 100.

You can mark off the Zombies here;

/	/	/	/	/	/	/	/	/	/
/	/	/	/	/	/	/	/	/	/
/	/	/	/	/	/	/	/	/	/

(The first three Zombies encountered will usually be the corpses of Alfredo Jahn, Veshteroc and The Durmitor).

Zolushika Von Der Linth

ARMOUR: as Unarmoured
 HIT DICE: 5
 HIT POINTS: 25
 MOVE: 35'
 DAMAGE: d6 staff
 EXPERIENCE POINTS: 1,000
 MORALE: 5
 MELEE AB: 0
 RANGED AB: 0

Zolushika will stay as far back and as out of sight as possible while close to Echo and shout commands to her zombies if necessary.

If both Höoloch and Echo die she will take the opium from Echos pack and flee.

She has **no loyalty** to the By-Fros-ens but is addicted to their drugs and **terrified** of Echo.

Her Spells

Identify

Speak with Animals

ESP – range 60' for 1 turn

Invisibility (Zolushika will cast this on herself in order to escape).

Sleep – range 70', up to 2d8 Hit Dice of creatures falls asleep for d4 turns. Affects creatures of 4 Hit Dice or less, (she will use this only in an emergency).

(The Snakewood Staff in other systems;

The general intentionality of the staff is that its use invisibly prevents advancement in whatever system is being employed. So whatever good stuff PCs can expect from getting better should be delayed or retarded by its possession.)



#10

The Crows

Ghar Zaghouan

ARMOUR: as Chain
HIT DICE: 5
HIT POINTS: 55
MOVE: 25'
DAMAGE: as weapon
EXPERIENCE POINTS: 1,000
MORALE: Unbreakable
STEALTH: 5 in 6 (In Ghillie suit)
CLIMB: 5 in 6
TRACKING: 5 in 6

MELEE AB +3
RANGED AB + 10

DISTANCE: Zaghouan prefers to fire from between 200-600 feet, reducing his Ranged AB by 4.

AIM: Zaghouan will aim the first shot of each encounter from a prepared position, giving him an additional +4, cancelling out the minus for long range.

DAMAGE; The nameless bow does 1d6 damage.

SNEAK ATTACK: his sneak-attack value with the Nameless bow is x5.

His Actions

Prepares his position -Zaghouan prefers to start an encounter between 200 to 600 feet away of where he *thinks* the PCs will be.

If the PCs are very clever or just very dumb and chaotic, they may end up closer than he would prefer.

Hides – Zaghouan has to roll Stealth to hide.

If he fails this roll he is visible, and may not realise it.

Picks His Target – Zaghouan will target the most useful PC.

If you feel bad about taking out a PC with a sniper shot you can either roll randomly or have him kill an NPC, once.

Once they know a sniper is out there it's the PCs responsibility to deal with him.

Reload and Aim – It takes a round for him to reload and he prefers to aim, taking another round.

This means one aimed shot every three rounds.

If he can't aim his AB at long range goes down to +6.

Finding Him

Snipers are terrifying, especially the first time they are encountered, but they are neither *invulnerable* nor *magic*.

Once the first shot is fired an intelligent PC may be able to work out the direction of the shot and the general location of the shooter.

This takes a round of action where they do nothing else and means passing an INT test.

They could also, or *instead*, use intelligent in-world thinking.

Cover is not an infinite resource.

If Spotted -

> Ghars sneak attack value disappears.

> He will try to change position.

> His is short, cannot move quickly through deep water and he **cannot swim**.

If both Höoloch and Echo die Zaghouan will probably just leave. He has no particular resentment of the PCs.

Using the Bow

Learning to use the bow takes calm study, over time

The user must pass d6 INT tests, each one requiring at least a few minutes of calm testing and physically interacting with the bow

After the final pass that individual can use the bow to strike with +5 added to their ranged attack bonus and a d6 damage multiplier equal to their level.

Without these periods of succesful study, the bow acts simply as a normal, though quite fancy, crossbow.

Ghars Sniping

#10

His Poisons

Zaghouan has an inexhaustible supply of corpse shit and carrion meat gathered from the local environment. He only has **one dose each** of all the other poisons.

Corpse Shit and Carrion Meat.*

A slowly-growing and disabling infection. If not healed via magic or medical attention within an hour, save vs poison. Infection grows during the day and subtracts hp during sleep. Each day another HD is infected, each night, subtract 1hp for each affected HD. So if a player had eight hit dice and goes untreated for eight days, they will lose 8 hit points each night.

Mushrooms in Jellyfish Bile (one dose).

Lasts for 3d6 hours minus targets CON bonus.

A hallucinogenic mind-altering poison. Once per hour the DM may describe any encounter to the affected player. The PC must treat this information as real, or flee randomly for 3d6 turns.

Eel Cyst (one dose).

(Takes 3 days to grow).

A microscopic eel which grows inside the target. After the third day the eel resides in the targets stomach and scoots up their mouth to eat their food before they do. They slowly starve to death. To grab it they (or someone) must win initiative and hit an AC of 19.

Liquid Dyslexia (one dose).

Used to neutralise magic-users. Lasts for d4 days.

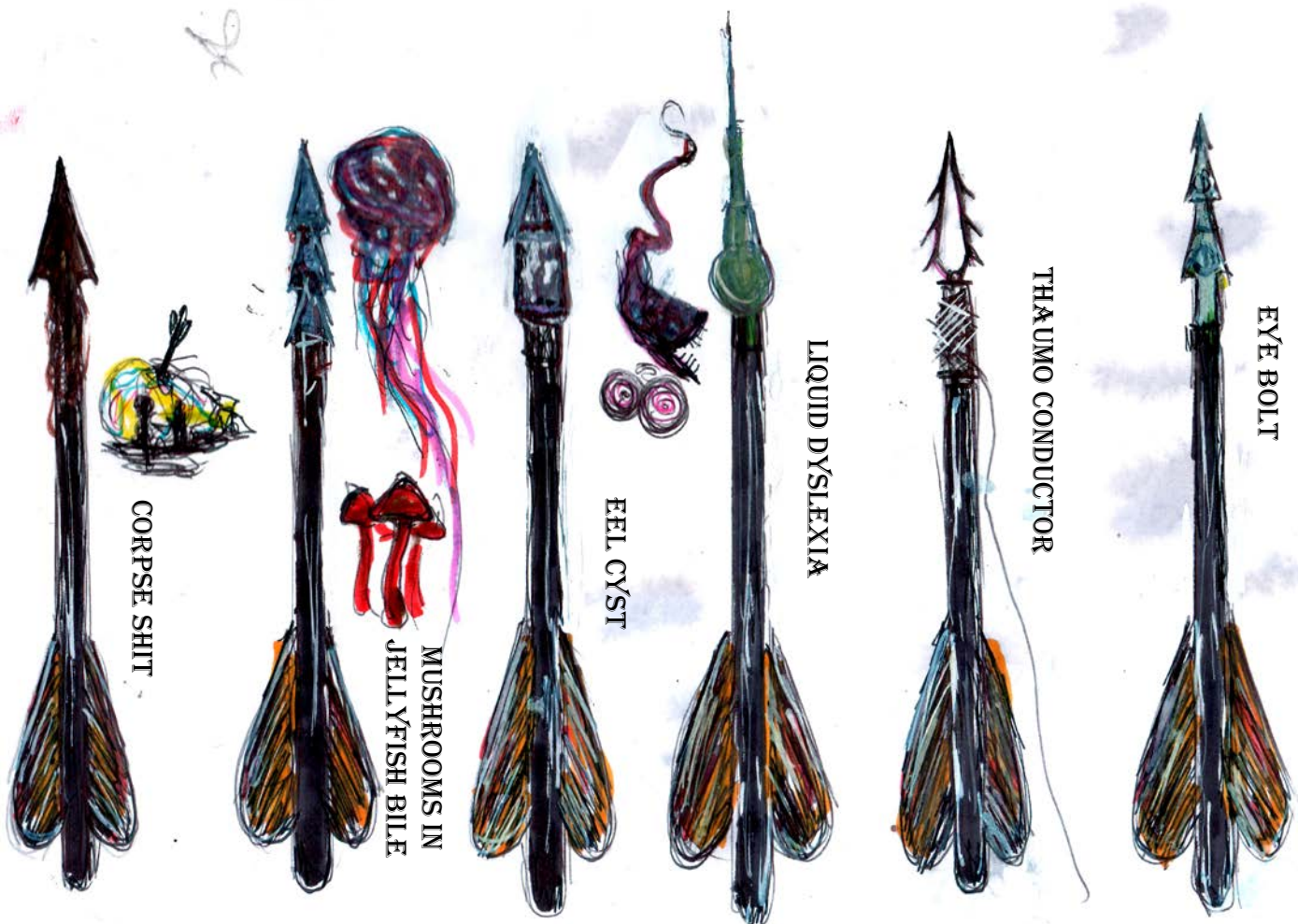
The target is unable to read for the affected time.

Thaumo-Conductor (one dose).

A barbed bolt with a three metre-long hair-thin wire attached. Does 1 hp damage on a hit, 2d6 to pull out. The wire grounds all offensive magic cast within ten metres into the targets flesh, regardless of the caster.

Eye Bolt (one dose).

A tiny silver dart tip breaks off in the targets skin. One eyeball develops an eightball haemorrhage. Zaghouan has a coin-sized mirror that lets him see whatever the target sees with that eye.



* This is the poison used to kill 'The Poisoned Messenger' from Hook 15 - Ricardo Graal, a low level official who correctly devined the Crows criminal background and intended to warn others of them. Though evil, they have, or had, no particular conspiracy against Carrowmore in mind.

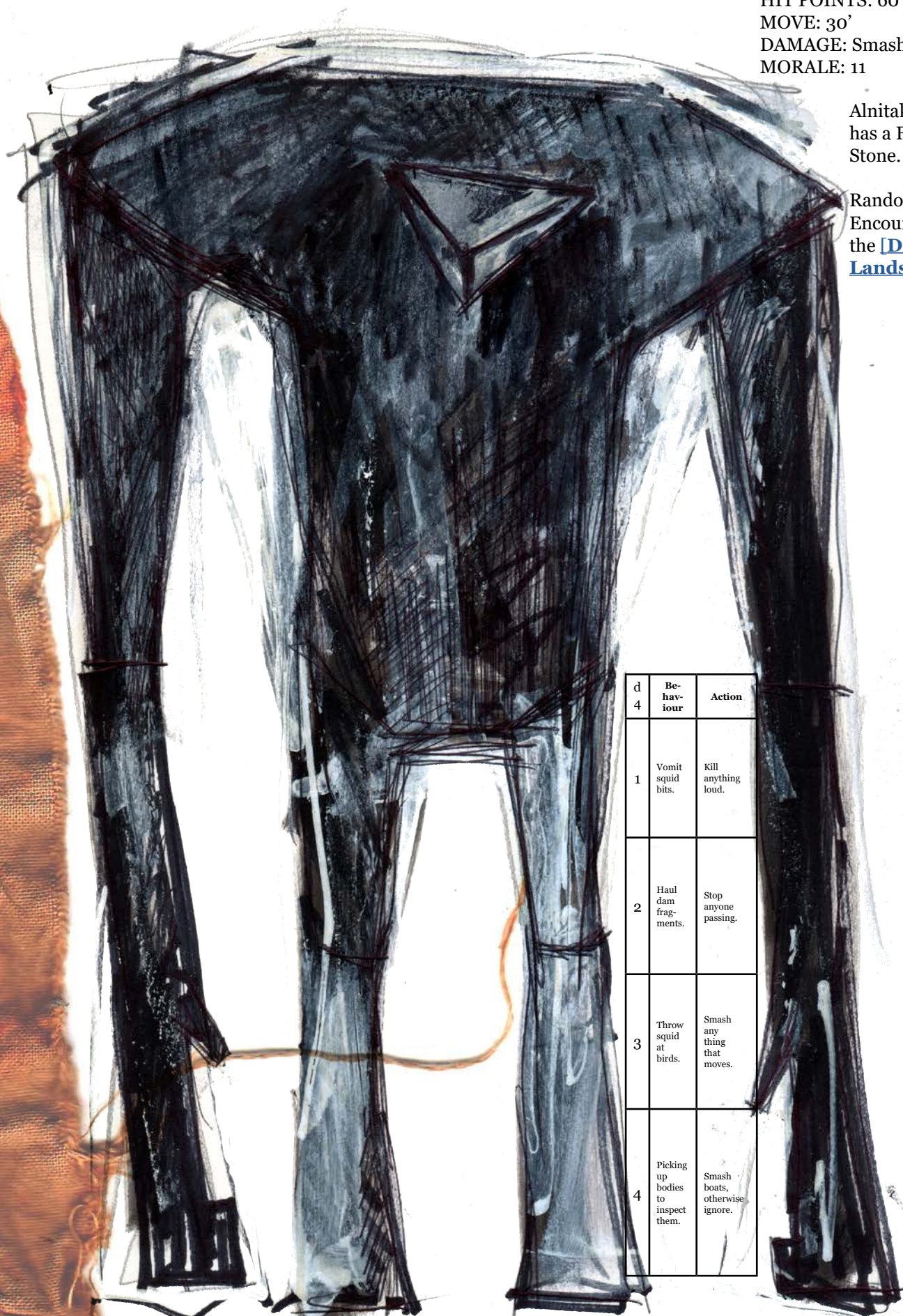
#11

The Golem of Alnitak

ARMOUR: as Chain
HIT DICE: 14
HIT POINTS: 60
MOVE: 30'
DAMAGE: Smash/Drill 3d8
MORALE: 11

Alnitaks Golem has a Four-Sided Stone.

Random Encounter in the [\[Drowned Lands #17\]](#)



d	Be-hav-iour	Action
4		
1	Vomit squid bits.	Kill anything loud.
2	Haul dam fragments.	Stop anyone passing.
3	Throw squid at birds.	Smash anything that moves.
4	Picking up bodies to inspect them.	Smash boats, otherwise ignore.

The Golem of Alnilam #11

The golems are dying. For each day of the adventure so far, deduct one Hit Die and one point of morale.

Each golem has a polyhedral stone as part of its head. If destroyed, the stone will fall off.

ARMOUR: as Chain
 HIT DICE: 14
 HIT POINTS: 60
 MOVE: 30'
 DAMAGE: Smash/Drill 3d8
 MORALE: 11

Alnilams Golem has a Six-Sided Stone.

Random Encounter in the [\[Drowned Lands #17\]](#)

Day	HD	Hp
1	14	66
2	13	52
3	12	48
4	11	44
5	10	40
6	9	36
7	8	32
8	7	28
9	6	24
10	5	20
11	4	16
12	3	12
13	2	8
14	1	4

d4	Behaviour	Action
1	Hiding half-submerged.	Bend everyone into a hoop.
2	Paused and statue-still.	Hurl people at other people.
3	Bending things into hoops.	Carefully drown anyone available.
4	Staring at water cupped in hands.	Gently prevent anyone going past.



#12 The Golem of Mintaka



ARMOUR: as Chain
HIT DICE: 14
HIT POINTS: 60
MOVE: 30'
DAMAGE: Smash/Drill 3d8
MORALE: 11

Mintakas Golem has an Eight-Sided Stone.

Random Encounter in the [\[Drowned Lands #17\]](#)

d4	Behaviour	Action
1	Adopting attitudes of prayer.	Attack anything moving
2	Smashing itself against stuff.	Grab people and tear them in half.
3	Thrashing the water in a frenzy.	Smash open all belongings as if searching them.
4	Charging madly about, then freezing.	Kill every living thing it sees, large or small.

The Golem of Saiph

#12

ARMOUR: as Chain
 HIT DICE: 14
 HIT POINTS: 60
 MOVE: 30'
 DAMAGE: Smash/Drill 3d8
 MORALE: 11

Random Encounter
 in the [\[Drowned
Lands #17\]](#)

The golems are dying. For each day of the adventure so far, deduct one Hit Die and one point of morale.

Each golem has a polyhedral stone as part of its head. If destroyed, the stone will fall off.



Day	HD	Hp
1	14	66
2	13	52
3	12	48
4	11	44
5	10	40
6	9	36
7	8	32
8	7	28
9	6	24
10	5	20
11	4	16
12	3	12
13	2	8
14	1	4

Saiph's Golem
 has a
 Ten-Sided Stone.

d4	Behaviour	Action
1	On its side, writhing.	Stalk and follow, getting closer..
2	Idly spinning in place.	Attack anyone going past its position.
3	Hunched over and shaking.	Pick up and hurl humans back downriver.
4	Sitting as if meditating.	Prevent passage with gestures before attacking.

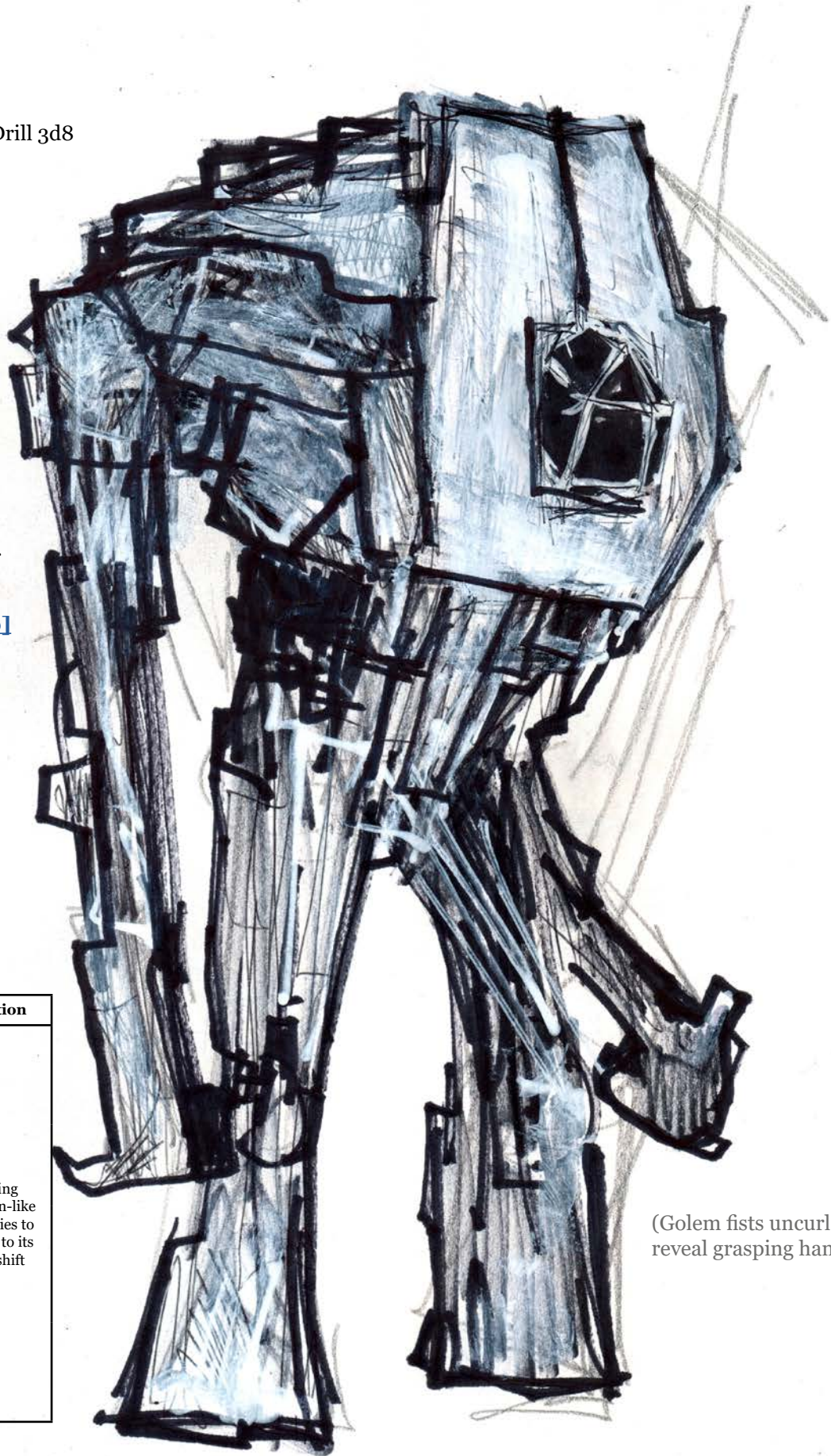
#13 The Golem of Kabibona'kan

The Turbine Golem Of Kabibona'kan

ARMOUR: as Chain
HIT DICE: 14
HIT POINTS: 60
MOVE: 30'
DAMAGE: Smash/Drill 3d8
MORALE: 11

Kabibona'Kan's
Golem has a
Twelve-Sided Stone.

Can be found at
[\[Pollnacrom/#20\]](#)



d4	Behaviour	Action
1	Roaming around searching for material.	Grabs anything human-like and tries to add it to its makeshift dam.
2	Build anything available into its dam.	
3	Tearing apart any structure or wreckage.	
4	Smashing something big into smaller bits.	

(Golem fists uncurl to reveal grasping hands.)

The Golem of Kalevan

#13

The golems are dying. For each day of the adventure so far, deduct one Hit Die and one point of morale.

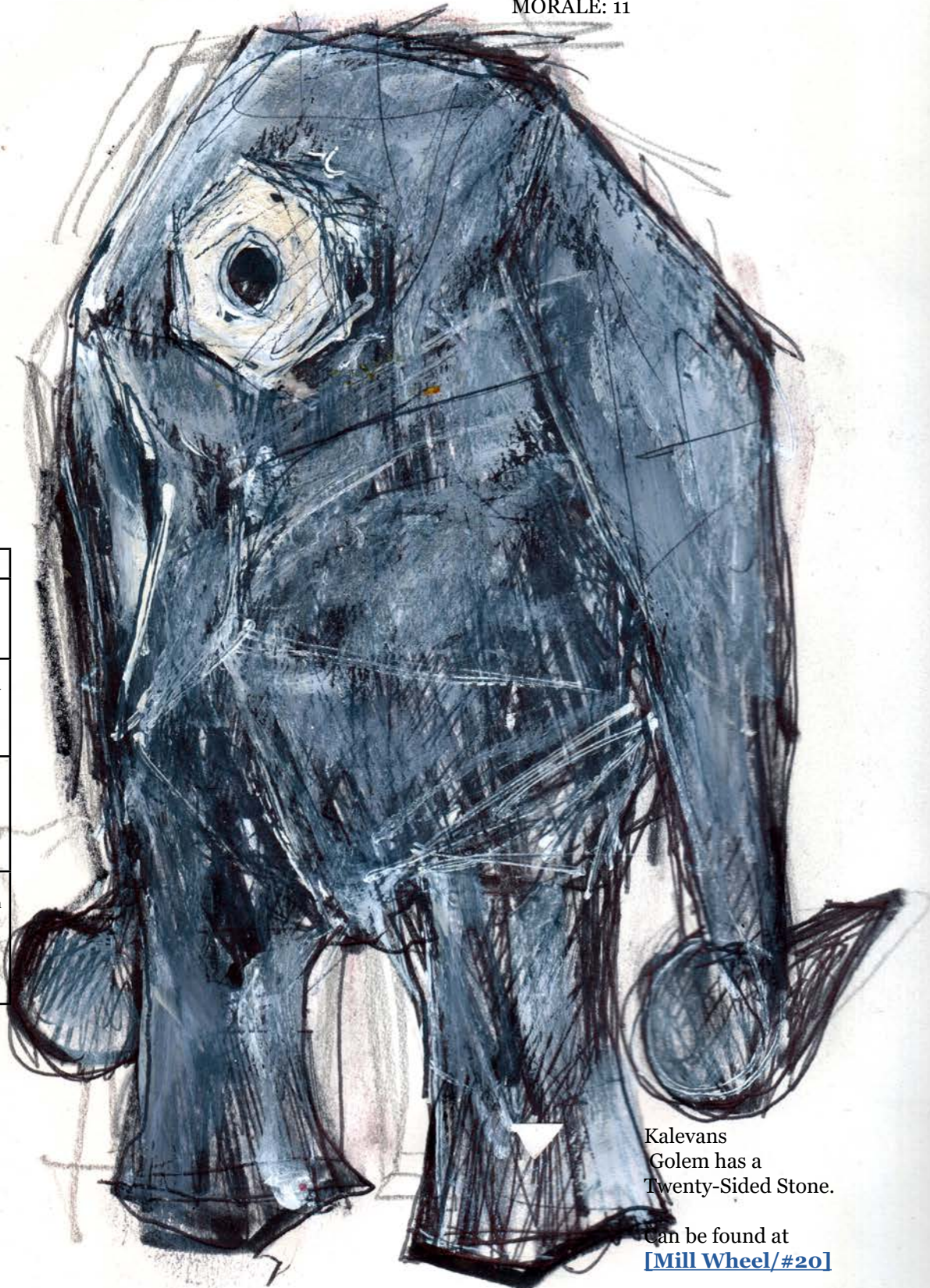
Each golem has a polyhedral stone as part of its head. If destroyed, the stone will fall off.

The Turbine Golem Of Kalevan

ARMOUR: as Chain
 HIT DICE: 14
 HIT POINTS: 60
 MOVE: 30'
 DAMAGE: Smash/Drill 3d8
 MORALE: 11

Day	HD	Hp
1	14	66
2	13	52
3	12	48
4	11	44
5	10	40
6	9	36
7	8	32
8	7	28
9	6	24
10	5	20
11	4	16
12	3	12
13	2	8
14	1	4

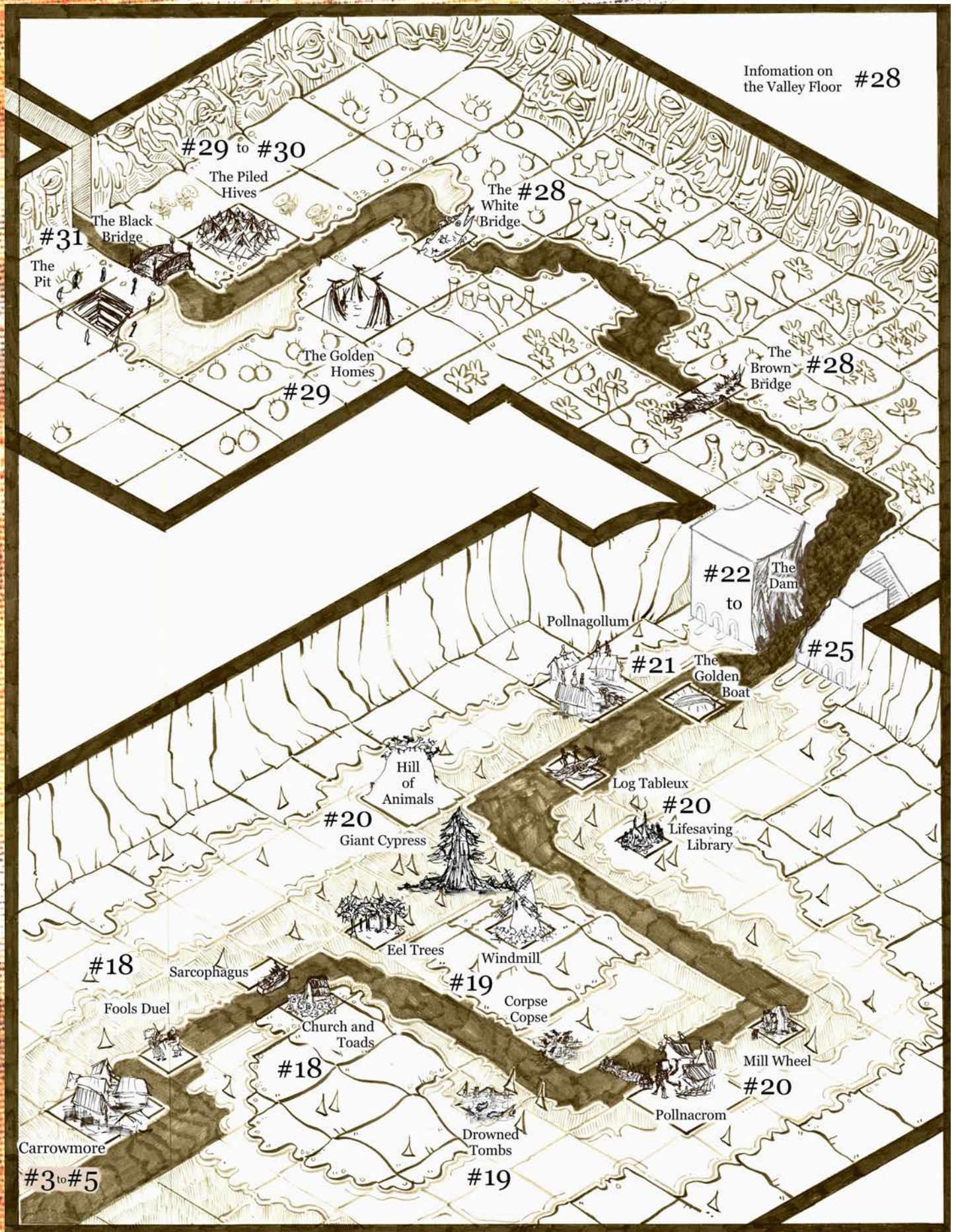
d4	Behaviour	Action
1	Listening, following any rhythmic sound.	Attacks but fascinated and calmed by books.
2	Stalking slowly, looking down as if searching.	Tries nonviolently to prevent anyone passing
3	Staring at something moving in the environment.	Charges forward and takes any mechanical object.
4	Holding a corpse in its hands a just looking at it.	Grabs an individual in each hand and starts walking downstream.



Kalevans Golem has a Twenty-Sided Stone.

Can be found at [\[Mill Wheel/#20\]](#)

#14 To The Observatory



Overview

#14

The route to the Observatory takes PCs through the 'Drowned Lands': areas between Carrowmore and the Dam which have been inundated, to the Dam itself, beyond it into the Profundal Zone, the bed of a gigantic lake exposed by the water released from the dam and finally to The Pit, the entry to the Deep Carbon Observatory itself.

#3 to #5 - Carrowmore

The flooded town near the mouth of the Lock. The PCs will begin their adventure here.

#17 - The Drowned Lands Random Encounters

#18 - Carrowmore to the Church

Fools Duel - Two unwise wizards battle on a flooded bridge.

Church and Toads - Surrounded by vile toads, plump with the corpses of the drowned, the Church of the Optical God lies on its side, but intact.

Sarcophagus - The Mummified corpse of an ancient Emperor waits within this floating coffin.

#19 - Eel Trees to Windmill

Eel Trees - The PCs may find opportunity, as well as eels, in the branches.

Corpse Copse - A range of trees with corpses hanging from their branches. One of the **Reed-People** is here.

Drowned Tombs - Graveyard of the nearby village Pollnacrom.

Windmill - A high, dry point in the surrounding flood. Its vanes still turning.

#20 - Pollnacrom to Log

Giant Cypress - Visible for many miles around.

Hill of Animals - Animals from the surrounding area have taken refuge here.

Pollnacrom - A largely drowned village on the Lock, most of its surviving population hiding on its roofs.

Mill Wheel - Here a Golem watches the wheel of a ruined mill.

Lifesaving Library - A family huddles around burning parchments for warmth. The light of their fire makes them detectable by night.

Log Tableux - This floating log hides an unusual resident.

#21 - Pollnagollum to Dam

Pollnagollum - The Witch in the Water.

The Golden Boat - Beneath the water, gold gleams, but above it, danger threatens.

#22 to #25 - The Dam

The PCs must get through or past to reach their goal.

#27 - Profundal Zone Random Encounters

#28 - The Bridges

The Valley Floor - A drowned and petrified forest, its branches alive with weed and eels, spiked bushes and dark towers.

The Brown Bridge - The corpse of a Gigantic Eagle the PCs may have already encountered.

The White Bridge - A bridge formed from the bones of an enormous fish.

The Black Bridge - Remnant of an ancient complex created by the Dam Builders and road to The Pit and the Deep Carbon Observatory.

#29 - The Golden Homes

Pyratized hulls of sunken boats holding tribal zombies.

#30 - The Piled Hives

The ruined village of the Reed People, currently at war!

#31 - The Pit

The Pit - Marked by a pillar of evaporating steam. The entrance to the Deep Carbon Observatory.

#15 To The Observatory

If the PCs screw up an encounter or get badly delayed whomever is currently behind them catch up.

If the PCs do well, have them catch up with whoever is ahead.

This isn't a real race, but it should feel like one.

These groups exist to challenge the PCs and make them hurry, and to be dumped into the Observatory after the PCs to add chaos and interest to the situation there.

In fact, if multiple groups get ahead of the PCs then it would probably screw up the adventure.

- If a group gets a long way ahead of the PCs then feel free to have the Crows kill and zombify them offscreen.
- If the PCs have taken the job of working for one of these factions, then cross them off.
- If the PCs have killed, disabled or otherwise indisposed a faction before leaving Carrowmore, then cross them off.
- If the PCs really screw up and need help, then have one of the nicer factions turn up and assist them, for a price.
- If the PCs die like idiots, have them roll up new characters and new hooks. They are now the hirelings of Stary Hrad, just arriving on the scene, and may possibly encounter their Zombified former selves.

All of these groups can be considered to be carrying useful adventuring equipment like rope, lanterns, oil etc.

Dogging the PCs - **The Crows**

Though they start just ahead, the Crows are obsessed with making sure that only they are alive to reach the observatory and have identified the PCs as the main threat to their ambitions.

They will loop back to dog the PCs steps, surveil them, set traps, lead monsters towards them etc.

They will also use the PCs to clear apparently-dangerous areas, allowing them to go ahead.

As a game artifact, the Crows are wherever you need them to be when an encounter is triggered.
Stats and advice are on spreads #6 to #10

PCs START IN THIS POSITION

One Step Behind - **The Cannibals**

2d4 individuals in two canoes lead by Terbil Tem and Uli Guria.

Pretending to be 'concerned citizens', they intend to meet with the Witch in Pollnagollum, free the **Things in the Jars** then gain the book of the **Nightmare Librarian** [#41].

All have Machetes; D6 damage.
d4 have a Crossbow: D6 50, 200, 600
MORALE: 8 (4 if leaders slain.)
(One Cannibal has a set of lock-picks.)

Canoe

Comes equipped with a pole.

Cargo: Can carry the PCs and any light objects, but little else.

Ship Hit Points: 1

Two Steps Behind - **The Concerned Citizens**

Theodor Brosen

See [12/#3-#4]

ARMOUR: as leather

HIT DICE: 1

HIT POINTS: 5

DAMAGE: d6 axe

MORALE: 8

STR 15

Melee AB +4

Wit Tamdoun:

See [9/#3-#4]

DEX 15

STEALTH: 3 in 6

SLEIGHT OF HAND: 2 in 6

Callao:

See [3/#3-#4]

DAMAGE: d6 Machete

d6 short bow, 50,300, 450

MORALE: 11

Carrowmore Citizens

Spears

d4 slings 50, 300, 450

NUMBER ENCOUNTERED: d4

MORALE: 7

Skiff

Comes equipped with oars and a pole.

Can carry the PCs & probably hirelings, plus light objects.

Ship Hit Points: 3

The Race

#15



Three Steps Behind - The Church Of The Optical God

Selmininum Tem - see [2 & 17 / #3#4,#5]
DAMAGE: d4 Staff
d4 slings 50, 300, 450

Katia Korsokov - see [12 / #3-#4]
ARMOUR: as Leather
DAMAGE: d4 knife
d6 crossbow 50, 200, 600

The Faithful of the Optical God
DAMAGE: d4 clubs
d4 slings 50, 300, 450
NUMBER ENCOUNTERED: 2d3

Twenty Sacred Chemiluminescent Wafers

- Bright light for a radius of 35 feet,
- Works for 30 minutes.
- If still sacred (not stolen or defiled) will repel Zombies [#9], The Things in the Jars [#23], the Witch [#21] and the Giant [#32].

Canoe
Comes equipped with a pole.
Cargo: Can carry the PCs and any light objects, but little else.
Ship Hit Points: 1



Bringing Up The Rear - 'Snail Shell' Zarathusa

'Snail-Shell' Zarathusa See [18 / #5]
ARMOUR: as chain
HIT DICE: 4
HIT POINTS: 16
MOVE: 30'
DAMAGE: d6 sabre
MORALE: 10 (Zarathusa lends his Morale to his men.)
CHA: 16
LANGUAGES: 2 in 6

Tzani Spilios See [14 / #5]
Translator and Historian
DAMAGE: knife d4
d6 staff
MORALE: 8
INT: 16
LANGUAGES: 4 in 6

Max Kosciusko [15 / #5]
Sailor
WATERCRAFT: 5 in 6, Tart Addict (the pastry)

'Snail Shell' Zarathusa (Continued)

Sailors
ARMOUR: as Leather
DAMAGE: d6 Cutlasses
D6 crossbows 50, 150, 400
NUMBER ENCOUNTERED: 2d6
MORALE: 7

Lifeboat
Comes equipped with mast, sail and oars.
Cargo: Can easily carry the PCs, hirelings and any light objects.
Ship Hit Points: 4

Wild Cards

The Witch in the Water
See [#21]
ARMOUR: as leather
HIT DICE: 2
HIT POINTS: 9
MOVE: 35'
DAMAGE: d6 as garrotte
Morale 11
Stealth 5 in 6
Climb 6 in 6

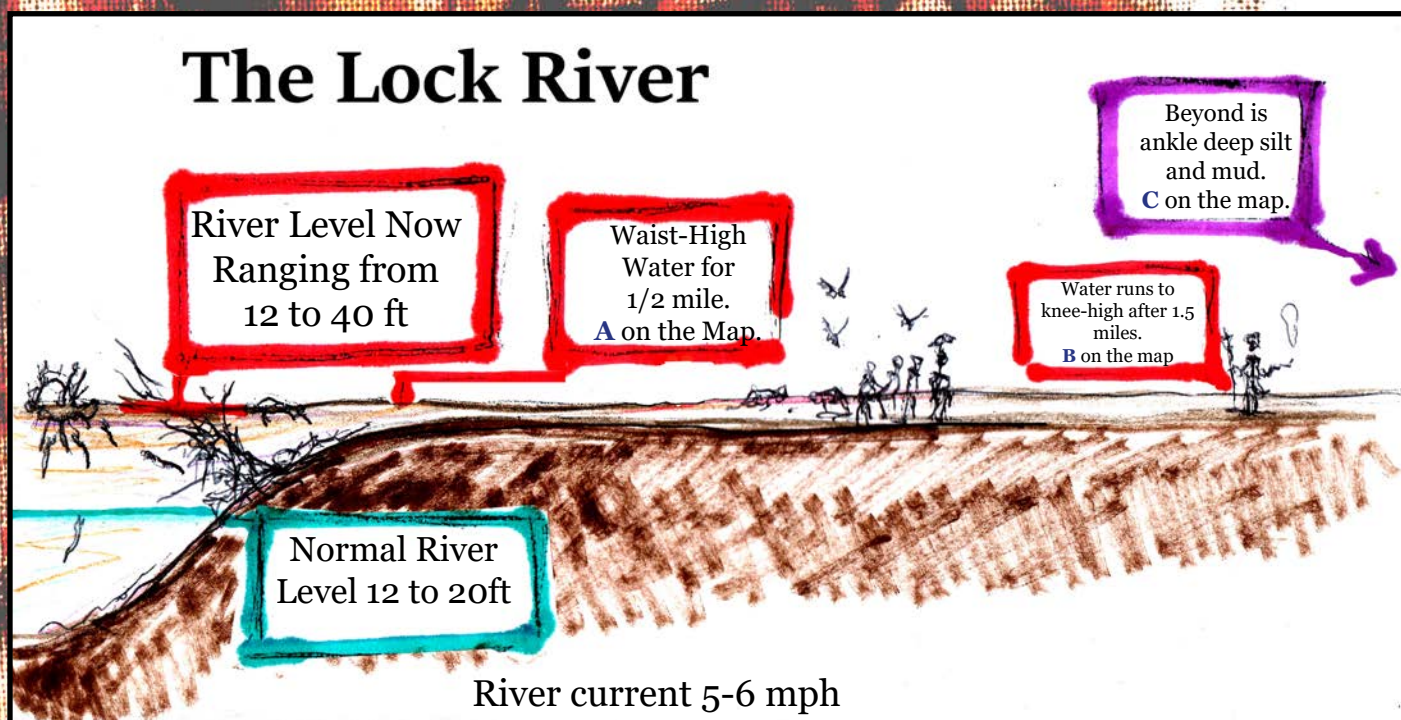
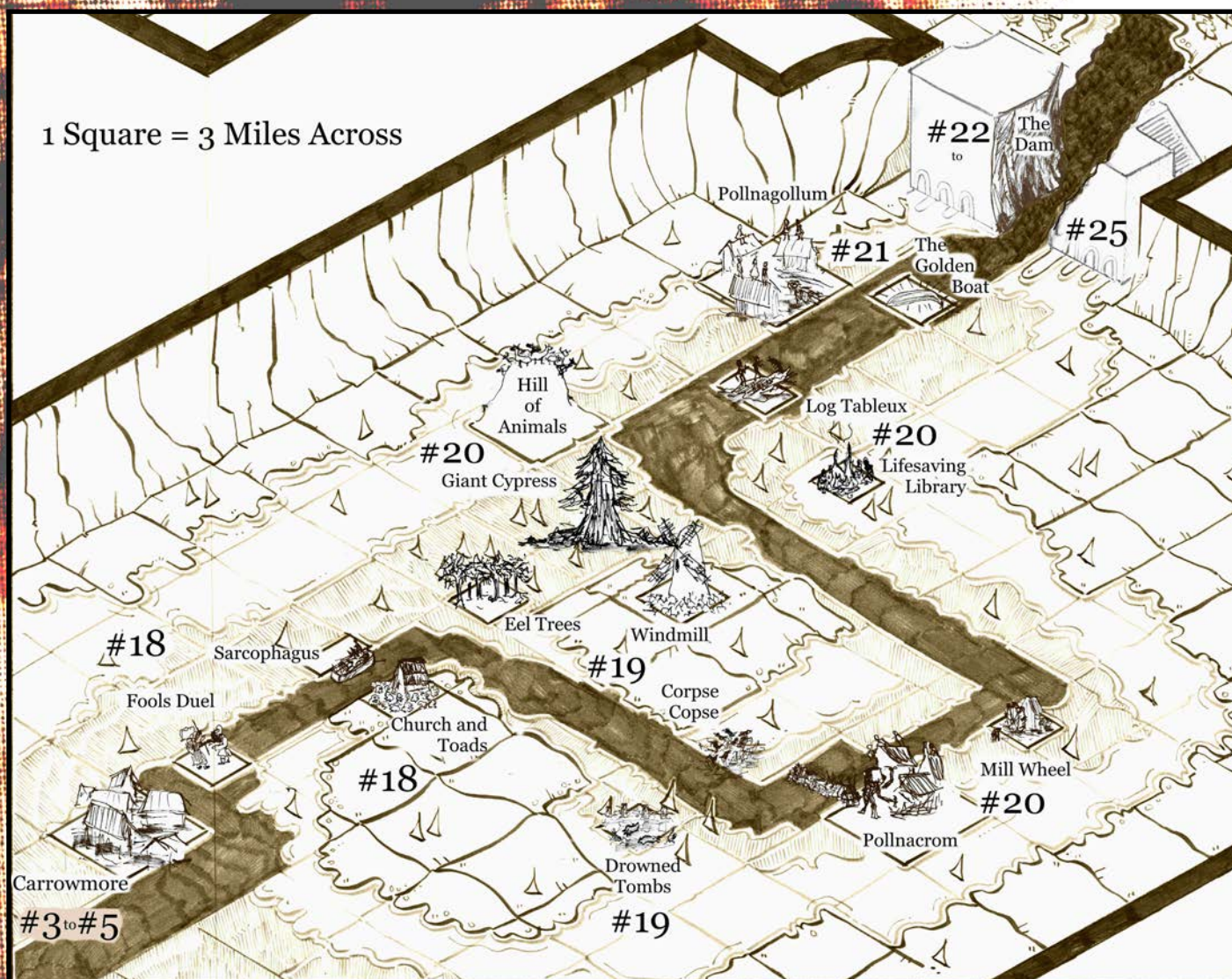
The Things In the Jars:
See [#23]
ARMOUR: as leather
HIT DICE: 2
HIT POINTS: 9
MOVE: 14'
DAMAGE: d6 as garrotte
MORALE: 11
Stealth, Climb, Tracking 5 in 6,
Sneak Attack x 6
They can see in the dark and fear the sun.

If released they will try to reach and control the Observatory, killing anything that gets in their way, or just anything they find.

Kapeks
See [#17]
ARMOUR: as Unarmoured
HIT DICE: 1
HIT POINTS: 3
MOVE: 30'
DAMAGE: d4 bite or as weapon
NUMBER ENCOUNTERED: 2d4
MORALE: 7

The Kapeks intend to destroy the Reed People. If they do, they will investigate the Observatory.

#16 The Drowned Lands



Overview

#16

Upriver, in the distance, rises a column of steam

The only other signs to mark the sky are carrion birds. Spirals of their moving forms make black signals in the grey air, sketching curlicues over the accumulated dead.

The water of the river is rife with life, over-full with predators and fish of every kind. pike and strange pale squid flit to and fro hunting barely-visible cuttlefish; camouflage flows across their pigmented skin like paint.

Each square is roughly **three miles** across from side to side.

That's the general horizon, so assume PCs can see everything obvious in their square, and can see further if they climb.

Travel

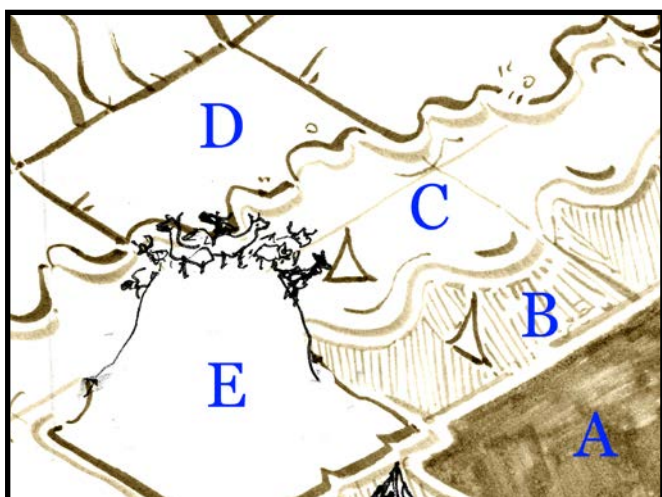
Upriver by Boat - Roughly an hour per-square, if all goes well.

Downriver by Boat - About half-an-hour per square. Faster if you row.

Through Mud and Silt - Roughly three hours per-square.

Across Dry Country - About an hour per square.

Travelling roughly Eight Hours per Day is relatively simple and leaves time for all the extra stuff you need to do relating to food, water, camping, keeping watch and general maintenance. If you want to go faster and longer than that, mistakes and fatigue may start to tell.



Water Depth

A. River depth. Big ass water creatures move freely, PCs need a boat or they are swimming.

B. Knee to waist deep. Regular sized water creatures move freely. Wadeable, shallow bottom boats used with care.

C. Ankle deep Puddle to Mud. Carry or drag shallow bottom boats, slow exhausting foot travel.

D. Dry land. Regular foot travel.

E. Refer to text, sudden dip in terrain might create incongruous water depth to surrounding sectors.

Light

The Sun

rises around 7.00am and sets around 20.00pm.

Giving the PCs about 13 hours of daylight per 24 hours.

The Map



#17 The Drowned Lands

D10	Encounter
1	The Golem of Mintaka. See [#12]
2	The Alpha Platypus
3	The Golem of Saiph. See [#12]
4-5	House-Sized Horseshoe Super-Crab
6	The Golem of Alnitak. See [#11]
7-8	Kapeks
9	The Golem of Alnilam. See [#11]
10-11	Scavenging Lungfish
12-13	Three-metre Pike
14	The Karl Kapek
15-17	Crow Surveillance. See [#8]
18-20	Crow Attack. See [#8]

How Often to Roll Random Encounters?

Its best to adjust this for your particular game but a reasonable standard is to roll a d6 for each hour and have an encounter on a roll of one.

d4	Its interest (if not obvious)
1	Mixed up with Treasure (see below)
2	Hunting the PC's
3	As surprised as they are
4	In combat with.. (roll again)

2d6	Treasure	Its relation to the creature
1	A torn bag of gold dust (250c)	Glimmering in the teeth of..
2	A chunk of Ambergris (300c)	Floating quietly right next to it
3	A necklace of gold-bound shells(50c)	Floating and being used as bait by..
4	A gold-etched ceramic statuette (200c)	Somehow lodged in or tangled up with
5	Some amber jewels (400c)	Bobbing on the surface, just above the unseen
6	A Sacred Candle (while lit, will hold back Zombies [#9] and the Things in the Jars [#23])	In the hands of a corpse being attacked by the creature

2 The Alpha Platypus

ARMOUR: as Chain
 HIT DICE: 6
 HIT POINTS: 33
 MOVE; 35'
 DAMAGE: d8 Bite
 A poison barb on each rear limb.
 MORALE: 11

It has returned; the most dangerous duck-billed platypus to ever walk the earth. The ultimate embodiment of Nature's fury.

Platypus poison incapacitates for d6 rounds and causes long-lasting pain causing disadvantage* while using that limb for d4 **months**. Save for half duration in both cases.

A Platypus Enthusiast [19/#1] will know of this danger.

*Disadvantage - Roll 2d20 and pick the lowest result.

4-5 Horse-Shoe Super-Crab

ARMOUR: as Plate & Shield
 HIT DICE: 9
 HIT POINTS: 50
 MOVE: 5'
 DAMAGE: d10 Bite
 2d20 Crush & Scour with underlimbs
 MORALE: 11
 Always acts last in initiative

Great rents and punctures pattern its ancient shell, but it lives on.

The crab heaves itself along, indifferent and nonpredatory, unless threatened. Its current direction will place it in whatever position or place is most inconvenient for the PCs.

Random Encounters #17

7-8 Kapeks

ARMOUR: as Unarmoured
HIT DICE: 1
HIT POINTS: 3
MOVE: 30'
DAMAGE: d4 bite or as weapon
NUMBER ENCOUNTERED: 2d4
MORALE: 7

Three-foot high pale intelligent amphibians as at home in the water as they are on the land. Kapeks can bark out rough approximations of single human words but their voices are strange and their world view fundamentally alien.

These Kapeks have been washed out from their home in the lake beyond the dam. They are belligerent and blame their ancestral enemies the Reed-People [#29] for the disaster. This group is looking for the 'Karl Kapek', the leader of their tribe [14].

10-11 Scavenging Lungfish

ARMOUR: as Unarmoured
HIT DICE: 1
HIT POINTS: 3
MOVE: 5'
DAMAGE: bite d4
NUMBER ENCOUNTERED: d20
MORALE: 10

These chunky, child-sized fat-faced fish gasp as they poke their heads above the water. They are slow, but they are many and can leave the river to track prey over wet mud.

They hop awkwardly for your face like a wet bag thrown by a fool.

12-13 Three-Metre Pike

ARMOUR: as Leather
HIT DICE: 5
HIT POINTS: 25
MOVE: 40'
DAMAGE: d10 bite + hook grapple attack
MORALE: 8

The pike will retreat if threatened, but will not leave. It trails its target, looking for weakness, until it is seriously wounded or till easier prey is found.

14 The Karl Kapek

ARMOUR: as Unarmoured
HIT DICE: 5
HIT POINTS: 15
MOVE: 30'
DAMAGE: d4 bite or as weapon
MORALE: 11
STEALTH: 4 IN 6

Glorious leader of the Kapek people. More intelligent than others, it speaks as man.

He may choose not to reveal his status but will offer to serve the PCs if their journey helps him return to his tribe in the lake beyond the dam.

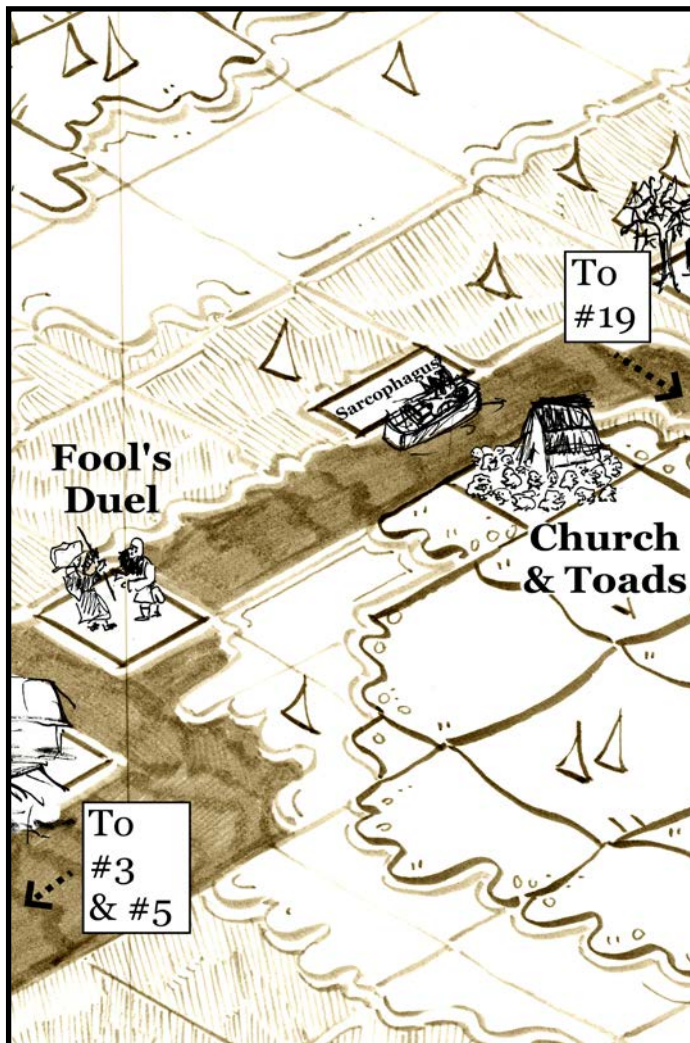
His eye was lost in personal combat with **Actun de Grange**, the leader of the **Reed-People** [#29] and he desires revenge above all. Once returned to his tribe he will lead them in glorious war against their ancestral enemies, who he blames for this disaster.

Like the other Kapeks this one-eyed, three-foot high bright-red intelligent amphibian is as at home in the water as it is on the land.

"Must Nature always be asked to straighten out the mess that man has made?" 🐸



#18 The Drowned Lands



Fool's Duel

Two men face each other in the centre of a vast reach of water, standing on the surface without apparent support. Wizards!

Rem-Koolhaüs and Ruskin Behaviour wasted no time in setting forth to uncover the mysteries of the dam.

After sixty minutes in the same canoe they have realised that neither can stand the other and now they duel to see who gets the vessel. They are actually standing on the surface of a sunken bridge. The canoe bobs nearby

Rem Koolhaüs - Pompous, plump, well-dressed, sounds vaguely Dutch.

ARMOUR: as Unarmoured

HIT DICE: 5

HIT POINTS: 12

MOVE: 30'

DAMAGE: d4 dagger

MORALE: 6

Spells: Fly, Mirror Image, Phantasmal Force, Enlarge, Magic Missile x2

Ruskin Behaviour - Anaemic, bedraggled and over-sensitive. Hat like a collapsed flan.

ARMOUR: as Unarmoured

HIT DICE: 5

HIT POINTS: 9

MOVE: 30'

DAMAGE: d6 staff

MORALE: 6

Spells: Water Breathing, ESP, Wall of Fog, Sleep, Shrink, Shield.

Neither will accept help at the beginning of the duel. Both will demand it if they begin to lose. Neither is aware of the gigantic pike circling the sunken bridge.

(Both can read the language of the Dam Builders.)

Pike

ARMOUR: as Leather

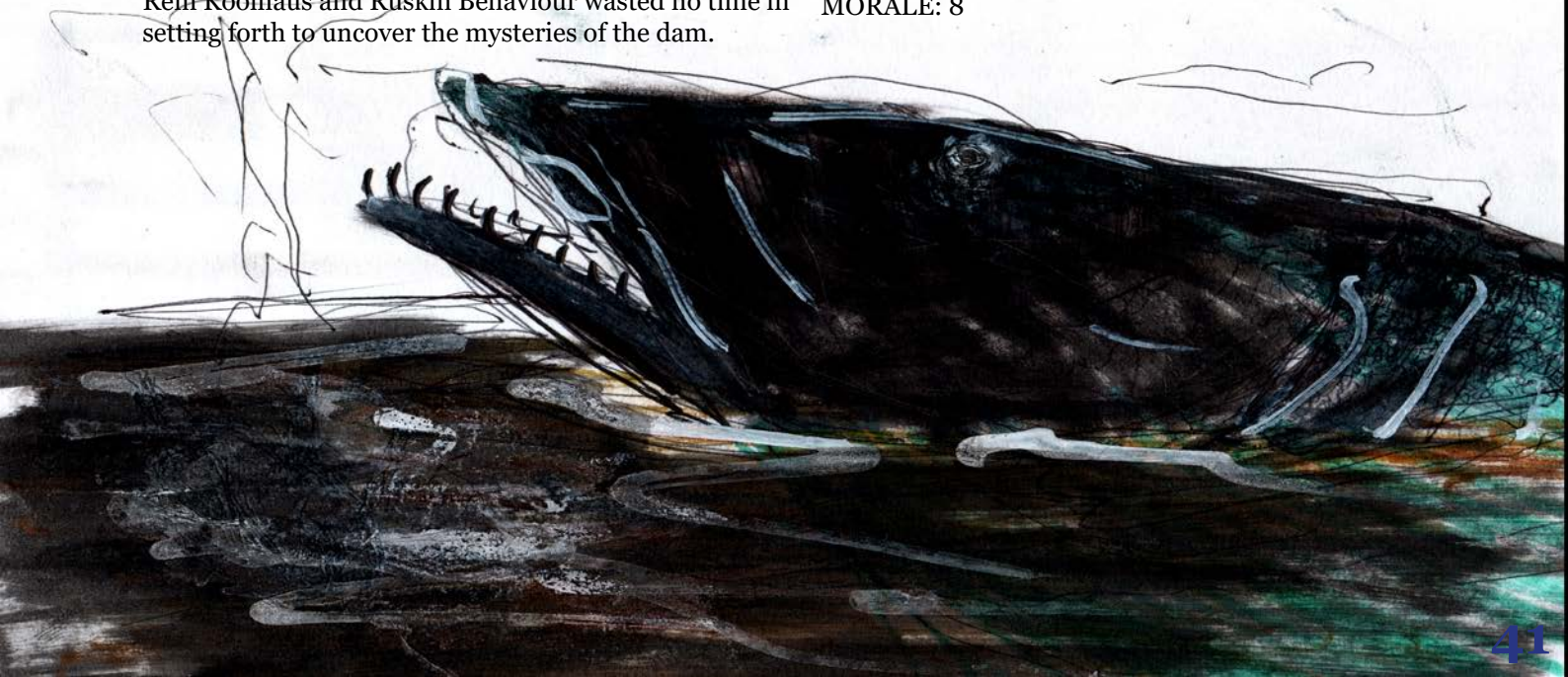
HIT DICE: 5

HIT POINTS: 25

MOVE: 40'

DAMAGE: d10 bite + hook grapple attack

MORALE: 8



Carrowmore to The Church #18

Church and Toads

Jammed on a promontory of bare rock above the black silt, is a church hanging on its side. The steeple is a broken crystal lens. Its wooden sides seem whole and the floor (now a wall) is in one piece. The door is ten feet in the air. It is **locked**.

And surrounded by **Corpse-Fat-Toads!**

Corpse-Fat-Toads

ARMOUR: as Leather

HIT DICE: 2

HIT POINTS: 16

MOVE: 5'

DAMAGE: d6 Bite

NUMBER ENCOUNTERED: d20

MORALE: 7

(If a Toad loses more than five hp in a round they rupture from the inside.)

A field of toads the size of obese men. They have been feasting on bodies washed up on a bank of dark mud. Bodysapes are visible through their drum-tight skin. Some have burst. Drowned and undigested limbs poke out from their ruptured sides. The rest are fat, pale, and slow with corpses but will still try to eat you.

Inside the Church

The pews have crashed and the shrine is oddly angled, but it is safe.

Hidden in the altar are the treasures of the Optical God: ten tasteless wafers, ten vials of clear liquid and a carefully-copied Bible of the Optical God.

The Sacred Wafer

If the wafer is introduced to the liquid and then re-stoppered, the water becomes chemiluminescent for one hour. Will repel **Zombies** [#9], **The Things in the Jars** [#23], the **Witch** [#21] and the **Giant** [#32].

The Bible of the Optical God

A copy of a copy of a copy. Though each person in the chain was incredibly careful it is still a palimpsest of errors and weird imaginings. Much of it is in a version of the Dam Builder Language warped by those who could not read it even as they transcribed.

Careful study reveals the vague story of an ancient empire divided between two brothers, which may be a metaphor for two factions. One dark and evil (in this version of history anyway), calling upon hidden powers. The 'good' brother or faction battling the bad in an epic conflict and finally locking them away with a seal of water.

If PCs *break into the church*, **all** of its contents lose their sacred properties. .

Sarcophagus of Ambatoharanana

Ambatoharanana

ARMOUR: as Chain & Shield

HIT DICE: 6

HIT POINTS: 33

MOVE: 15'

DAMAGE: d8+3 'Varistor'

MORALE: 12

Undead Immunities

A pair of starving children (**Egot** and **Igot** Brosen, cousins of Theodor [12/#4], bob along on what looks like a floating chunk of grey wood.

If viewed at close range, the 'log' turns out to be stone. PCs can scrape away the leaves and mud to see an ancient face staring back.

Inside is a mummy wearing a mask of lapis lazuli and gold (300c).

In his left hand is a **Branching Key*** with teeth arrayed like silver leaves. Opens the **Central Lock** [#23]

In his right hand, he holds an **Iron Sword**: "Varistor".

If the treasures are touched or removed the mummy will rise to take them back.

This is Ambatoharanana, sealer of the way. He is Lawful Good and no longer speaks.

If he **falls**, or is **thrown** into the **river**, his windings will soak and unwrap. He dissolves in d4 rounds and is lost forever to the memory of man.

The Sword: Varistor

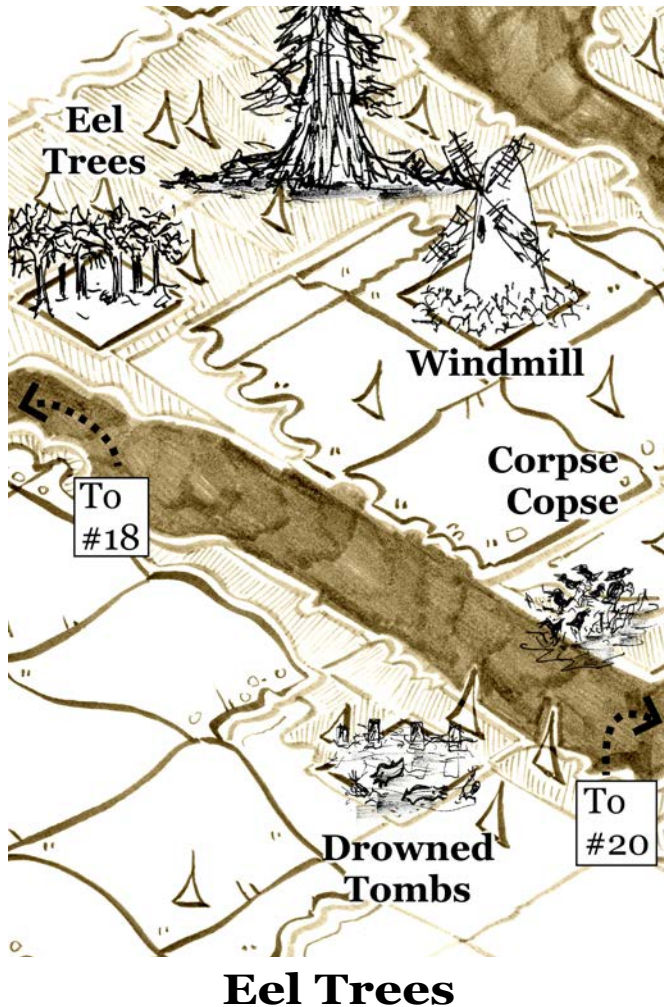
Made from old and spotted iron, it can never be fully cleaned, a single flaw always remains.

Varistor protects its holder from magical and unnatural fear of any kind. Any fear spell or effect aimed at the user is instantly consumed by the sword and emanated out as a deep sadness that only the dead can feel.

Any dead or undead creature near the sword must save against the sadness as if it was a spell of equal strength to the fear it consumed. Fail, and they are crippled with sadness and break down weeping, or flee. None are immune. Varistor is unbreakable.

*Those suffering 'Nightmare Messages' from Hook 5, will hear the voices telling them to seize the Branching Key.

#19 The Drowned Lands



20ft Electrical Eel

ARMOUR: as Leather
HIT DICE: 3
HIT POINTS: 15
MOVE: 30'
DAMAGE: d4 Bite
ELECTRIFY: d4 & save or paralysed for rounds equal to the extent of failure.
MORALE: 10

These trees are thick with eels which slide through the branches, fall from the dank limbs and snap at circling birds.

At the fork in the river where an old meander has re-opened, trapped in the branches of two trees is a battered but still functional **fishing skiff**. From the skiff drapes a hooked net. Hanging from the net is the body of a man, upside down, face hidden in the dark water, surrounded by a halo of bobbing, baked ravens.

Also in the branches is a huge electrical eel. Moving the skiff shifts the trees and drops the eel.

(This a good place for a probing attack by the Crows).

Corpse Copse

Albino Crocodiles

ARMOUR: as Chain
HIT DICE: 2
HIT POINTS: 8
MOVE: 15'
DAMAGE: d6 Bite
NUMBER ENCOUNTERED: d6
MORALE: 8

Cries of distress in a strange tongue rise between the 'caw'-ing of carrion birds

The treetops of a small copse poke up from the water. A parliament of carrion birds perches here, over-full and damply arrayed. Fat scavenging birds pass out and splash into the waiting murk. A crew of small, white crocodiles await them in the roots.

Ov de Kaua, one of the **Reed-People** [#29] hangs here, tangled in debris between the carrion-bird branches and the white crocodiles below.

Drowned Tombs

Cuttlefish

ARMOUR: as Chain
HIT DICE: 2
HIT POINTS: 4
MOVE: 15'
DAMAGE: D4 Bite
NUMBER ENCOUNTERED: d20
MORALE: 4

If their natural camouflage is disturbed in some way the Cuttlefish count as unarmoured.

The roofs of tiny stone houses breach the mud.

A drowned cemetery, its tomb doors forced open by the onrushing flood. Its dead are now carrion for the shifting translucent shapes that infest the graves like alien ghosts. Six-foot corpse-eating cuttlefish glide under the water, going in and out of the tombs.

If the PCs take the body of Sorla Ghyll [1/#3,#4] to the family tomb, when they open her stone sarcophagus to put her in, on the underside of the lid, they will see the following message;

"Dear Strangers: though we have not met, I have seen your faces many times. In the deepest part of the pit lurks a Giant, Pale and Vile. It will seek to trap and eat you. With thanks, Sorla Ghyll."

If they are not returning her body, the message will not be there

Eel Trees to Windmill #19

The Windmill

White Crabs

ARMOUR: as Chain

HIT DICE: 1

HIT POINTS: 3

MOVE: 10'

DAMAGE: d2/d2 Claws

NUMBER ENCOUNTERED: 100

MORALE: 10 (they are dumb)

Move 10'

Claws d2/d2

On the top of the hill is a wooden windmill with black-striped tar-sealed planks.

At its base swarm one hundred metre-wide white crabs.

The four sails of the mill are shocked and patched. One remains whole. The sails creak slowly round.

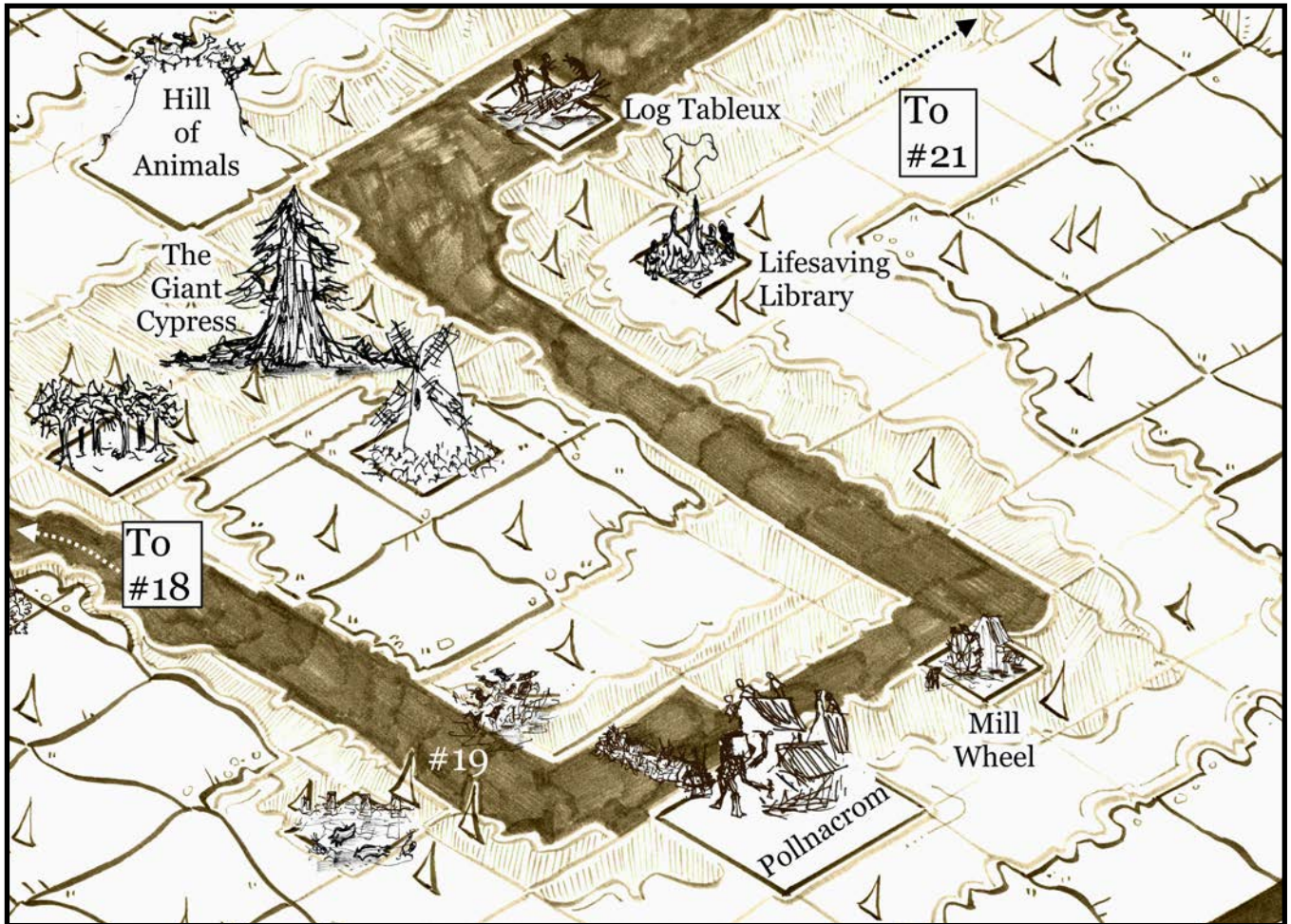
As each one reaches the ground a handful of crabs grab on and ride the sail. They climb it as it turns, trying to get inside the mill.

Just below the sail crank, visible as it spins, is a window with a white face. A desperate woman, **Tana Che Urla**, wields a pole and tries to knock the crabs before they reach the gap.

Inside the mill are twelve defenceless children.



#20 The Drowned Lands



The Giant Cypress

In the centre of the re-opened meander is a giant Swamp-Cypress. 160 feet high, and visible for miles around, the tree is draped in knotted bodies. Limbs hang from its branches and dead eyes stare from nodding heads as ravens perch awkwardly on upturned chins.

Gold glimmers at its top. A dangling corpse holds a gleaming sun-bright necklace of ancient gold and ambergris (500c).

This is a **Crow** trap. (See [#8,#9,#10] for tactics.)

If PCs try to climb up, or at the DMs discretion, d10 bodies will activate as **Zombies** [#9] and attack. Half will crash down out of the branches and the other half will try to grab whoever is in the tree.

Hill of Animals

A host of sheep, goats and cows have escaped the rising waters by herding here upon this outcrop.

They are preyed upon by a huge (15ft) freshwater squid that circles the island. These animals could be a useful food source for the surviving people of the Lock valley.

Squid

ARMOUR: as Leather

HIT DICE: 6

HIT POINTS: 24

MOVE: 30'

DAMAGE:

1d4 x 4 Grapple, range 10'

1d8 Beak

MORALE: 7

Pollnacrom

Pollnacrom village is flooded to head height, desperate families trapped on the roofs.

The **Golem of Kabibona'kan** [#13] is methodically tearing apart the buildings one-by-one, dumping screaming civilians into the black water.

Hand-carved hands of blunt and implacable rock tear at the corners of a ruined home, wrenching away planks and carefully twisting foot-thick beams as if they were straw.

Pollnacrom to Log

#20

The Golem carries off the wreckage out of sight. If the PCs follow it, they will see a huge, crude sheet of piled-up wood. A shaped gap in the centre lets some water pass.

The Golem kneels here and presses its engine-mouth against the gap, trying to feed. Obviously, this is an act of futile madness -the functionless Dam provides no energy.

The tooth-shaking buzz from the centre of its featureless and oddly-curved head falls silent. The sound dies like a honey-heavy bee trapped between the fingers of a child. The Golem is dying, but is still dangerous.

The Mill-Wheel

On the drowned bank a ruined water-mill stands black and empty. Its wheel creaks in the floodwaters.

Right in the centre of the river something black breaches the surface. Thrumming vibrations from the object sends interference patterns rippling out.

It is the head of the **Golem of Kalevan** [#13], staring at the mill-wheel as it turns. It will only attack if something interrupts its gaze.

The Lifesaving Library of Ambatoharanana

A fire burns in the flooded forest. In daylight PCs may see the smoke, at night the flame.

The family of **Oswald Bone-Norman** (four children, two parents) have been starving on an outcrop in this black and sodden copse since the flood.

Trapped here, they hide from the wandering golems. Luckily, they have not yet frozen in the rain and dark. They found dry paper wrapped in watertight tubes so it burns easily. One by one, the scrolls are uncorked and sent into the blaze. This has kept the family alive.

For every day of the adventure so far, strike out one row. The remaining scrolls are amongst those that have not been burnt.

Days	Scrolls remaining
1	<i>Earthquake</i>
2	<i>Part Water</i>
3	<i>Shape Change</i>
4	<i>Polymorph Any Object</i>
5	<i>Permanency</i>
6	<i>Trap the Soul</i>
7	<i>Control Weather</i>
8	<i>Mind Blank</i>
9	<i>Tongues</i>

A cleric or magic user will be able to instantly tell these scrolls are magical and significant.

Their language is that of the Dam Builders.

Log Tableaux

On a huge log, floating slowly past, are three figures frozen in a strange tableaux. Each seems petrified at the moment of some unlikely discovery.

- The Wormomancer '*Strawberry Ralston*'.
- A Kapek, [#17] frozen in the act of robbing Ralston.
- '*Dünekdiß Gargano*' of the Reed-People, frozen in the act of stabbing the Kapek

Hidden inside the trunk of this ancient tree is a gigantic Velvet Worm. It will only eat people if desperate, as it prefers insects, but the pits upon its head carry a paralyzing toxin. The effect of this toxin can be cured by the blood of the worm itself.

The worm can shrink and contract enormously and is very hard to get out of the log.

6ft Velvet Worm

ARMOUR: as Leather

HIT DICE: 4

HIT POINTS: 19

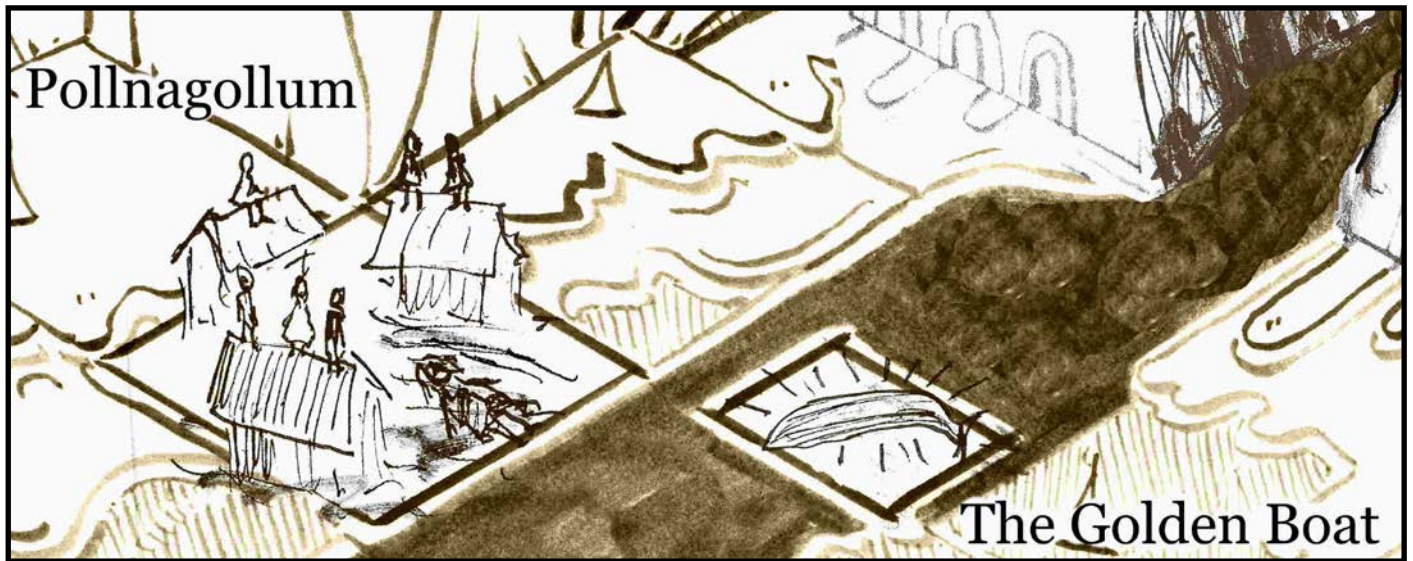
MOVE: 10'

DAMAGE: Paralyzing Touch, 2d6 Hr Duration

MORALE: 6



#21 The Drowned Lands



Pollnagollum*

The fields are dense, drowned corn, rotting in the seeping mire. Dying black stalks rise just out of the surface. Starlings murmur and try to land to feed upon the corn. They rise and fall en-masse, staccato, seeking solid ground.

The people here are sitting on their roofs, but not because of the flood.

The Witch in the Water

Under the water, between the corn, gliding under the reflections, is a burned-black woman with eyes like full moons and starlight-white waving hair.

She slides face-up, fingers pressing at the surface of the water like glass. She has been murdered multiple times by boys and girls, then thrown down the well in the north field. Now the flood has washed her out.

The Witch In the Water

ARMOUR: as leather
HIT DICE: 2
HIT POINTS: 9
MOVE: 35'
DAMAGE: d6 as garrotte
Morale 11
Stealth 5 in 6,
Climb 6 in 6

Freeze. On *seeing* the Witch for the first time, all PCs must save or freeze in position for a round. NPCs must test morale. All who remain present will begin to weep their own blood and these tears will freeze upon their faces in a mask of blood. Their breath will freeze in their mouth and cascade down their chests as fog.

Strangling Hands. If she attacks from behind or a position of stealth and hits, the target is considered grappled and takes d6 damage per round.

Vulnerable to Sunlight. She fears and hates sunlight and will not wish to emerge from under the water till dark. In direct sunlight she makes every roll with Disadvantage (*roll two d20 & count the lowest*) and cannot cast spells.

Impossible to Remember. If the Witch herself is not visible to them, adults cannot remember that she exists. They will rationalise the effects of her actions as best they can. Ban table talk about the woman if she is not immediately present. (Unless the PC is a child).

(Some playtesters found this frustrating instead of challenging so at your discretion you may wish to amend this to **'Hard** to Remember. Perhaps the PC's just are *that special*.)

Immunities. The Witch is immune to damage from piercing, crushing, cutting, burning, drowning, and poisoning.

(PCs should be given leeway in thinking up new forms of death. Strangulation is the obvious one still remaining. Biting and falling are also available.)

Spells

She can cast each spell **once per-day**.

Unless otherwise stated, all of the effects last till sunrise or sunset, whichever is closest. Her spells are renewed at sunset;

Message – Range 120' she can whisper to an individual within sight, only that person can hear her. This can be combined with 'Suggestion' below.

*Hook 6 - Dark Detective; this is the source of the killers.

Hook 23 - Claiming Your Inheritance; The Hacienda Pangolino is currently ruined but could be reclaimed if the villiage were made safe.

Hook 24 - Desperate Letter; Simplicio Chuse', eight years old, is here and may possibly be saved.

Pollnagollum to Dam #21

Suggestion – range 30' the caster can implant a suggestion in the mind of one listener, this lies buried until a trigger event. The suggestion cannot be immediately life-threatening or directly murderous.

Suggestions might be; “You should investigate alone.” “You should split up to cover more ground.” “You should make sure no-one here betray you by keeping yourself separate.” “You should speak to the Witch and see what she wants.”

Change Self - She alters her appearance to look like any other humanoid. Lasts till sunrise or sunset, whichever is closest.

Invisibility – She will cast this only on herself.

Sleep – Range 30' d4 turns, affects 2d8 Hit Dice of creatures, applies only to creatures of 4 Hit Dice or below.

Possession

If the Witch tastes the blood of an individual, she learns every name that soul had in every previous incarnation.

Once she knows this she can replace their soul by whispering out the name of another fitting to usurp it. She will whisper one name after another until she calls a soul that fits, as if it were a ring of unfamiliar keys.

She only summons evil souls. This is the source of the cannibals in Carrowmore.

This must be done in-person, it cannot be accomplished through her Message spell.

For every round in which she can directly whisper into the ear of someone whose blood she has tasted, roll a d6. On a 1, the possession takes effect.

Automatic alignment change to Chaotic Evil and personality change, re-roll CHA, INT and WIS till changed back on her death, by her will or with Remove Curse.

If this affects a PC the player may surrender use of the character to the DM or continue playing as a new, evil, individual. This person can remember the woman.

Anyone other than the PCs who goes to investigate the woman alone will return as an evil version of themselves.

Aims

The Witch intends to convert or kill every person in Pollnagollum, along with any individuals passing through, then go to the dam and free the **Things In The Jars** [#23].

From there she will move to the Observatory and free the ghost of her sister the **Nightmare Librarian** [#41] from her icy tomb and retrieve the book of Nightmare Philosophy .

(This directly conflicts with the Aims of **The Crows**, who also know of, and desire the book.)

The Promontory and the Golden Boat

A rocky promontory jags out of the river. (A boat could be moored here safely.) Beside and beneath it, barely visible and sunk deep in the silt is a gleam of gold.

Further discovery requires close investigation over time.

This is the ritual heaven-ship of King Ambatoharanana. Made of gold shaped like rushes and reeds, **incredibly heavy**, it is almost impossible to retrieve.

(Weight at least one tonne. Silt six feet deep. Water another 12 feet deep. Flow strong and continuous. Worth 50,000c if returned to a major civilised city [not Carrowmore].) Anyone assisting the PCs will demand a cut, or possibly just kill them and take the treasure for themselves.

The outcropping could conceivably be used as a point of leverage to dredge up the heaven-ship.

Every 6-8 hours a gigantic Eagle will fly over the outcropping and a fucking huge crab will fall out of the sky and explode on the rock. (Blast 20 feet, 4d6 damage from crab shrapnel.)

The Eagle will then land and begin feeding on the crab parts for another 2-3 hours. The Eagles are highly territorial. When finished it will swoop over the dam to hunt in the exposed valley on the other side.

In combat, the Eagle prefers scoop up individual opponents (one in each claw) and carry them back over the dam to drop them. Each takes d10 x d10 falling damage and lands in a randomly determined part of the Profundal Zone.

Giant Eagle

ARMOUR: as Chain

HIT DICE: 18

HIT POINTS: 72

MOVE: 120' flight

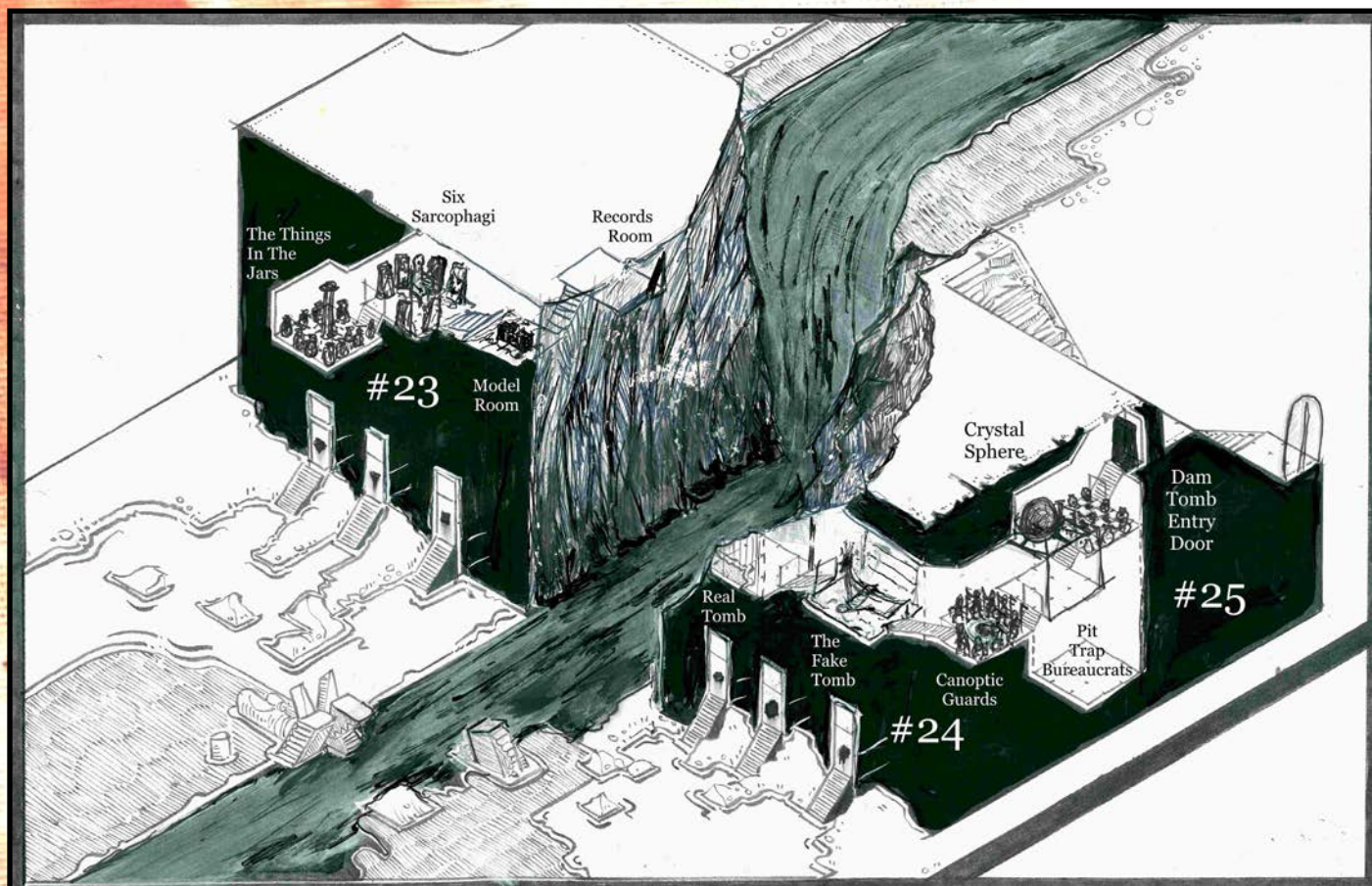
DAMAGE: 3d6/3d6 Claws 4d6 Bite

May grapple and carry away instead of damage.

MORALE: 10

#22

The Dam



What PCs See*

This ancient Gogmagogic megastructure has cracked directly down its centre, revealing a chasm of raw stone

The Lock River torrents through this central chasm in a narrow rushing fall of cold, black water,

The huge gap in the dam has exposed **hidden rooms** built into the structure of the dam itself.

The **Real Tomb** [#24] - is obvious, easy to locate. Anyone paying any attention at all can see it.

The **Records Room** [#23] - leading to the hidden rooms, is **harder to find**. Only people looking carefully, being lucky or observing intelligently, will see it.

To **either side** of the Dam are tall and precipitous mountains.

The Sluice Gates

Along the bottom of the dam are six sluice gates. Each has a **highly visible** polyhedral lock. For 4, 6, 8, 10, 12 and 20 sided stones.

If the PCs have a polyhedral stone from a **Turbine Golem** [#11 to #13], this stone slots easily into one of the sluice gate locks.

The tunnels are dark, low and cold, but safe. If a PC crawls through they will emerge on the other side of the dam. Dragging a **boat** or **canoe** through the Sluice Gates will be a time-consuming challenge, as will taking one through the rooms of the Dam.

If any Turbine Golems [#11 to #13] survive **at least one will be present before the dam**, kneeling at its sluice gate, trying to live. It looks like they are desperately praying to the dam.

When the correct golem kneels in the right lock, the door should open and high pressure water will jet through their turbine, charging them up and magically repairing any damage they have suffered.

The water level has sunk too low behind the dam and this no-longer works. The golems are dying.

*Those suffering 'Nightmare Messages' from Hook 5, will be drawn to the hidden rooms.

From the Outside

#22

Climbing

Any golems present will sense the climbers presence and pursue obsessively. They easily climb both the mountain and dam.

Easy - Climbing the **central crack** as far as either the **Records Room** [#23] or **Real Tomb** [#24] is relatively simple.

Difficult - Climbing the **rock walls** to either side of the dam.

Very Difficult - Climbing up the **front** of the dam itself.

Very Difficult - Climbing **past the open rooms**, through the Central Crack to the other side. The dam sides are wet, steep and fragmentary. Basic observation will show that the materials is crumbling.

Crazy Hard - Getting a **boat** or **canoe** through the central crack will be *extremely difficult*. Its **really fast** and **narrow** with **dam-junk** just below the surface.

Falling Into the Water

Anyone falling into the rushing water must save or suffer d6 damage as they are bashed against the bottom of the plunge pool in front of the dam, before bobbing to the surface of the Lock River.

The Other Side

This is the **Profundal Zone**, see [#26]

A mild current pulls towards the crack in the dam where the water surges through.

2d10 Kapeks have gathered here on the left side of the riverbank to await their leader, the **Karl Kapek** [#17], who will lead them in glorious warfare against the **Reed People**, [#29].

Kapeks

ARMOUR:

as Unarmoured

HIT DICE: 1

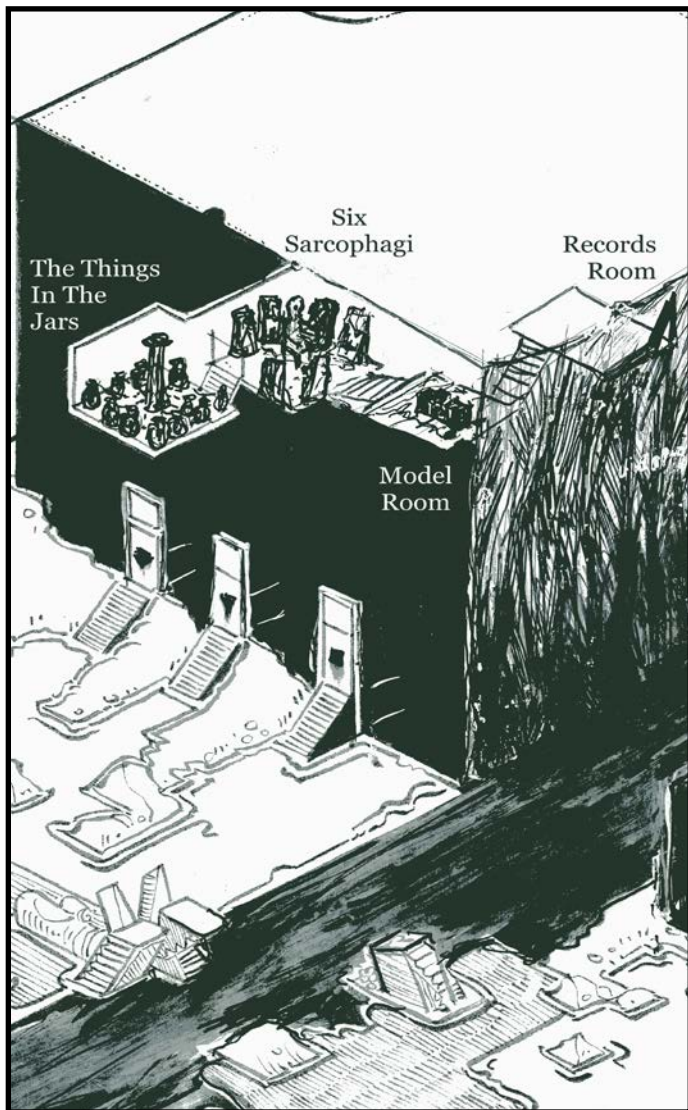
HIT POINTS: 3

MOVE: 30'

DAMAGE: d4 bite or as weapon

MORALE: 7





These rooms are harder to find than the others. Reaching the Records Room should take at least one climb test before a PC can find a safe path for the others.

Records Room

There are shelves on every wall, all scoured by flood. Only fragments of papyrus remain. The left door is obvious, stone, heavy, and open.

Model Room

The room is three feet deep in flood water. In the centre is a huge model of the dam itself. All the rooms are shown in cutaway, including the traps.

Also included in this model is a long stairway between the Records Room and Real Tomb.

Hidden under the water, strewn on the ground, are the models of six tiny golems only a few inches high.

The secret door to the left can be discovered, but not opened, by searching. It is unlocked by placing each of the model golems in the correct slot in the model dam. If opened the water will drain down the revealed stairs. The walls are bare and white, with room for lanterns to be hung.

Six Sarcophagi

Bold, strange, sharply angled tombs, two nested on each wall, each utterly different in style.

These are the tombs of Alnitak, Alnilam, Mintaka, Saiph, Kabibona'kan and Kalevan. Inside, each corpse has a turbine model cradled like a complex toy between their hands. **Destroying the toy destroys the golem.**

Liber-Unculus

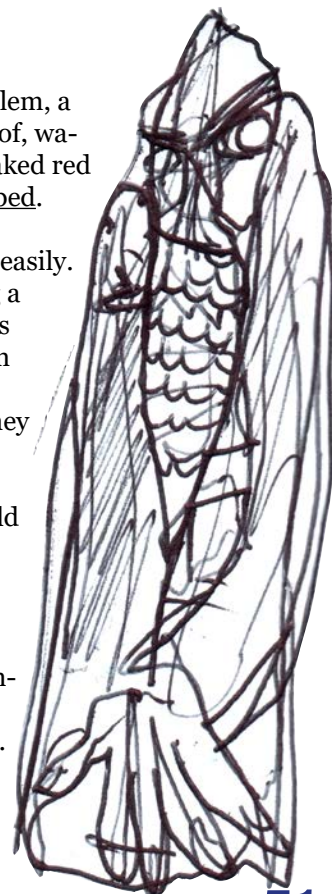
ARMOUR: as Plate & Shield
 HIT DICE: 10
 HIT POINTS: 60
 MOVE: 30'
 DAMAGE: Smash (d12/d12)
 MORALE: unbreakable

In the centre stands the Archive-Golem, a Liber-Unculus. This violent, fireproof, waterproof, berserker-depository of baked red ceramic is motionless unless disturbed.

The Liber-Unculus can be accessed easily. It crouches down, its knees forming a desk. The belly opens and the scrolls inside can be seen. Anyone can sit in the alcove formed by its open torso and read the scrolls for as long as they like.

The edges of this desk are metal, cold and *clearly razor-sharp*.

It can be *requested* to move to a different area if the current one is unsafe. This must be done in the language of the dam-builders. The language can be learnt from the scrolls. The golem **cannot** be *commanded*.



The Hidden Rooms

#23



After a year of study, an intelligent individual can learn how to carve and build their own turbine golem.

At the end of its construction the maker must die and give their soul to their creation. So long as the golem's turbine is regularly powered by some mighty natural force, it will be indestructible.

If **anyone** tries to **steal**, **damage**, or **endanger** the scrolls in any way the **Golem goes insane with rage**.

Its torso snaps shut, mutilating anyone caught inside. (2d12 damage, save or lose an arm).

The **door on the left** is black iron. It is locked. There is no key.

At the end of the stairs is another door of black iron, also locked. There is no key.*

Both locks can be picked.

The Things In The Jars

Inside the room are thirteen iron jars, each a metre high. The jars are locked shut and wrapped in chains of iron.

The chains lead to a pillar with a central lock in the middle of the room.

The lock is unbelievably strange. It looks like modern art.

Jars, chain, pillar, and lock are all immune to magical influence of any kind. Only the branching key of Ambatoharanana [#18] can open the central lock, it cannot be picked.

There is scratching from inside the jars.

Opening the central lock opens them all.

Starved figures crawl forth, their flesh the anti-light of a negative image.

Where light should touch them they burn black, and in darkness they incandesce like pearly phosphorous, their pupils like full moons in black seas and their hair as

pale as starlight.

The Things In The Jars

ARMOUR: as Leather

HIT DICE: 2

HIT POINTS: 9

MOVE: 14'

DAMAGE: Strangulation as garrote (d6)

NUMBER ENCOUNTERED: 13

MORALE: 11

Stealth & Climb 5 in 6,

Sneak Attack x 6

Tracking 5 in 6

They can see in the dark and fear the sun.

Freeze

The sight of these creatures causes all PCs to save or freeze in position for a round and an instant morale test in all non-PCs.

All who remain present will begin to weep their own blood and these tears will freeze upon their faces in a red mask.

Their breath will freeze in their mouth and cascade down their chests as fog. Their core temperature will drop.

Fugue State Touch

Their touch causes a fugue state in which the victim does not know if they are awake or asleep.

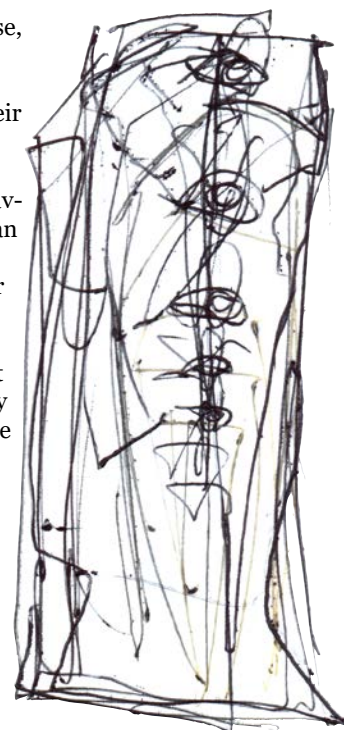
The victim must act without any abilities gained since level one until they either take, or deal damage.

When this happens the victim must save, if successful, the fugue state ends and their levelled abilities return.

If not, they 'come to' somewhere else, doing something else.

At some point between now and their last verifiable contact with a sane PC, they have entered a fugue. This could be something as simple as waving their hands madly in the air at an invisible enemy, or they could have wandered off to a different room, or a different area.

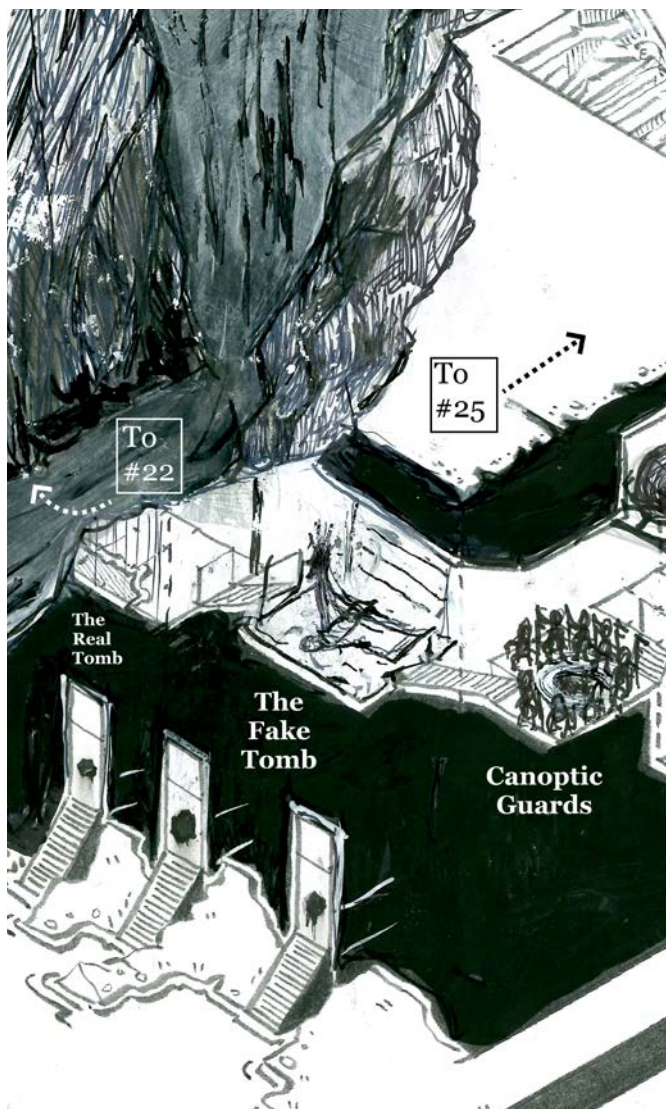
The DM must count back to the last thing the PCs did that was verifiably real, then decide what they did since that point. PCs in a fugue state cannot confirm each other.



*Those suffering 'Nightmare Messages' from Hook 5, hear the voices beckoning from behind both doors.

#24

The Dam



The Real Tomb

The room is scoured by flood. Empty stone shelves all around. A large cavity on the floor where something heavy used to rest. There are puddles everywhere, including the stairs up.

Painted walls; the actions of a crowned figure with the branching key and iron sword; *The king chops off the heads of a pale starved people who crawl towards him, offering gold. The king burns alive a beautiful race with dark skin and white hair. The king in sunlight, releasing waters, drowning those who toil in darkness.*

The stone doors on the right have been burst open from inside the room. **Just inside the door** a sharp bronze pendulum has fallen from the roof and swing down to rest exactly where a person would stand as they entered the room.

The Fake Tomb

The secret door in the left wall, leading to the real tomb, has been burst open by water pressure from the stairs. Normally it would be flush with the wall and invisible from the inside. The dimensions are exactly the same as the real tomb.

The room has a huge golden ship in its centre. The sarcophagus that should be on the ship lies on the ground, the mummy inside hanging half-out.

Shelves with numerous golden carvings and clay tablets.

Everything has been smashed and flung about by the flood.

There are partially dissolved mummified hounds. They twitch and try to move.

These walls show The King bestowing various charities, surrounded by admirers and leading his troops.

Nothing is treasure, just wood or bronze with a gilt covering. Cheap copies. The door to the right is exactly the same as room one.

The door leading to **Canoptic Guards** is closed and trapped with hidden needles. The needles only affect the outer side of the door.

Canoptic Guards

The left entry brings PCs up through a secret trapdoor in the corner of the room, behind the Canoptic Guards.

The walls show a vision of hell.

Centre left is a big socket for a sphere of enormous dimensions. There is a concave channel in the floor running from that socket to the door to [#24](#)/*Crystal Sphere*.

There are two rows of four Canoptic Guards on each side of the channel. They do nothing unless attacked and will not step into the channel till the trap is sprung.

The doors to **Crystal Sphere** [\[#25\]](#) are large and made of wood. The planks will easily break.

Canoptic Guard

ARMOUR: as Plate

HIT DICE: 5

HIT POINTS: 25

MOVE: 10'

DAMAGE: d10 Halberd

MORALE: unbreakable

The guards are slow and will not leave the dam.

The Tomb

#24

The Guards

Stone statues of men, holding halberds of steel.

Neat depressions in the creatures front hold jars, each marked with a different sign.

The stone is invulnerable to force, the jars are not.

Each time the guard takes a significant blow, roll on the table to see which jar is smashed.

The brain is not numbered, it is usually last to be destroyed. (Though intelligent players or specific tactics could break this sequence).

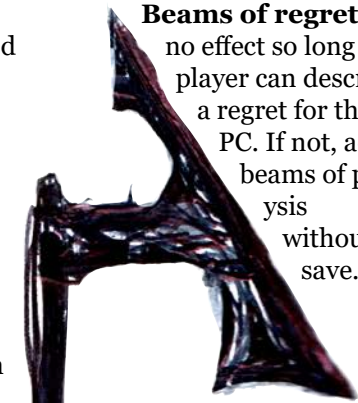
Destroying the brain 'kills' the guard.

	Symbol	Holds	Result when smashed
1	A Sun	Heart	A gush of old blood.
2	An Ear of Wheat	Stomach	Burst of acid, d4 damage, 3ft radius.
3	A Mouth	Lungs	Scream in an ancient tongue*
4	A Spiral	Intestine	Pickled guts escape and try to construct as a 1HD snake.
/	An Eye of Horus	Brain & Eyes	Releases 1HD floating brain (unarmoured) with eyes shooting beams of Paralysis and Regret .

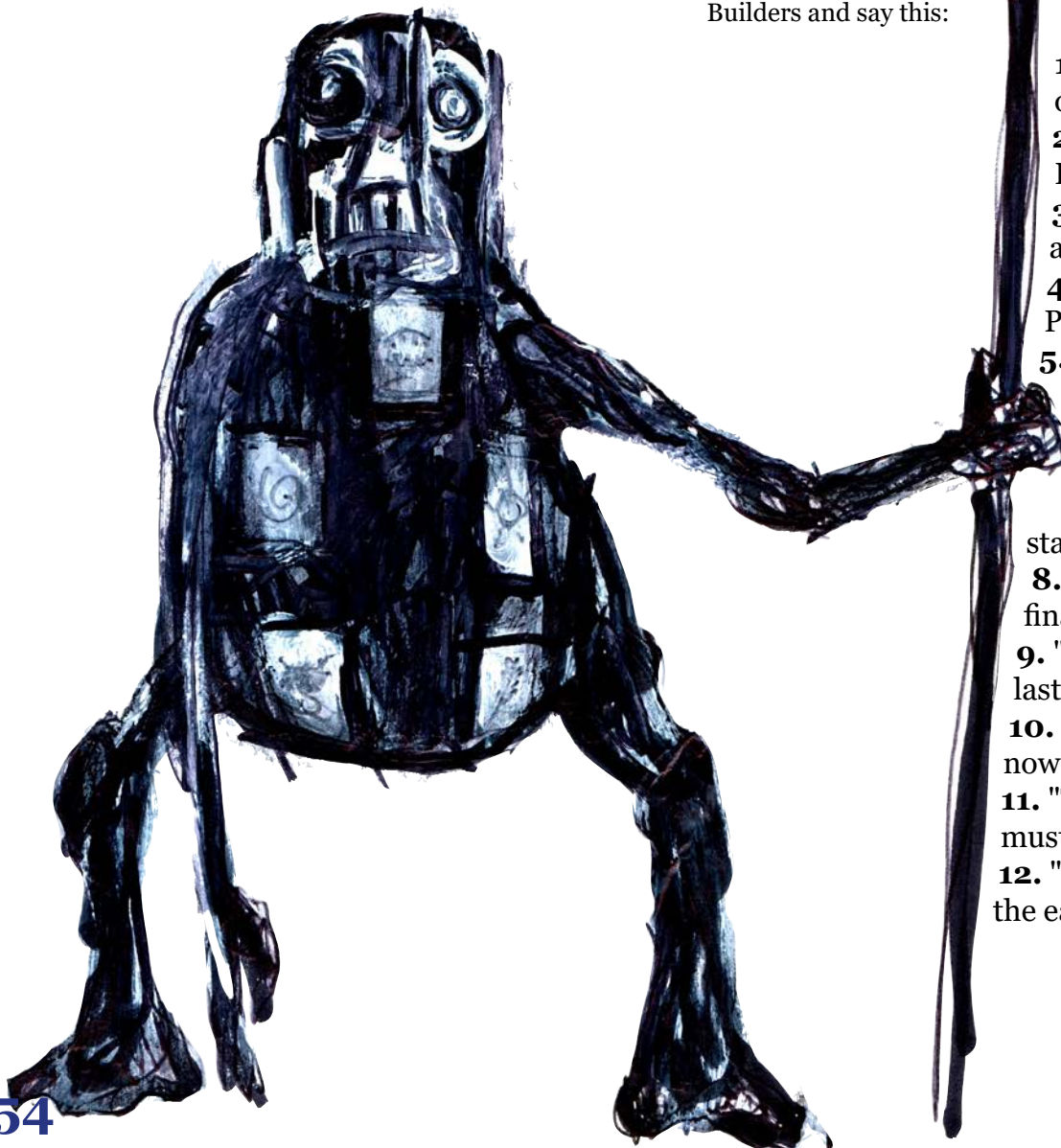
Beams of paralysis are a standard save and cease effect as soon as the brain is killed.

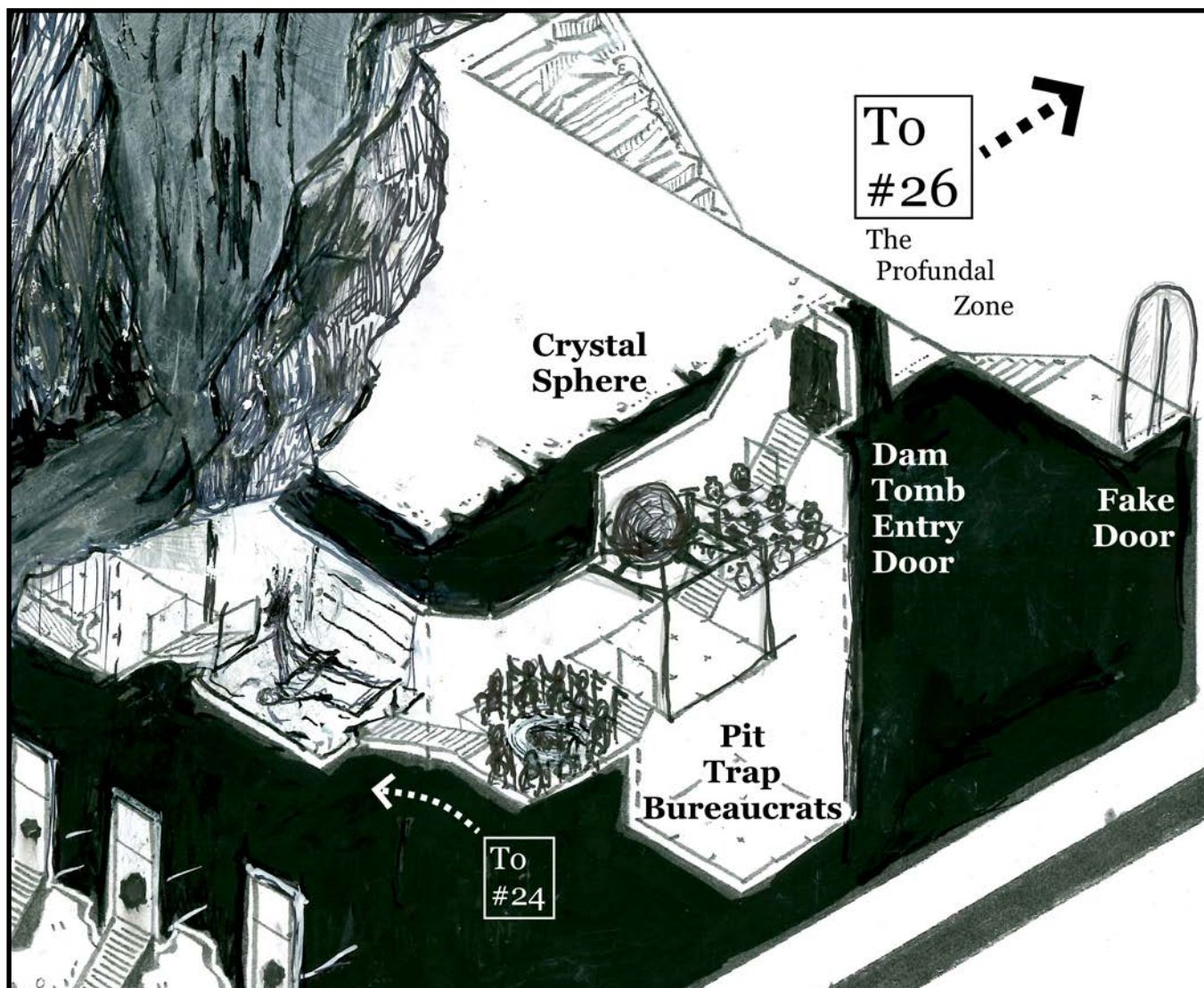
Beams of regret have no effect so long as the player can describe a regret for their PC. If not, act as beams of paralysis without a save.

The screams are in the language of the Dam Builders and say this:



1. "May the Optical God rip out your eyes!"
2. "Fall now, follower of the Kyriarch!"
3. "Curse flesh and time, all aspects made to fail..."
4. "I stood beside the Pharaoh as he died!"
5. "God save Lord Ambatoharanana!"
6. "Die now, creature of silence and slow time."
7. "Back to your prison of starvation and white stone!"
8. "The end at last, and finally, to sleep."
9. "My duty now is failed at the last watch."
10. "I failed my lord in life, and now in death."
11. "The treasure! Sword and key must not be lost!"
12. "You will be driven back into the earth where you belong!"





Falling Crystal Sphere

The door leading into this room from **Canoptic Guards** [\[#24\]](#) is trapped.

From the stairs outside the trap can easily be spotted, but is extremely difficult to disarm. The release mechanism is heavy, strong and directly built into the structure of the door.

As soon as the door is opened, a rumbling is heard coming from above.

One round later a gigantic crystal sphere will crash through the ceiling in the centre of the room and roll down the steps to the socket in **Canoptic Guards** [\[#24\]](#) at the speed of a running man.

It is exactly as wide as the stairs and does 5d6 damage to anything it hits.

The Canoptic Guards then activate.

Inside the Crystal Sphere Room;

The floor is a mosaic of black and white tiles.

In the ceiling above each white square is a clay boss in the shape of a distorted human face making a blowing expression.

Each has a small tube visible in its lips.

Around the edges of the room, on each of the black squares are black sculptures of soldiers.

None of this does anything. The door to the room with **Pit Trap Bureaucrats** is not trapped.

Getting Out

#25

Pit Trap Bureaucrats

The floor is a six-by-six grid of flagstones with eighteen large clay jars set on alternating flags.

The walls are covered with exciting scenes of bureaucracy.

The flagstones directly before both doors are empty, but if stepped firmly on, will abruptly swing downward.

Simultaneously, so does the flagstone beside the other door and all the ones designed to have a jar, dropping them to the underside of this room, twenty feet below. This will smash any jars, releasing their contents.

Bureaucrat with Yellowed Skull

ARMOUR: as Leather

HIT DICE: 1

HIT POINTS: 3

MOVE: 5'

DAMAGE: d6 Scratching

MORALE: 7

(Boring muttering.)

The Language of the Dam-Builders

This language occurs in a range of places throughout the adventure; Tzani Spilios The Translator and Historian [\[#5\]](#) knows a little. The Lifesaving Library of Ambatoharanana [\[#20\]](#) is written in this language. The Liber-Unculus [\[#23\]](#) can be commanded in this tongue and many of its scrolls are written in it. The Canoptic Guards [\[#24\]](#) speak it and the Bureacrats on this page mutter in it. The Reed-People [\[#29\]](#) speak a derivation of it. The prisoner of the Razored Lock [\[#35\]](#) speaks it. The Geo-Samples [\[#39\]](#) are labelled in this language. As is the Tektite Lens [\[#45\]](#)

Scholarly players should be given multiple chances to learn more of the tongue whenever they come into contact with it, and considering its usefulness, perhaps be prompted by the DM to do so.

Dam Tomb Entry Door

This stone door is barred from the inside by a gigantic piece of granite, tipped across the door by a time-release mechanism.

Anyone inside the complex can lever it out to crash to the ground.

From the outside the door is carved to look like a natural outcropping of rock.

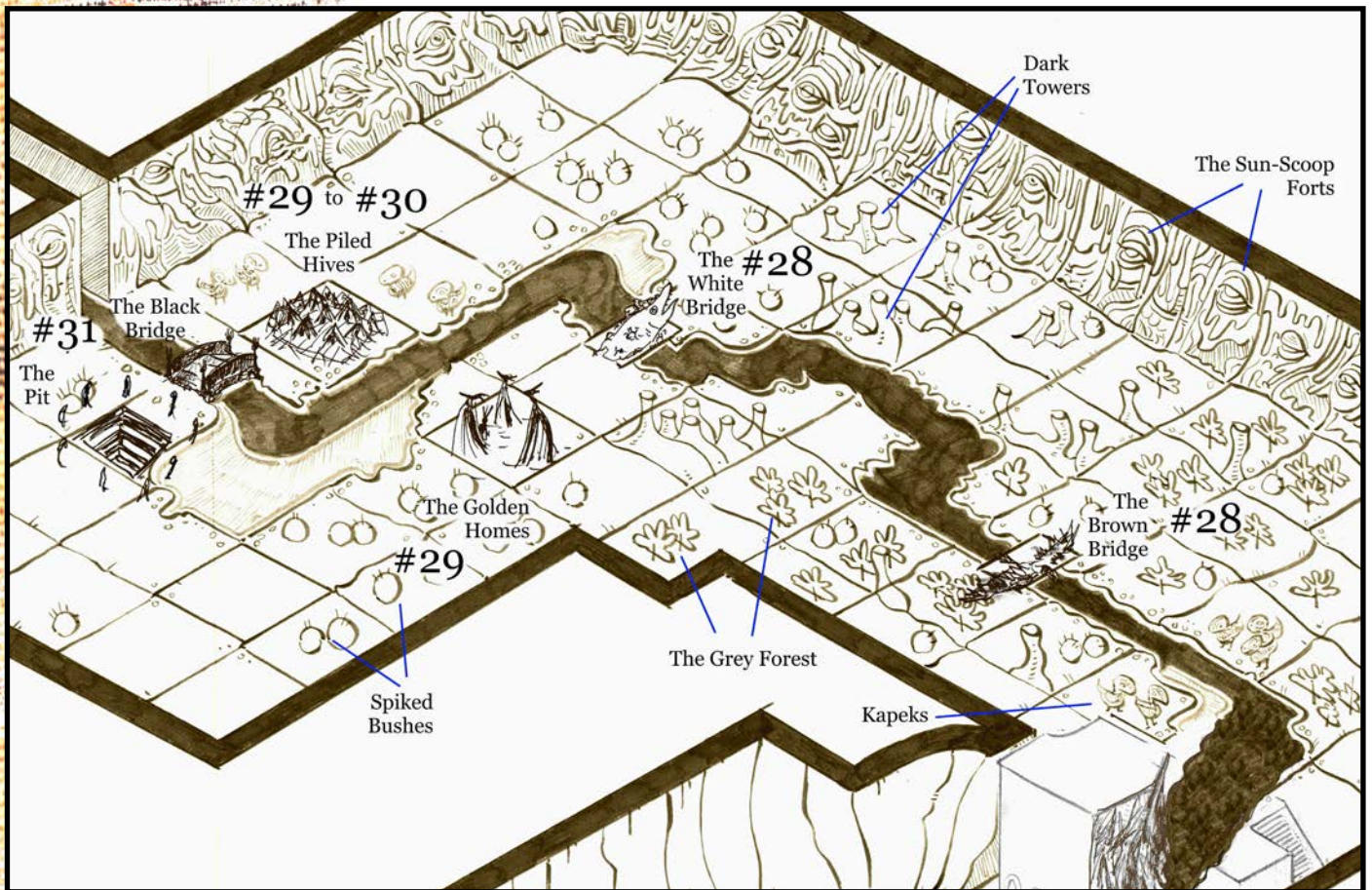
About ten feet away, a natural outcropping of rock has been carved to look like a huge stone door.

Exiting the dam here gives the PCs a view of the **Profundal Zone** [\[#26\]](#).



1.

#26 The Profundal Zone



The Race to the Observatory See [\[#15\]](#)

If they emerge from the secret door, climb the mountain, or for any other reason end up at a high place with a good view, the PCs will be able to see that the race to the Observatory has narrowed.

Ahead/Equal	The Crows [#6 to #10]
Dead heat	Kapeks race to attack the Reed-People [#30]
1 Hour behind	The Cannibals [#15]
2 Hours behind	The Concerned Citizens [#15]
3 Hours behind	The Church of the Optical God [#15]
4 Hours behind	'Snail Shell' Zarathusa [#15]

Groups only a step behind may be at the base of the dam, ready to make their way through rooms the PCs have already cleared.

Cross out any people or groups who can't be present and narrow the gap between the rest.

If it is night then the moon and stars are bright and clear.

In darkness the PCs can see the lanterns of anyone ahead of them in the Profundal Zone and anyone behind them in the Drowned Lands.

This valley was filled with water until the dam cracked.

The PCs will have to climb through, over or around the Dam itself.

The following is written with an assumed point of view from the top of the dam. It describes only what the PCs see. For more about encounters and the environment in the Zone, dealt with directly, see [\[#27 & #28\]](#).

From a Distance

#26

What The PCs Can See

- The view is **soundless** and **stinks** like an airless tomb burning in the light of an unwanted sun.
- Rainbow coloured weeds droop rotting from the littoral zone, overhanging rich bandings of many-shaded stone. They make a psychedelic halo of the valley like a veil.
- Sunlight gleams oddly in the steep valley-sides. Snatches of bright reflection. (The **Sun Scoops**).
- The floor looks like blue-grey mud.
- In the silence, movement worms. People, or things, are shifting in the valley floor.
- The whole place has the feel of a terrible revealing. Like a black sheet pulled back from a naked corpse.

Looking Closer

If any PC uses a spyglass or magnifying technology, then give them a description from the next section, otherwise they will have to investigate personally to discover more.

The Sun Scoops

Carved in the rock all over the valley sides, on every level, are hundreds, perhaps thousands of tiny curves. Most are about twenty feet wide and nine feet tall.

They reflect sunlight in a strange and glimmering way. It's hard to tell exactly what they are until you investigate closely. Once you do, all of them are essentially similar.

In some the natural rock has been cut and polished. In others walls of brick have been built and smoothed with polished clay. Each curves slightly.

Before many is a depression or hole, and in those holes is ash, petrified wood and the remains of ancient fire burnt many times.

Every sun scoop faces towards, and focuses on ,one place; the abyssal **Pit** [#31]

The Kapeks

Emerging from the pool by the base of the dam are pale, amphibian figures. One figure seems to lead them, it gestures violently and they move into the trees. There are about 100 of them.

The Three Bridges

It's hard to tell what each of these three bridges is. The closest is a white mound, the second is a golden brown, and the third is black [#28].

The Golden Homes

What looks like a small hamlet of golden houses glitters in the sunlight. #29]

The Piled Hive

A pile of sticks or straw with things moving within it. #29-#30]

The Pit

A huge earth-wound with regular stepped sides, the work of timeless legions, or of gods. The steam that made the pillar in the sky, visible from Carrowmore, is fading and abating now. Around the pit-edge are eight towers. [#31]

Observing the Valley Floor

The floor is a blue-grey bacterial mat. Fish are everywhere, the corpses of the shoals form a new geography. Stinking embankments of parched skins and bones.

Spread throughout the valley floor are these strange unearthly psuedo-boimes which seem to mimic, from a distance, the fauna of the upper world.

The Grey Forest

Grey, spongy, densely knotted trees. They must have drowned when the valley filled.

The Spiked Bushes

From a distance these could almost be round spikey shrubs.

The Dark Towers

Like the twisted towers of tiny black castles gouting smoke.

#27 The Profundal Zone

D10	Encounter
1	Surprise Golem!
2	Lungfish!
3	Kapeks!
4	Chasing Party from the Race [#15]
5	Horse-Shoe Super-Crab
6	Reed-People [#30]
7	Crystallised Chief [#29]
8-9	Crow Attack [#8]
10	Battle!

1. Surprise Golem! [\[#11-#13\]](#)

If any golems are left unaccounted for and still alive, then one bursts out of the eel trees and fumeroles. A battle is on!

Remember to deduct the number of days in the adventure so far from the Golems Hit Dice and Morale.

ARMOUR: as Chain
HIT DICE: 14
HIT POINTS: 60
MOVE: 30'
DAMAGE: Smash/Drill 3d8
MORALE: 11

2. Lungfish!

These things again! Still utterly reprehensible and stupid creatures.

ARMOUR: as Unarmoured
HIT DICE: 1
HIT POINTS: 3
MOVE: 5'
DAMAGE: bite d4
NUMBER ENCOUNTERED: d20
MORALE: 10

3. Kapeks!

ARMOUR: as Unarmoured
HIT DICE: 1
HIT POINTS: 3
MOVE: 30'
DAMAGE: d4 bite or as weapon
NUMBER ENCOUNTERED: 2d4
MORALE: 7

4. Chasing Party

They have caught up with the PCs. Their reaction depends on who, exactly, they are. See [\[#15\]](#).

5. Horse-Shoe Super-Crab

This one bursts out of the bacterial mat in heraldic rage and immediately attacks. (It's still super-slow though).

ARMOUR: as plate & shield
HIT DICE: 9
HIT POINTS: 50
MOVE: 5'
DAMAGE: d10 Bite or 2d20 Crush & Scour with underlimbs
MORALE: 11
Always last in initiative

6. Reed-People

The Reed-People have no particular problem with the PCs and may be in need of help themselves. They speak a language similar to that of the Dam-Builders. For more see [\[#29-#30\]](#).

ARMOUR: as Leather
HIT DICE: 1
HIT POINTS: 4
MOVE: 30'
DAMAGE: d6 Spear
NUMBER ENCOUNTERED: 2d4
MORALE: 7



Random Encounters #27

7. Crystallised Chief

A Pyratized Bog-Mummy. These guys are centuries old and have no idea what the hell is going on. See [#29] for details.

ARMOUR: as plate
HIT DICE: 5
HIT POINTS: 20
MOVE: 10'
DAMAGE: 1d8 Smash
MORALE: 11

8-9. Crow Attack

They will not let the PCs reach the Observatory alive.

10. Battle!

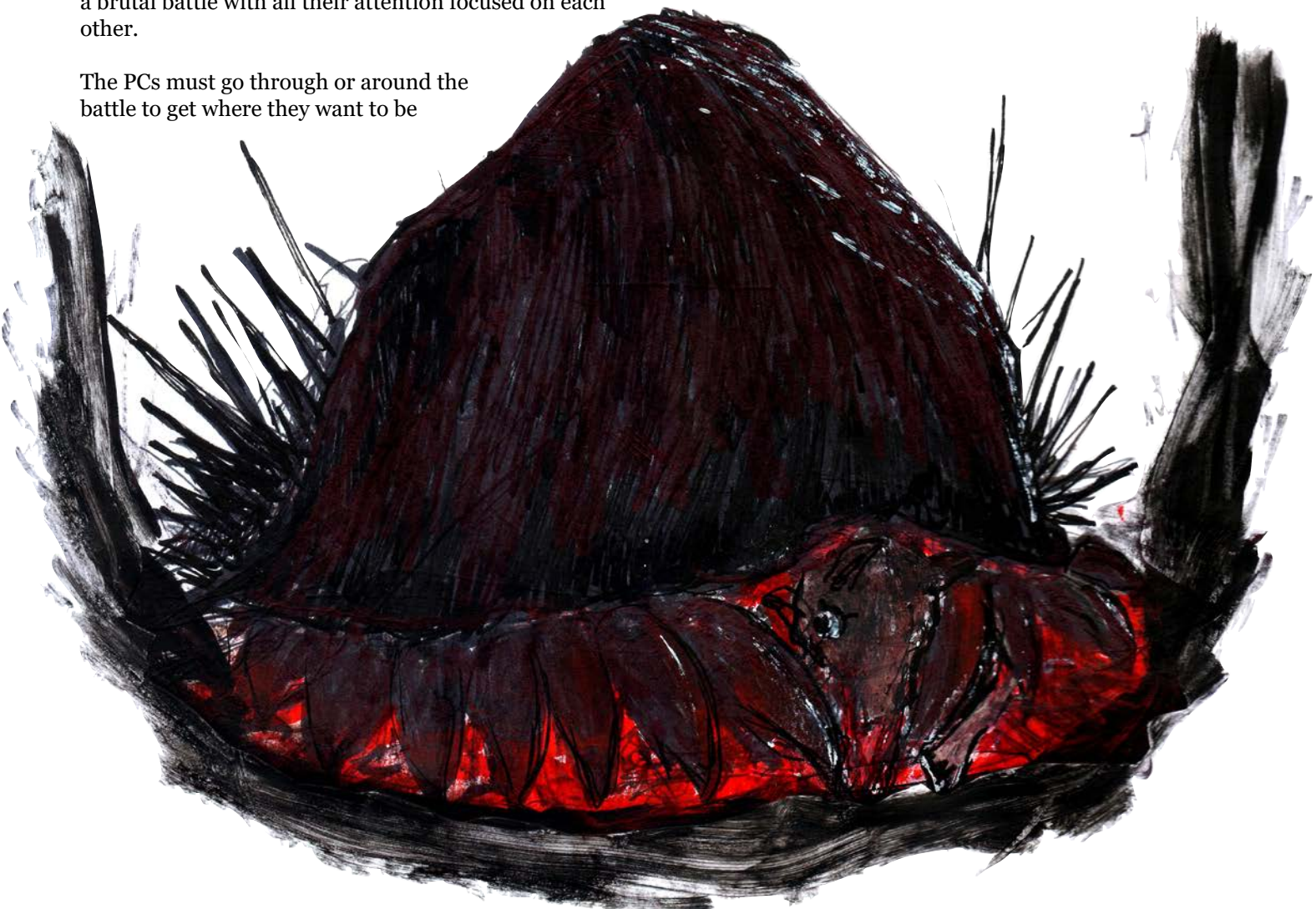
The PCs are (arguably) in luck. Roll a d8 twice on the encounter table. The two results are in the middle of a brutal battle with all their attention focused on each other.

The PCs must go through or around the battle to get where they want to be

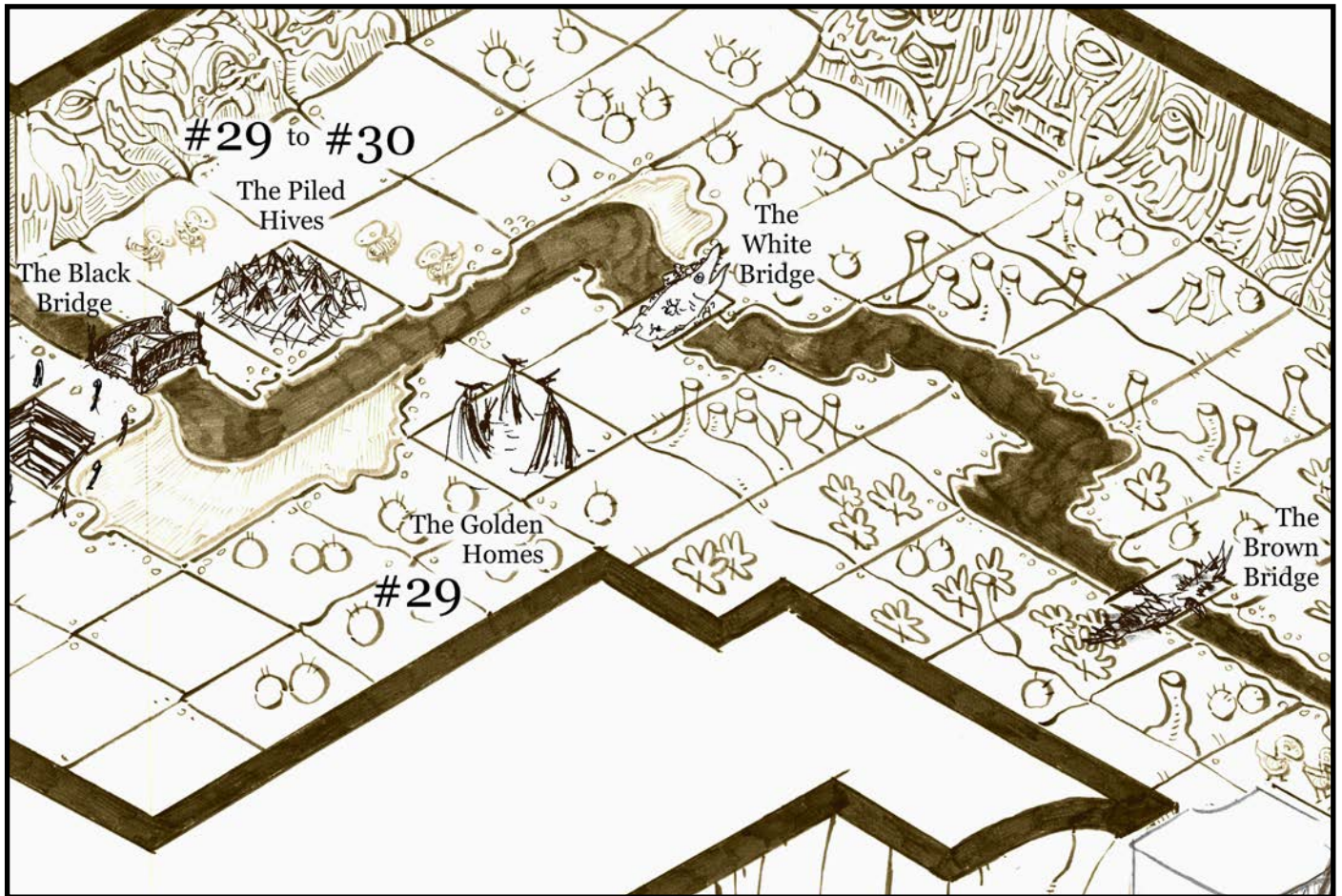
Optional "Where is this happening?" table (roll 2d4 & combine)		
1	Eel Forest	Piles of Dead Fish
2	Eel Forest	Grey Bacterial Mat
3	Dark Towers	Skeleton Arms*
4	Spiked Bushes	Stagnant Pool

See [#28] for close descriptions of the valley floor.

(*See next page for more on the Skeleton Arms.)



#28 The Profundal Zone



Environment of The Valley Floor

The Petrified Forest

Preserved in the anaerobic darkness, wreathed in fallen weed grown in the photic zone, with branches full of slithering eels.

Any sharp movement, damage to trees, unexpected shock, or simply bad luck, drops d6 eels.

Each Eel is a 1hp creature with a 1hp bite and no defensive capacity. (They like to get inside your clothes.)

The Spiked Bushes

Dead bloated puffer-fish swollen by inward gasses and about to explode.

Impact or shock explodes a puffer-fish (d4 damage in a radius of 15 feet)

The Dark Towers

Exposed fumaroles transformed by the receding flood into poisonous geysers, spewing out hot black water and smoke. Draped in dying bright red blooms and those strange pipe things you see around black smokers underground.

Sulphur-farming crabs with 'hairy' yellow claws loom out from the black pipes. Though sinister, they are not a threat.

Any water near the pipes is boiling and toxic. (d4 damage on contact.)

Skeleton Arms

An army, drowned and cloaked by the blue-grey bacterial mat. Skeletonised arms and the upheld blades of buried men thrust up through the mud. Upon them grow strange buds.

At night they open and reveal themselves. White, translucent, luminescent anemone pulsing and waving, slowly starving to death. Glowing in the darkness like the ghosts of flowers.

The Upper Lock

The river runs quickly, about 15 mph, anyone falling in will find themselves arriving in the pool by the dam and, if they are unable to climb out, surging over the dam in the waterfall.

The Brown Bridge

The body of a gigantic eagle lies with bowed wings making a bridge across the churning water. The bird-corpse writhes slightly, devoured by whatever lies beneath.

Looking down, PCs can see lampreys larger than men sucking at its flesh.

Not yet fully dead its head lolls half sunken and gasps. The 'bridge' will be consumed in d4 hours. It may be possible to save the Eagle. It will not be grateful if you do.

This is the same eagle that was dropping crabs on PCs in [\[#21\]](#)

The White Bridge

A fish-skin mound shifting with invisible movement. As PCs come closer thousands of small crabs scatter and fall into the river.

The body of an enormous Pike has been caught and jammed across the river above the water.

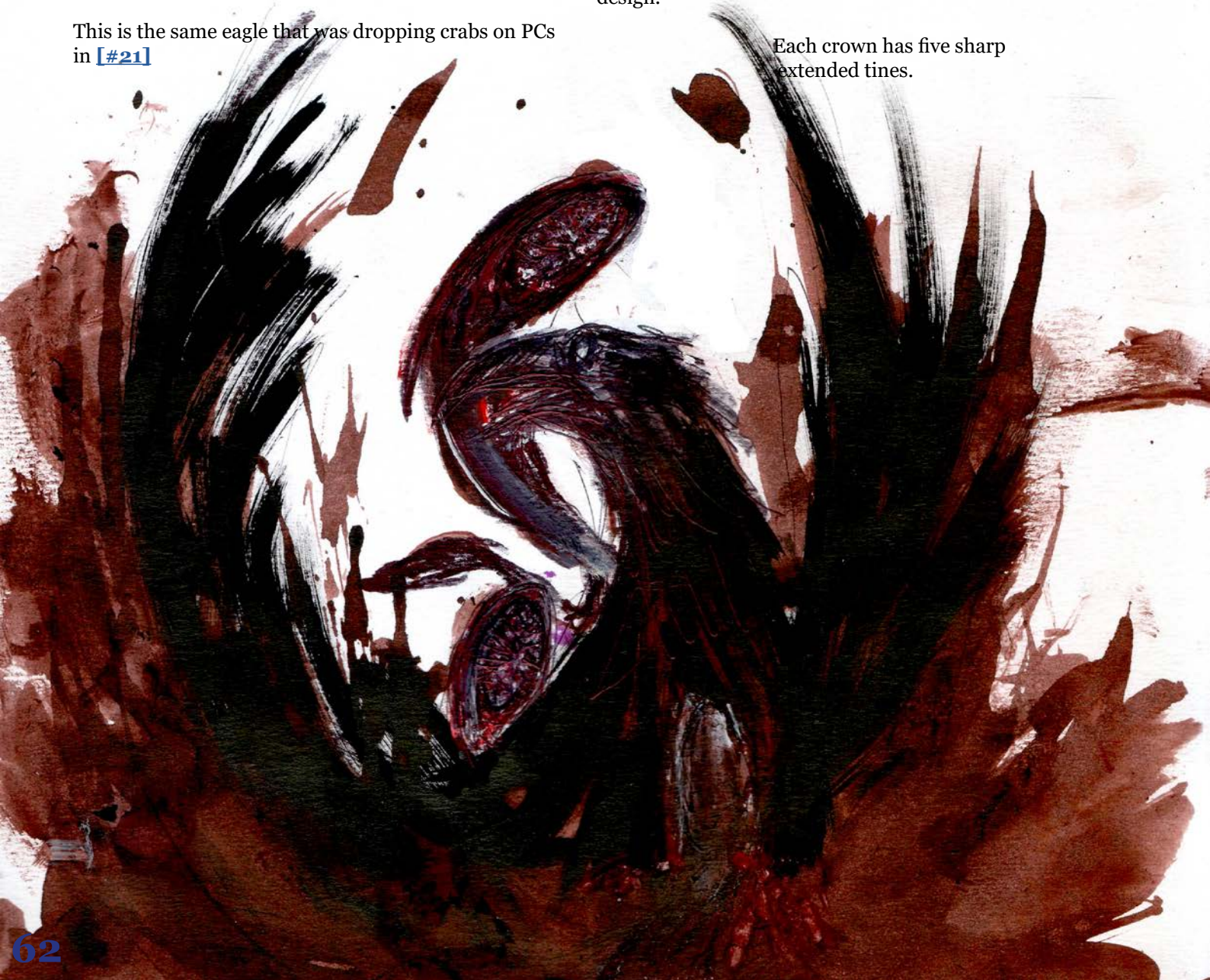
(Intelligent players may notice that the jaw matches the wounds in the shell of the gigantic horse shoe crab from the Drowned Lands.)

The Black Bridge

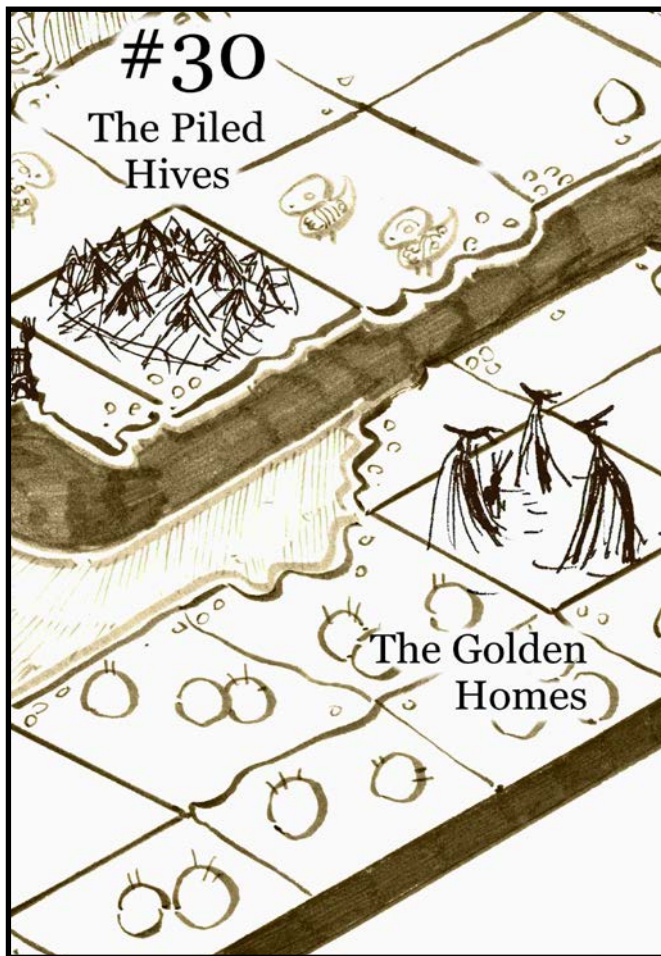
A fine bridge of black stone. Weed, rock and fallen debris cover it at both ends.

On each bridge-post are stone crowns in a particular design.

Each crown has five sharp extended tines.



#29 The Profundal Zone



The Golden Homes

A graveyard of sunken ships. The thatched roofs are up-turned hulls of piled-up reed-craft. Emissions from the fumaroles have gradually pyritised the hulls. They are engulfed and transformed by caked crystals of shining iron pyrites.

This was where the Reed-People sank the grave-boats of their chiefs.

If disturbed **3d4** chiefs stumble forth from the dark void of the sunken hulls; moaning fiendish-black bogmen carapace'd in crystallised gold.

They are lead by Actun Xpukil, Actun Tunkul, Actun Lubul Ha and **Actun de Kaua**, the most recently buried, and speak a language derivative of that of the Dam Builders. If informed of a threat to the Village of Reeds, they will fight to protect it.

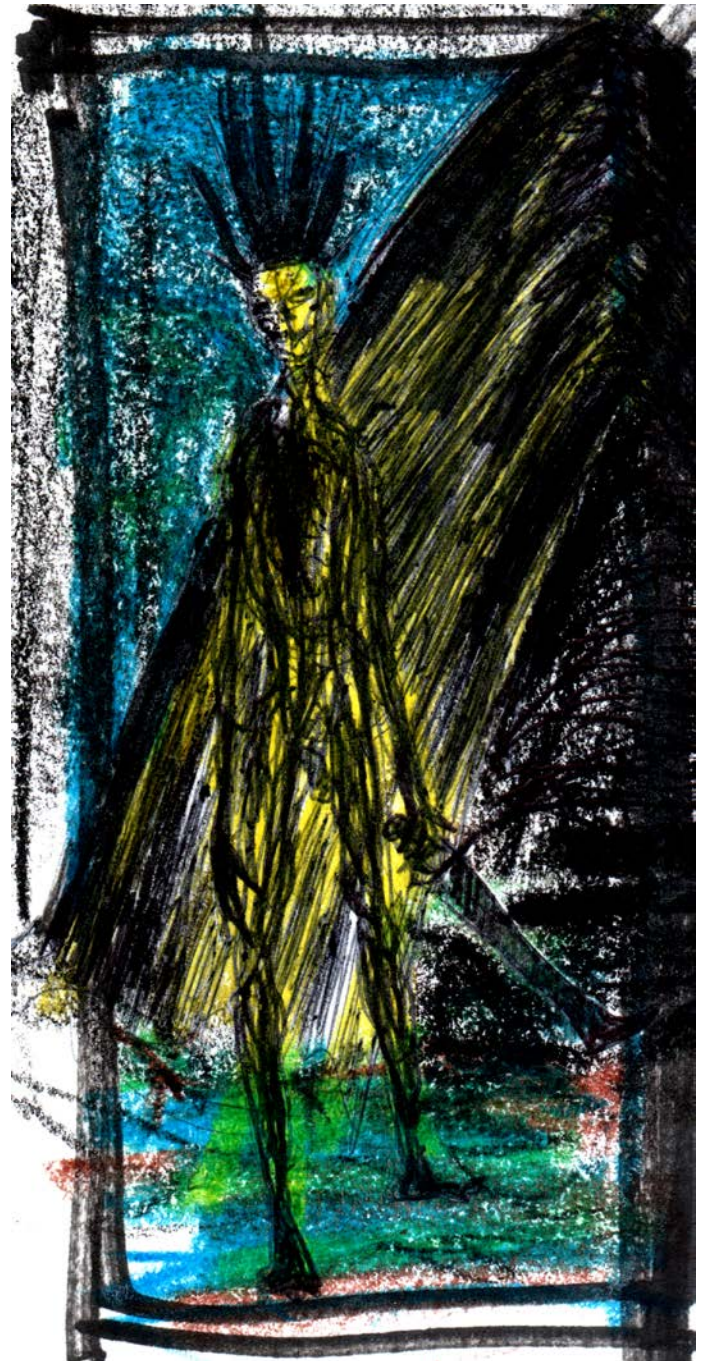
ARMOUR: as plate
HIT DICE: 5
HIT POINTS: 20
MOVE: 10'
DAMAGE: 1d8 Smash
MORALE: 11

The Piled Hives

This is the village of the Reed-People, a floating, woven platform kept safe from civilisation by the golems unceasing wrath and protected from the golems by the waters depth.

Now the lake is gone and their village has crashed into the alien world that hid unseen beneath their feet. They were lucky not to be swept out into the Drowned Lands

The Reed-People are pulling themselves together and working to accustom themselves to this strange new reality.



The Reed People

#29

Their Leader

They are lead by **Actun de Grange**, the son of **Actun de Kaua**, their most recently deceased chief. Grange still bears a terrible scar from his last combat with the 'Karl' Kapek, his mortal foe.

Actun de Grange knows they are about to face a mass attack from the Kapeks and is trying to assemble some kind of defence from the ruins of their homes. See [\[#30\]](#)

Resources of the Village

The Reed-People are armed with simple spears, fishing bows and slings. Their tribal cult is similar to the Church of the Optical God.

There are about seventy, thirty of them combat-capable adults with the rest being too old, too young or too weak.

Supplies and Aid

This is the last place the PCs could possibly re-supply with food, rope or light before entering the Observatory. The Reed-People have simple woven **rope**, clay **lamps** fuelled by animal fat, **fresh water** in clay jars and **dried fish**.

This is also the last place the PCs might sleep safely.

A Plea For Help

Within half an hour of the PCs arrival, the village will be attacked by **100** Kapeks lead by the one-eyed 'Karl' Kapek (if he still lives). Actun de Grange knows this and will probably appeal to the PCs for help.

If anyone else was ahead of the PCs, they have either taken a different route or simply ignored the pleas of the Reed-People.

The Reed-People are

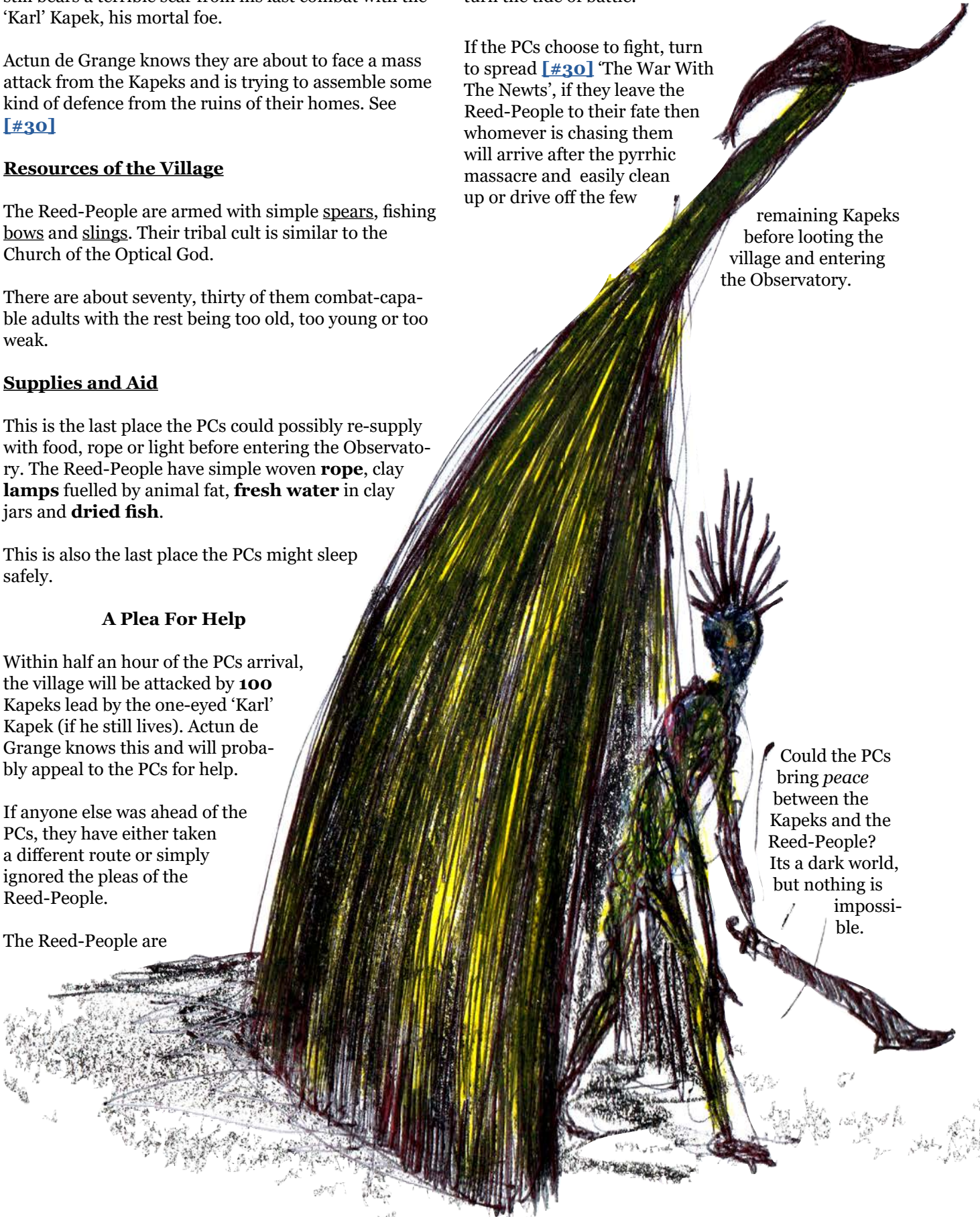
severely outnumbered. Without help they will be massacred.

If the PCs choose to stay behind and help they could turn the tide of battle.

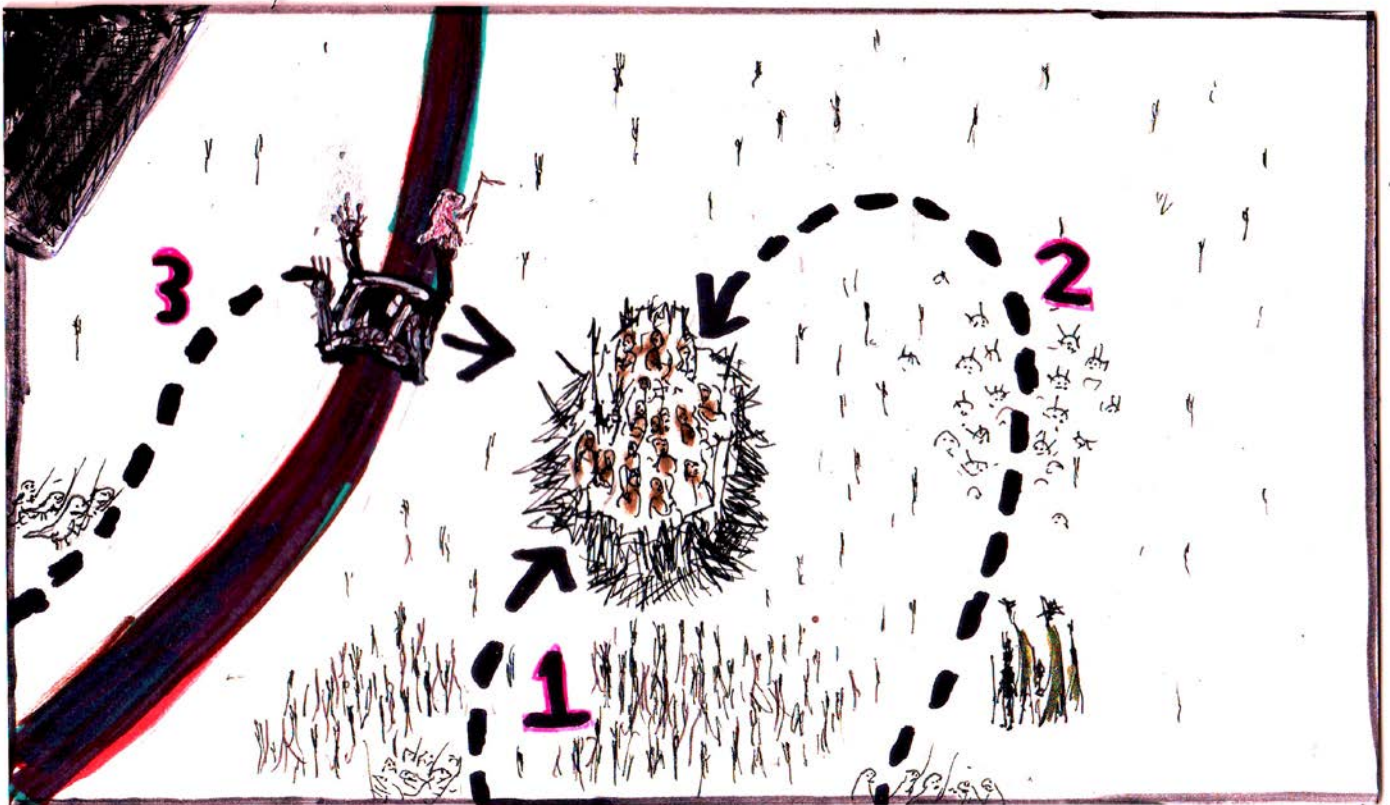
If the PCs choose to fight, turn to spread [\[#30\]](#) 'The War With The Newts', if they leave the Reed-People to their fate then whomever is chasing them will arrive after the pyrrhic massacre and easily clean up or drive off the few

remaining Kapeks before looting the village and entering the Observatory.

Could the PCs bring *peace* between the Kapeks and the Reed-People? Its a dark world, but nothing is impossible.



#30 The Profundal Zone



The Reed-People

30 Reed-People
ARMOUR: as Leather
HIT DICE: 1
HIT POINTS: 4
MOVE: 30'
DAMAGE: d6 Spear
MORALE: 7

Actun de Grange
ARMOUR: as Leather
HIT DICE: 5
HIT POINTS: 25
MOVE: 30'
DAMAGE: d8 Macuahuitl
MORALE: 10

3d4 Crystallised Chiefs (May turn up?)
ARMOUR: as plate
HIT DICE: 5
HIT POINTS: 20
MOVE: 10'
DAMAGE: 1d8 Smash
MORALE: 11

The Kapeks

100 Kapeks
ARMOUR: as Unarmoured
HIT DICE: 1
HIT POINTS: 3
MOVE: 30'
DAMAGE: d4 bite or petrified tree club
MORALE: 7

The Karl Kapek (If he lives)
ARMOUR: as Unarmoured
HIT DICE: 5
HIT POINTS: 15
MOVE: 30'
DAMAGE: d4 bite or as weapon
MORALE: 11
STEALTH: 4 IN 6

(If the Karl Kapek has been killed, the Kapek attacks will be disorganised and their morale will suffer).

The War With the Newts #30

Events of the Battle

These combats can proceed at whatever speed the Dungeon Master desires, they could all play out over a day or could take place within an hour.

If the PCs have a group right behind them then it would be fun if the battle climaxed just as, or just before, they arrived.

1. The First Attack (The Feint)

- **30 Kapeks** assemble in full view, just outside of bow-shot, in the field of lighted hands.

- There is just enough time for a warning to run through the village before they charge forwards barking their war cries.

- The Karl Kapek observes them from atop the pillars of the black bridge. [#28/21]

This is only a feint to draw out the Reed-People and measure their strength. After a brief exchange of blows, the Kapeks retire.

- Some foolish villagers start to cheer but **Actun de Grange** warns everyone that the battle has just begun.

He tells the PCs about the burial of his father **Actun de Kaua** in his ship of reeds, and lament that he will be the last of the Reed-People to receive this time-honoured remembrance. (Which might clue the PCs in about the Crystallised Chiefs. [#29/19])

2. The Second Attack (By Stealth)

- While the first attack is going on, a Lieutenant leads **30 more Kapeks** through the puffer-bushes in secret to flank the village.

- This group, combines with the survivors of the original probing attack.

- They creep closer by stealth and open with a hail of sling stones. (PCs may spot them first.)

- A child cries out in warning.

- The Karl Kapek barks his command.

- Both groups attack.

- They fight for **2d6 rounds** or until **half are killed**. Whichever comes first. Without aid, assume losses amongst the Reed-People to be 1/3rd of the total Kapek Losses.

- If the Kapeks are driven off, the remaining Reed-People collapse, exhausted and vacant-eyed.

3. The Final Attack!

- Finally the Karl Kapek himself descends.

- He arrives over the crest of the bridge gesturing with his spear.

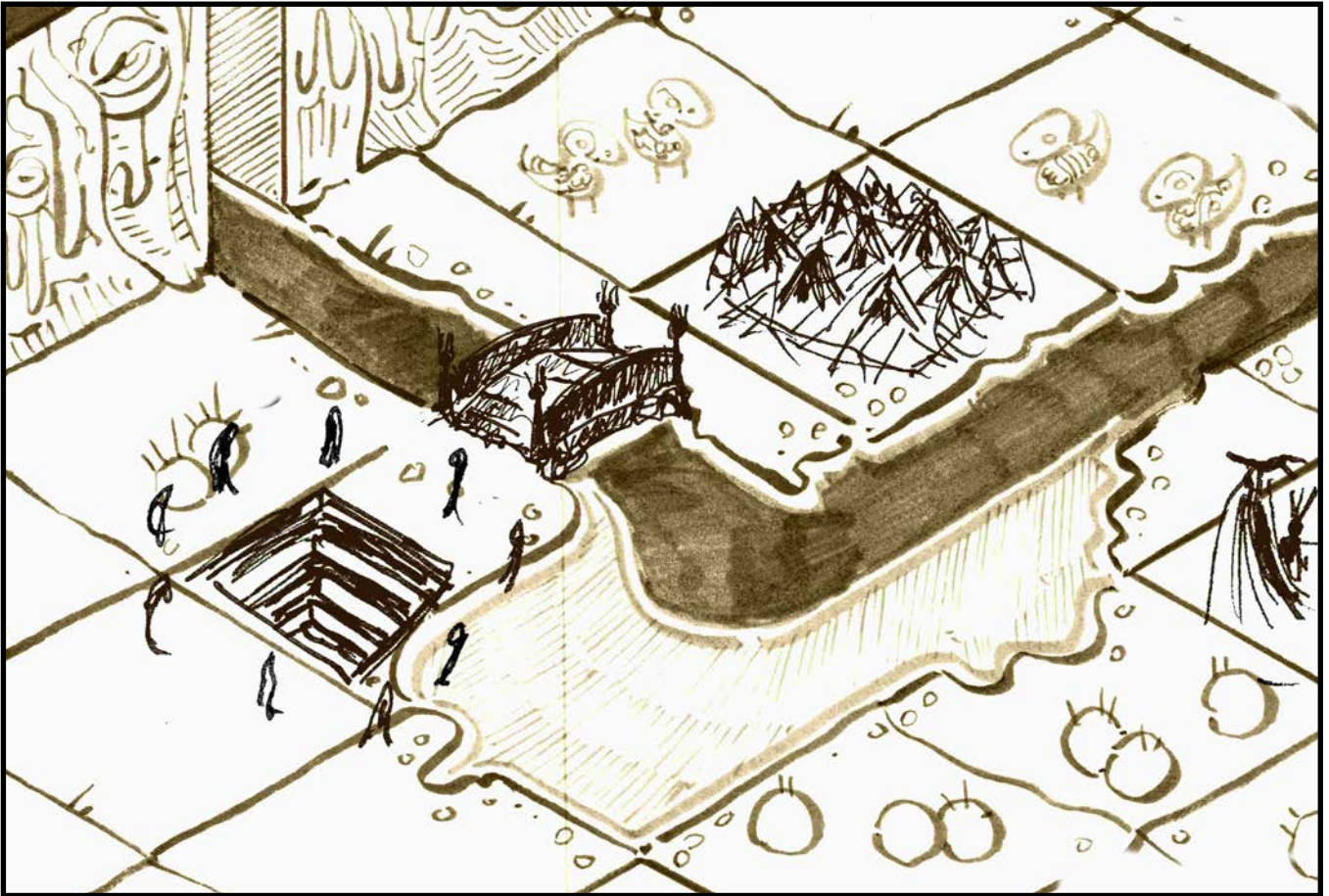
- He has taken 40 Kapeks on a long march round the river to approach the village from the black bridge.

- At the same moment, all the remaining attackers from the original two battles emerge and close on the village.

- They attack together, from all three directions.



#31 The Profundal Zone



The Pit

The Towers

Black stone and 60ft high, the spiral wooden stairs inside them are long rotted away.

On the top of each tower is a bronze mirror, stained with black verdigris from the lake. In front of each mirror is a cage for a bright light to burn.

The mirrors are aligned to project light from burning lamps down into the centre of the pit.

Entering the Pit

A ramp of earth leads down. As the PCs descend they see the pit is dry, extremely dry compared to the lake bed.

Every sun-scoop fort in the valley side is made to gather and collect the light of the sun as it passes across the sky and focus it here. This has evaporated any held water.

From the bottom of the pit, depending on the suns position, segments of the valley wall blaze.

It is bright, burning and nearly shadowless. Whoever built this place wanted it to drown in light.

The Iron Gate

At the deepest part of the pit, lodged at a 45 degree angle in the stone, is a counter-weighted gate of rusted iron.

Great stones hang from levers at its sides.

The huge, toothed iron doors are rusted together, caked in mud and strange dead shells. They look almost like a living thing decayed.

The gate is so perfectly balanced that with the water pressure from above gone, it easily opens outward.

If PCs strike it or press the counter-weights on either side the rust will crack violently as gate swings wide like opening jaws, revealing darkness and grey limestone stairs.

(If others have arrived ahead of the PCs, the gate will already be open.)

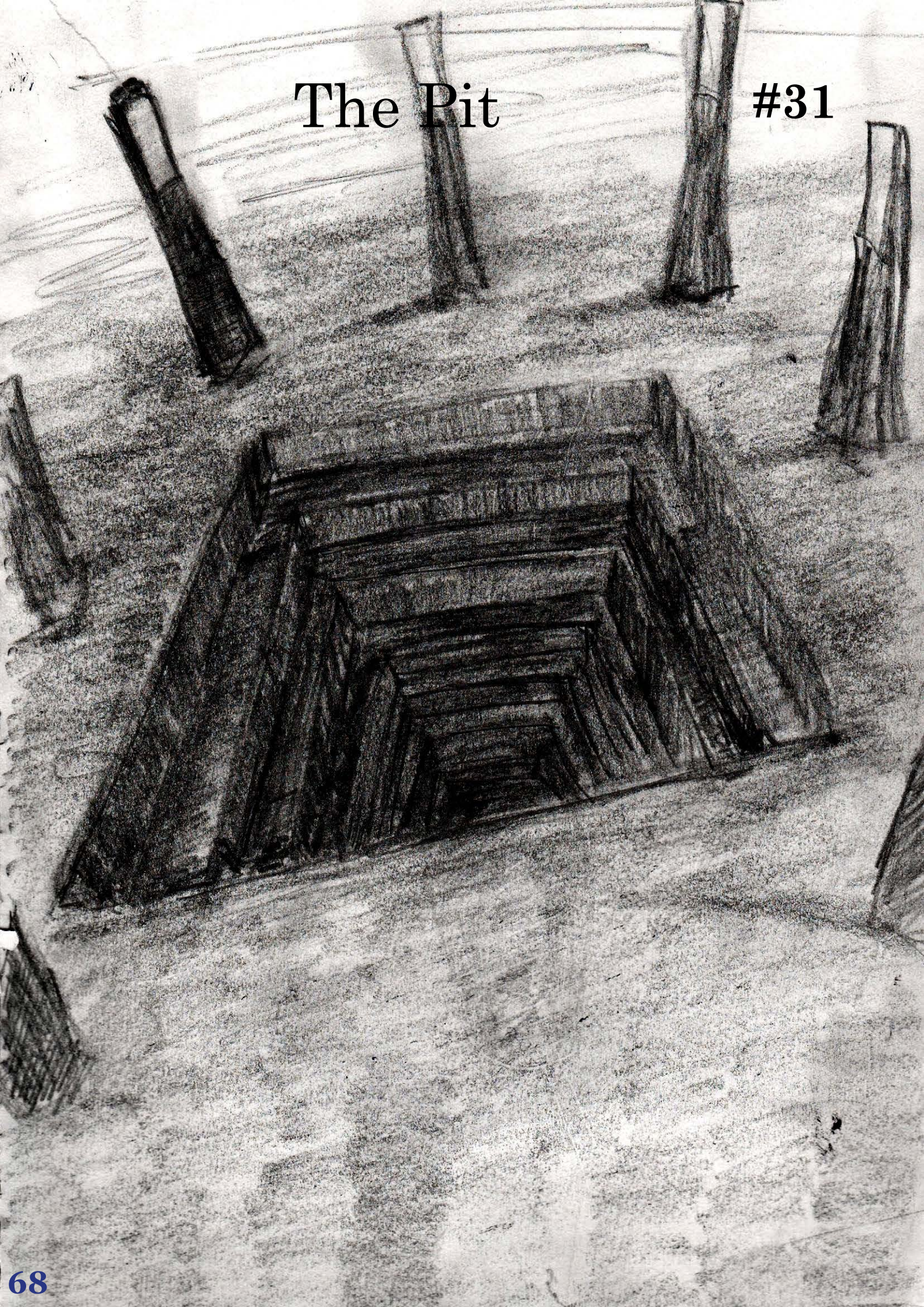
These **grey limestone stairs** lead down a spiral tunnel with walls of **pale calcite**.

They lead to **The Fulgarium** [#34]

This is the **Deep Carbon Observatory**.

The Pit

#31



#29

in Great



He does not sleep

but he dreams.

Motionless for several hundred years. Caked in dust he lies naked on the floor, his skin the temperature of stone, his nearly sightless half-closed eyes like weeping pearls, his great heart beating quarter of-the hour.

He does not sleep, he does not think. He waits and dreams the distant sounds and slow procession of scent. The taste of motionless air.

Something has happened, far above. A pressure easing. Something vast has shifted in the earth. Maybe something else will happen now.

Maybe soon.

His bones are cartilage, like a sharks. He could never walk. He crawls, if he has the space, on deeply calloused forearms and knees, pausing often to listen and sniff the air.

If he could stand, he would be about 18 to 20 feet tall, but slender and starved. As he crawls, his eyes will be about five feet off the ground, level with yours.

Cartilage deforms more than bone so he can, with time, work his way through spaces that in human scale would be little bigger than a letterbox mouth, about the size (relative to you) of an A4 book.

He can access every part of the Observatory.

If he attempts to squeeze into a small passage, he fills it.

The PCs may see, ahead of them, a pale

gigantic hand reaching towards them, clutching at the rock. Behind it an arm, a shoulder and then a gawping face filling the width of the passageway, rolling opalescent eyes under half-closed lids, a mouth like the boot of an economical car, the huge teeth in it grating as the jaw deforms.

His only option is to crush you against the wall with his outstretched hand, or grab you and squeeze you to death, then to slither forward and scoop you up in HIS mouth.

He will eat you, chewing well, equipment and all, to get you out of the way.

He could come into your house though the front door.

He could slowly squeeze his body up your stairs, filling the stairwell with his flesh, then send one questing hand through your bedroom door. He could squeeze his head into your room and look at you.

He is strong. His bones will not lever force; to kill he must twist off limbs and bite with his great teeth. He climbs well, oozing and creeping up the rock with every point of his flexible body in contact.

He is silent, and highly intelligent.

He can smell everything within a cubic mile.

He can hear your heartbeat in your chest in the next room.

If you could speak to him after he ate, you might possibly be able to negotiate, though there is nothing he wants, except to eat again.

#32 The Observatory

If all the potential treasure in the observatory is counted up, it nearly equals that of a minor dragon's hoard. It is virtually unguarded. The only major built-in threat is the giant. If you cannot kill at least one character with this giant then you are probably doing something wrong. Kill them. Make them afraid. Explain nothing.

Treat these rules as guidelines, you should be able to come up with something more original than what is written here.

"Where is He?"

The ideal situation is to allow the PCs to move past his position or have him come up behind them, then drive them forwards and down the Observatory, or to snatch up one and crawl off with them, daring the others to follow.

He would work well in [\[#34\]](#), the **Slave Observation room**. He can climb down into [\[#34\]](#), **Nightingale Hall**, quite easily. That being said, the exact placement is up to you.

"I Want a Hard Rule"

Roll a d6 for every room the PCs enter after the first. On a 1, bring the Giant in behind them, cutting off their known escape route.

Suggesting His Presence

If other NPCs are present in the Observatory they could also run into him. This could result in;

- Disappeared people.
- Twisted-off limbs left lying around.
- Terrified and incoherent descriptions.
- Anyone going off on their own to scout simply not coming back.

The Giant

ARMOUR: as Plate
HIT DICE: 15
HIT POINTS: 250
MOVE: 60' (much slower when squeezing)
DAMAGE: special attacks
MORALE: 11

His Attacks

You can decide if you want to smash someone to bits or pick them up and get weird with them, but if you don't want to choose I have provided a number range so just roll a d6 and go with whatever comes up.

Remember he can reach over the first rank of opponents, he may loop his arm over whoever is in front of him and get someone cowering at the back.

Any massive impact could be used to knock someone into the abyss.

1-2 Smash! (d20+15)

This could be hands, feet or even a headbutt.

Range 15', This can smooch someone down into the floor, damage 3d8, **or** knock them 3d6 feet, 2d8 damage, save or be dazed for d2 rounds. Pick whichever seems fun.

3-6 Big Grab (d20+15)

Range 15', a grappling attack.

If grabbed the victim can do nothing but attack with a minor weapon or try to escape. They must roll a d20 and add their Melee AB and STR bonus, the giant rolls a d20 and adds 20.

"HE'S GOT SOMEONE IN HIS HAND!"

Roll next round to see what he does with the person in his hand;

1 Squeeze

2d12 damage. If this kills them their head pops off in a fountain of blood and he sucks on their body like a lollipop.

2 Throw (d20+15)

Range 100' d12 damage. If possible they will be aimed at another PC, if they hit damage shared between both parties and both knocked 3d6 feet.

3 Smash (d20+15)

He uses one PC as a flail to smash another one. Range 15' 3d8 damage. On a hit, damage shared between both parties, save or be knocked prone & dazed for d2 rounds.

On a miss, 3d8 damage against whoever was used as a weapon.

4 Twist to Bits

He likes this one and will try to carry them off to play with them. He will go off somewhere quiet and start twisting off their limbs.

Running the Giant

#32

Once he has them alone; up to 1d12 damage per round until he has taken 1/5th of PC's total hp. This indicates a limb being twisted off. The ends remain knotted by the twisted flesh.

He will continue this process once for each limb until only the head is left attached to the torso (only 1/5th of original hp remaining), then put them in his mouth.

5-6 In the Mouth!

Good news! Once someone is in the mouth he can use his arm to grab or smash someone else. Roll next round to see what he does with whoever is in his mouth (he can fit no more than three people in there).

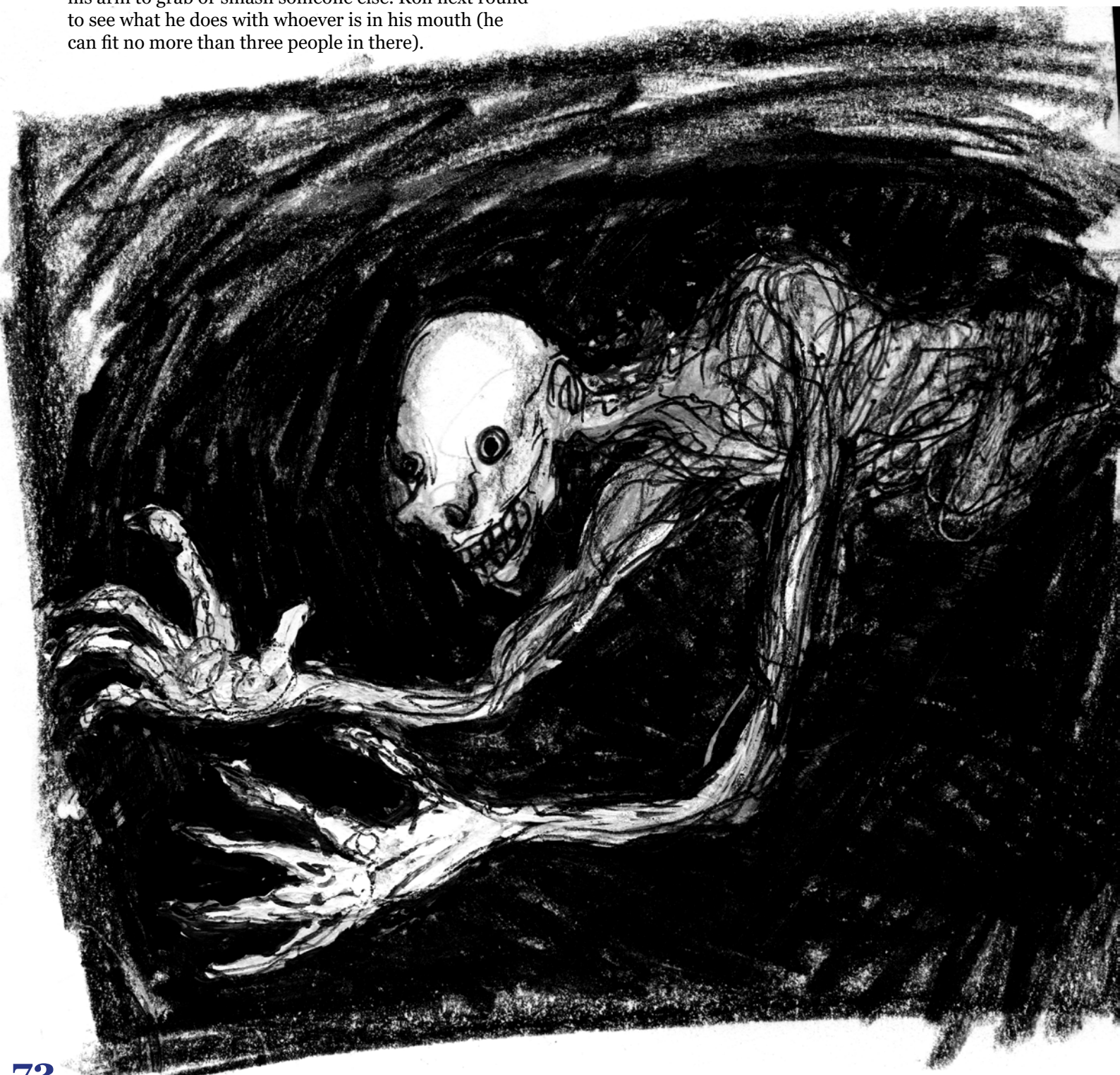
"NOW HE'S GOT SOMEONE IN HIS MOUTH!"

1-3 Chew

5d6 spread between whatever is in his mouth. Those present will hear bones & skulls cracking.

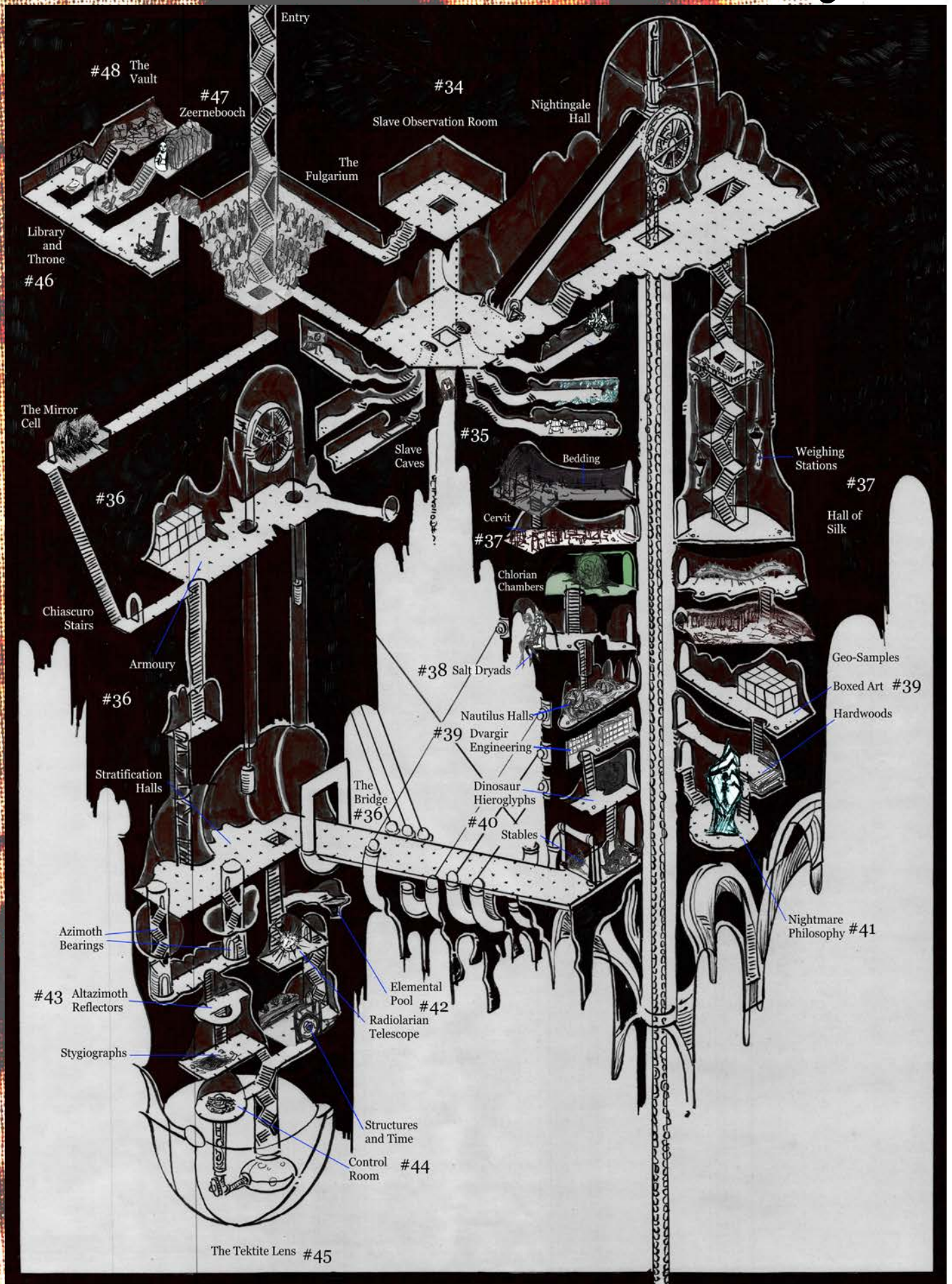
4-6 Swallow

No damage this round but 2d6 every round after this from suffocation and digestion.



#33

The Observatory



Overview

#33

Entry

Grey limestone stairs lead down from **The Pit** [\[#31\]](#)

Past many turns the stone of the steps shifts slowly to white calcite, stained in places with variegated bleeds, then, finally, to steel.

The PCs descend through a huge web-work cylindrical cage with steps spiralling around The inside.

I left the Observatory largely quiet and inactive in order to build tension. The intention was silent and mysterious exploration, followed by shock, followed by frantic terror. It should run fine with no-one in it but the Giant and the PCs.

But, if you prefer more fun and chaos then feel free to drop in any or all of the surviving groups, especially if the players have developed an interesting relationship with them.

Conditions in the Observatory

- The dark is deep and absolute.
- The walls are white like pearl, or milk.
- The ceiling, floor and walls are cut from one white stone.
- It almost glows and throws back lamplight.
- In the black beyond, pale gleams reply.
- The floor is dark, roughened by the passage of feet.
- Any sharp contact echoes slightly through the space.

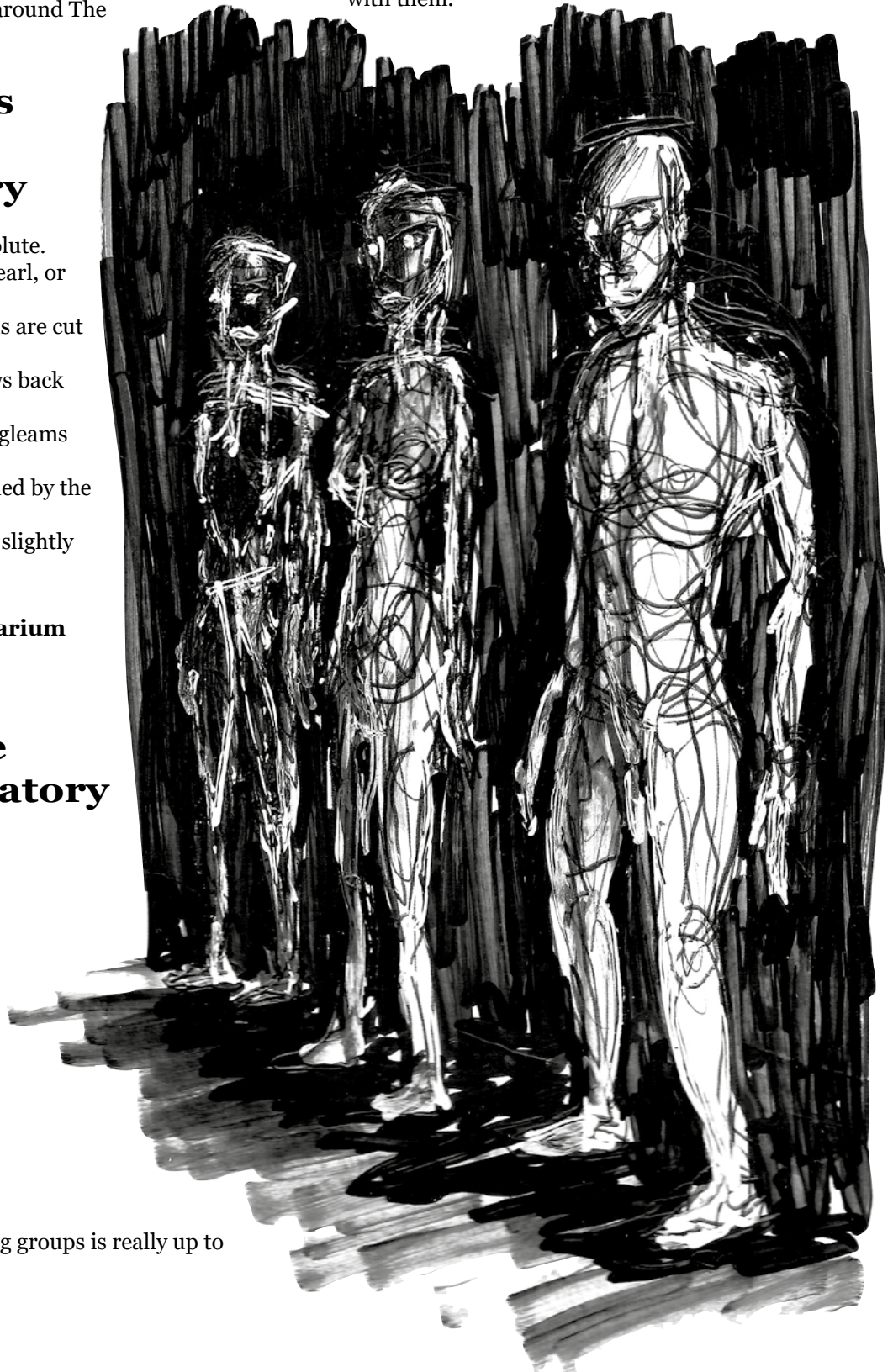
The PCs emerge in **The Fulgarium** [\[#34\]](#)

The Race to the Observatory

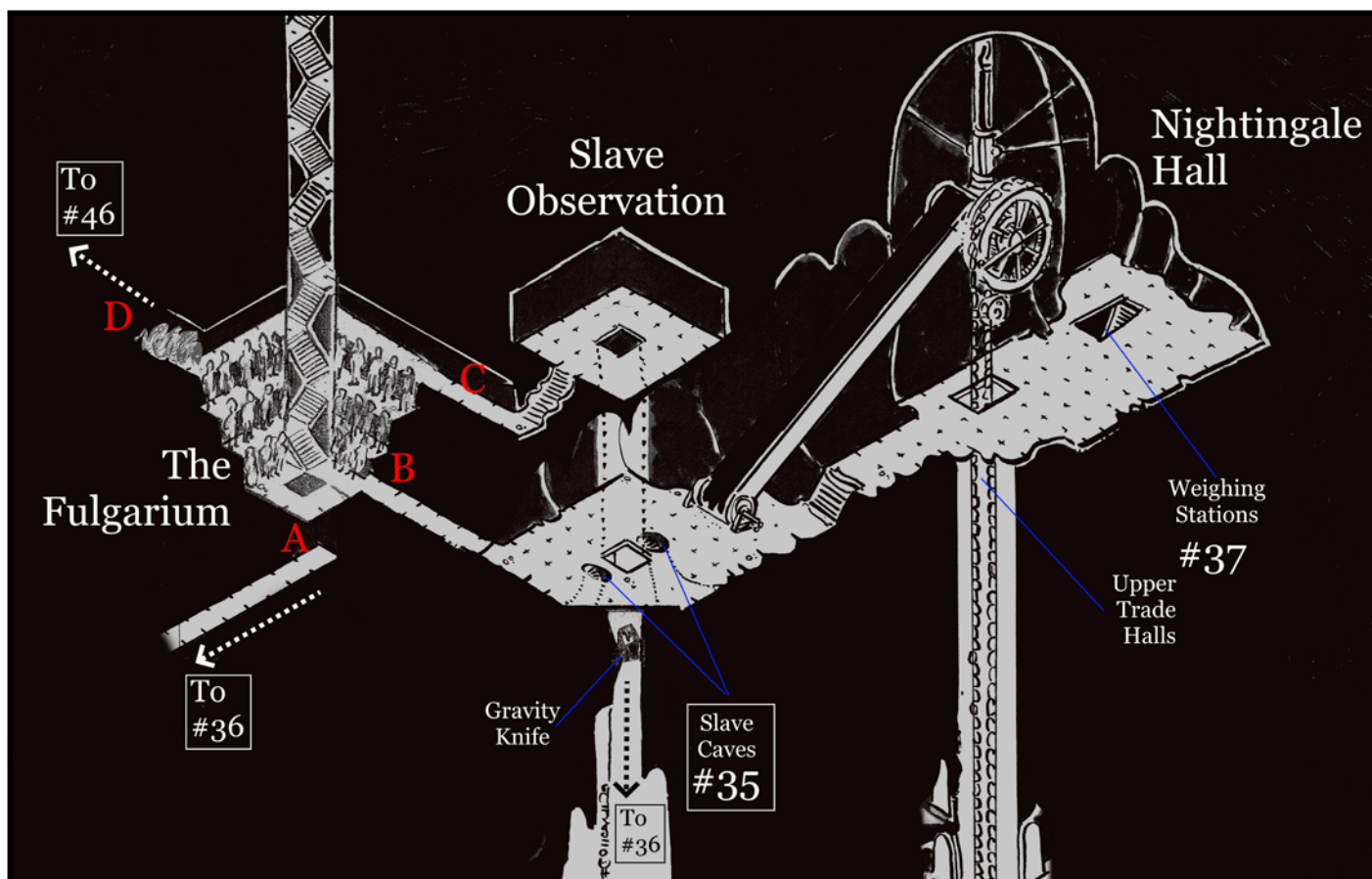
Who's left?

- The Crows
- The Cannibals / The Witch / The Things In The Jars
- The Concerned Citizens
- The Church of the Optical God
- 'Snail Shell' Zarathusa
- The Reed-People / The Crystallised Chiefs
- The Kapeks.

The exact use of any remaining groups is really up to you.



#34 The Observatory



The Fulgarium

This room is like a slice taken from an upturned ziggurat. There are three, three-metre high steps on each side of the room.

On each level of the room, surrounding the central space like an audience, is a row of naked human calcite statues.

- Three statues on each side of the **first level**.
- Four statues on each side of the **second level**.
- Five statues on each side of the **third level**.

Each level of the room has a word of activation. If the word is spoken, the row of statues crouch, bend, bow, and nod to make a set of living stairs leading up the steps.

If anyone tries to climb, access a level by other means or attacks a statue, the statues of that level animate and attack. They do not pursue outside this room.

Calcite Statue

ARMOUR: as Chain
 HIT DICE: 1
 HIT POINTS: 16
 MOVE: 15'
 DAMAGE: Smash d6/d6
 MORALE: Unbreakable

The words are as follows:-

Level 1; '*observation*' found in **Razored Lock** [#35]

Level 2; '*titubation*' in **Chlorian Chambers** [#37]

Level 3 is '*auscultation*', in **Armoury** [#36] chest 6

Exits

A.- A hole in the centre leads to **Mirror Cell** [#36]

B - A passage leading to **Nightingale Hall**.

C. On the top right side is an open passage leading to **Slave Observation Room**.

D - On the top left side is an archway blocked by the coils of an enormous smiling adamantine snake whose head is dead-centre in the door. The snake cannot be harmed or compelled.

If any living, intelligent and named thing comes close to the snakes head its mouth opens slightly and its smile widens.

If a living, intelligent, named person is fed to the snake its coils unknot and allow access. There is no other way through. No toll is required from the other side.

This leads to **Kyriarchs Throne** [#46]

Gravity Knife

#34

Nightingale Hall

Huge. 50 to 75 feet high. Split into two parts.

Dominated by a gigantic wheel of iron 40 feet across.

From the wheel runs a band made from the skin of some gigantic beast, flayed, folded and reinforced. This connects to a smaller wheel intended to be turned by slaves. To turn the wheel, slaves must pull a rope back and forth over the Gravity Knife trap door.

The wheel pulls the Nightengale Chain.

Th chain is of etched titanium, each link half the size of a man. Strange multicoloured bleeds and waves upon each link, they shimmer underneath the dust and wear.

Metallic squeals and echoes drift up out of the dark like distant birdsong. Tiny imperceptible shiftings of the chain. A slight breeze flows.

The Gravity Knife

A bronze trapdoor embossed with the image of a gaping mouth, activated from the watching room above. This was used as a cheap method of execution.

Near the trapdoor are some smashed fragments of quartz. 50 feet directly up, one of the windows in **Slave Observation** has broken, giving possible access.

Falling

20ft below the doors is a **blade** arranged across the gap, designed to cut falling slaves in half. Time and use have dulled the edge, it does **d4 damage** and could be grabbed by someone falling.

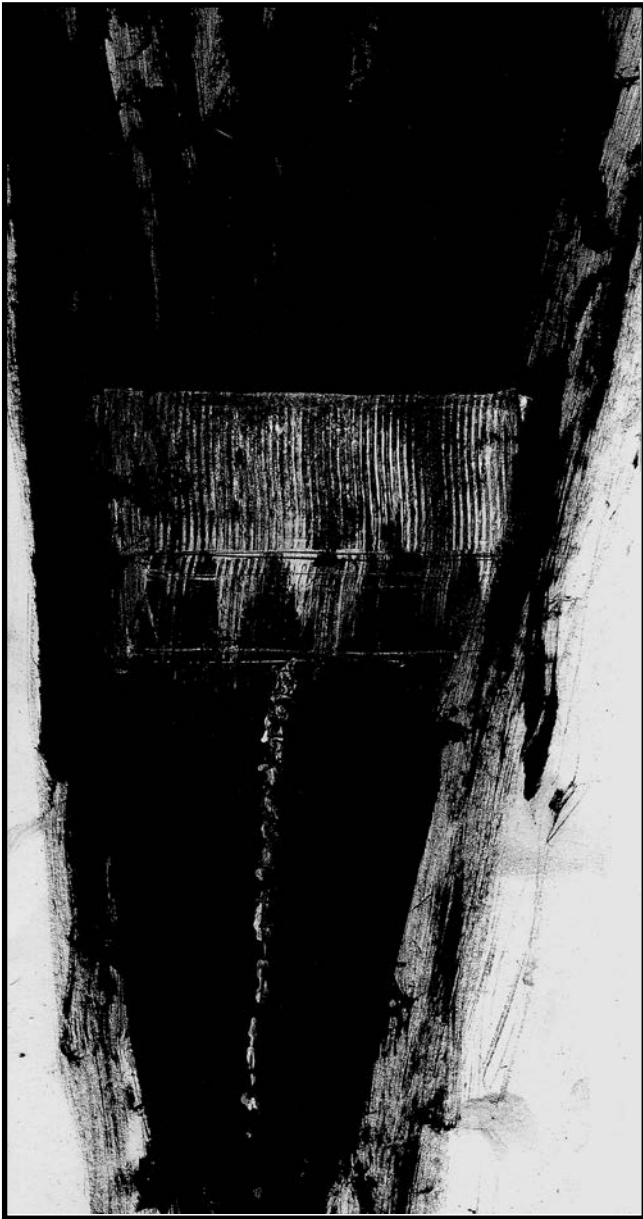
Below the blade is a **long chain** set so falling slaves can sometimes grab hold on the way down (to further amuse observers). It *might* be possible to swing from its end to the passage to the **Armoury** [\[#36\]](#), or maybe even **Salt Dryads** [\[#38\]](#) on the other side.

Exits

A passage leads to the **Fulgarium**.

Steps to the lead down beneath the larger wheel to **Weighing Stations** [\[#37\]](#)

Two holes in the floor next to the Gravity Knife lead to the **Slave Caves** [\[#35\]](#)



Slave Observation Room

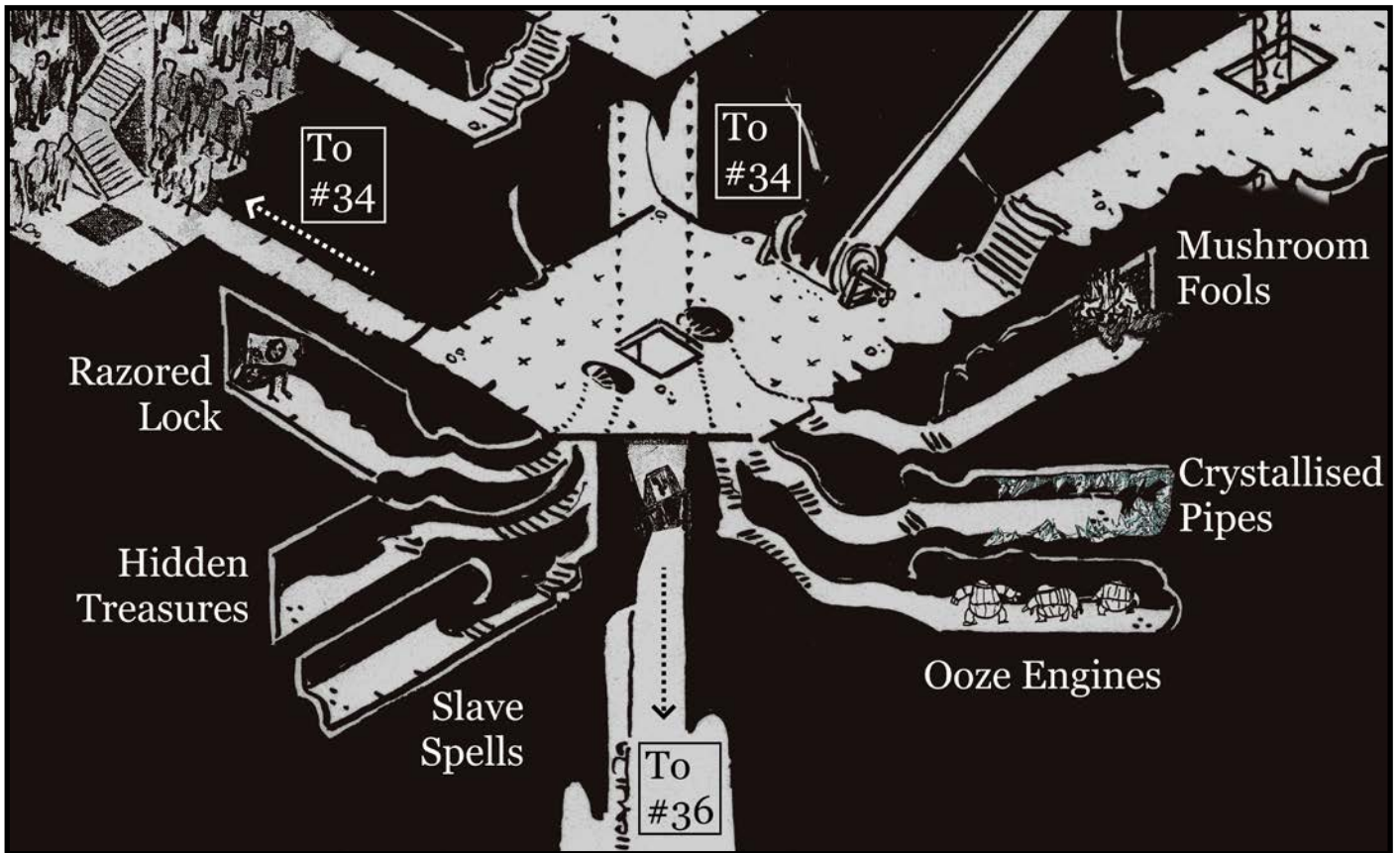
There are racks for weapons to rest, tables, chairs, keys, some semi-expensive furniture in desiccated wood, a pile of dusty broken drink bottles and glasses in one corner. It looks as if, at one point, it was a lounge.

Clear quartz panels in the floor give a direct view of the **Gravity Knife**. One panel has broken and fallen away.

A large lever in the wall causes the Gravity Knife to open. A wheel can crank it shut again.

A degree of searching can find keys for the Moon-Bronze doors, the **Razor'd Lock** [\[#35\]](#) and the **Armoury** [\[#36\]](#).

#35 The Observatory



The Steps Down

The passages down have crudely cut steps.

Each is long, low with the ghost of a terrible scent.

The floors have bones and ancient corpses, sleeping areas and carved shelves of humanoid size.

Razored Lock

Hidden in this cave is an unbelievably ancient man kept hideously alive by a dark device.

More like a skeleton with skin than a man, even he does not recall his name and knows only his number; 538.

The device sustaining him is a set of stocks forged from an adamantium plank; this is the Razored Lock. The grips around his neck and wrists are set with razors that cut his skin with every movement he makes. Each cut also imbues a sliver of magical life.

The person wearing the Razored Lock can never fully die. The size of the lock adjusts to the wearer so it cannot be escaped.

His starvation and madness could theoretically both be cured with strong enough magic.

He speaks the language of the Dam Builders.

If they can free him, heal him, and understand him, he could tell the PCs a great deal about the Observatory and about the presence of the Cave Giant.

He knows the word for level One of the **Fulgarium** [#34]. The word is *observation*.



Slave Caves

#35

Mushroom Fools

In the darkness at the back of this cave, growing upside down from the roof, four sleeping, shrivelled Funginids, dehydrated and desiccated.

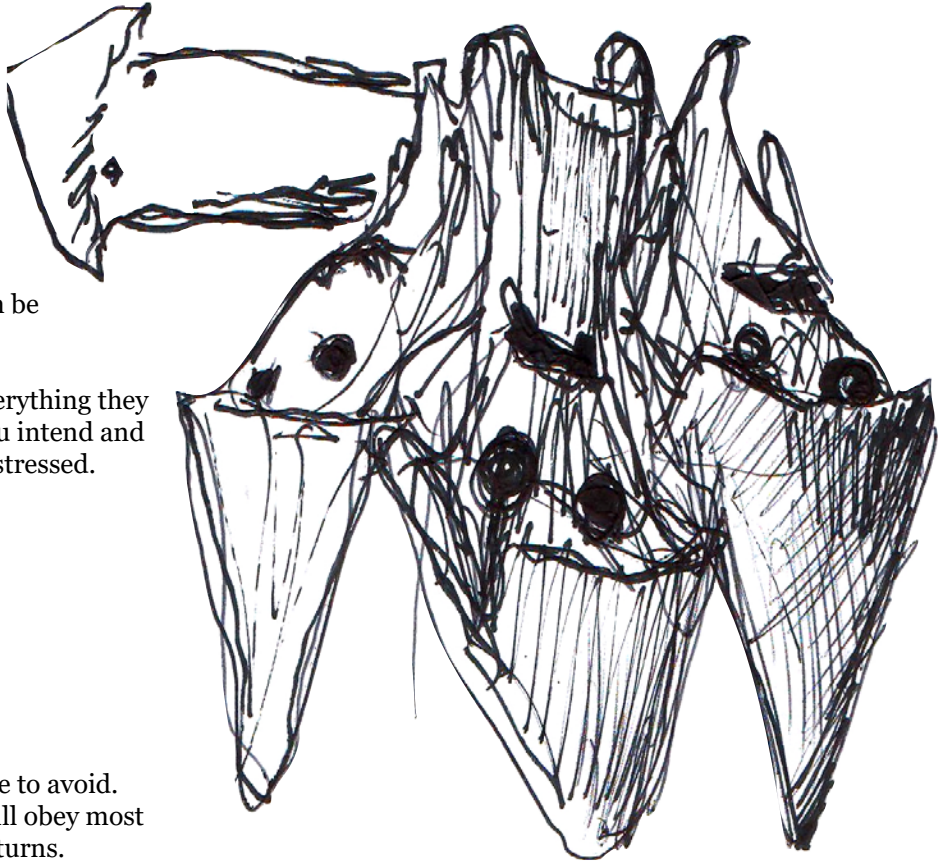
The barky, wizened mushroom men can be woken and revived with water.

They are idiots who mis-understand everything they hear, always do the opposite of what you intend and ejaculate spores over everyone when distressed.

Funginids

ARMOUR: unarmoured
HIT DICE: 2
HIT POINTS: 8
MOVE: 25'
DAMAGE: d4 and spores
MORALE: 5

Submission Spores: 20ft radius. Save to avoid. Target becomes highly suggestable & will obey most reasonable-seeming requests. Lasts d4 turns.



Hidden Treasures

This room has a hidden spot. Calcite rocks have been carefully carved over time and layered to provide a secret space, about 3 ft square at the back. Inside are treasures only slaves would value: *food remains, bits of wire bent to act as keys, broken tools, fragments of broken blades.*

Crystallised Pipes

Natural water flow changed into a water tap for slaves. Iced up by calcite. White and multi-coloured crystals blooming everywhere.

Slave Spells

Hidden under the dirt of the far wall are slave survival spells in a simple tongue, decipherable by any mage. All the spells count as level one, are not very powerful and can be cast without being noticed.

*Reduce Scars.
Lessen Pain.
Minimise Thirst.
Hide Sorrow.
Avoid Notice.
Ease Grief.*

Ooze-Engines

Ooze Engines

ARMOUR: as Plate & Shield
HIT DICE: 3
HIT POINTS: 13
MOVE: 15'
DAMAGE: d6 smash
MORALE: 7

Free Oozes! Freeeee!

ARMOUR: none
HIT DICE: 3
HIT POINTS: 10
MOVE: 10'
DAMAGE: d2/corrodes metal on touch
MORALE: 7
Immune to Magic

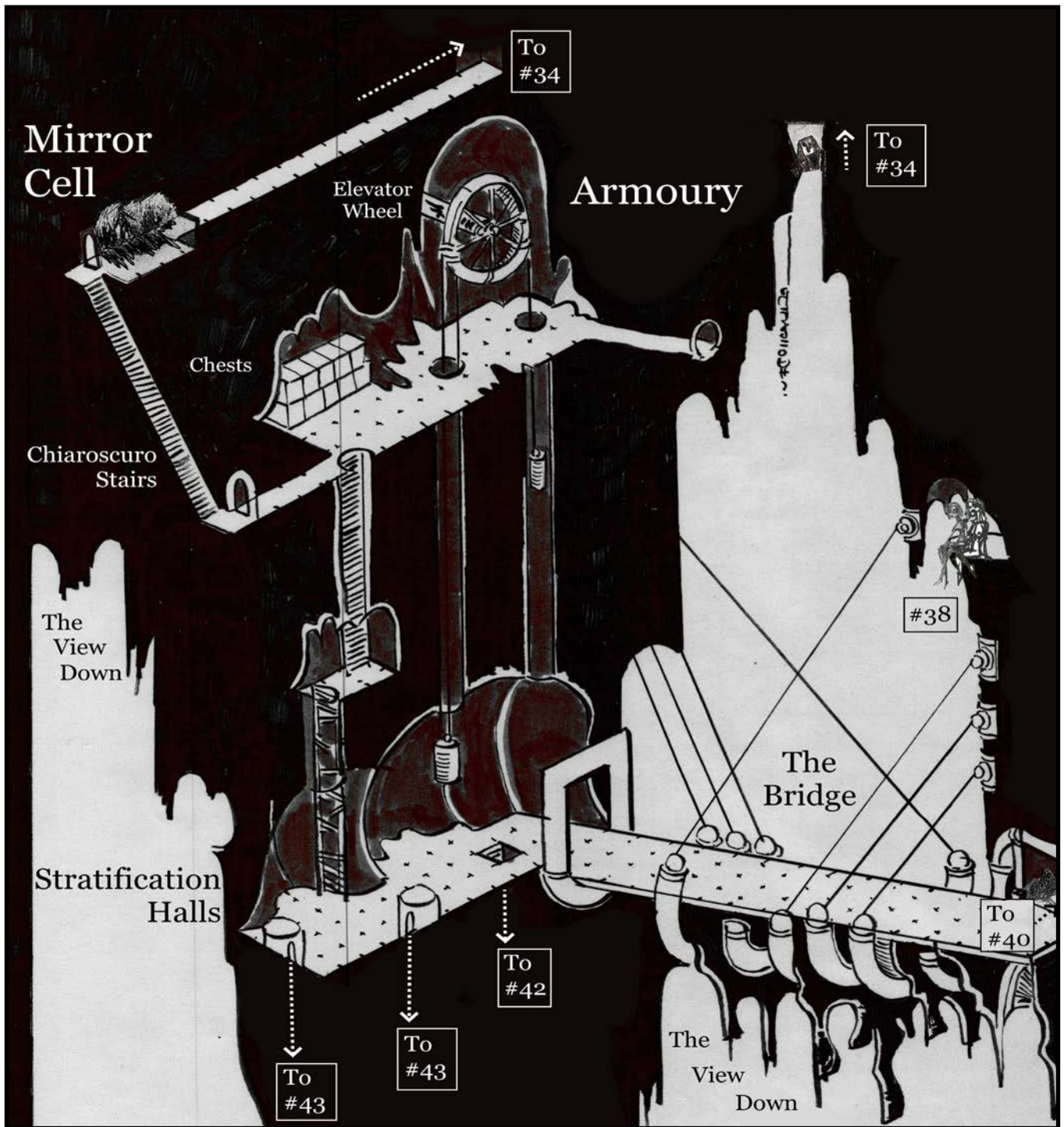
In the centre of this room are four slave engines; short, dwarfish headless lead machines. Suits of opaque hydraulic tubes, reinforced as if for high pressures.

They are mecha-prisons for enslaved oozes.

There are d3 **Oozes** in brass-bound bell jars on the shelves. If re-imprisoned in the slave engines they try to free each other.

If set free they may attack or attempt escape down the chain in **Nightengale Hall** [#34].

#36 The Observatory



Mirror Cell

Smooth polished and reflective calcite walls.

If examined carefully, there is a 5% plus level chance that a PC can see the ghost of someone they recently killed behind them, following them.

People can see each other's ghosts if they try. There is no other effect.

Chiaroscuro Stairs

This stairway leads down the outside of the stalactite which makes up the Observatory. A deep and endless void opens up before the PCs.

See '**The View Down**'.

Lanterns make the shadow of the stairs form strange ripples on the white sides of the rock.

Stratification Halls

#36

Armoury

A huge wheel in the centre. Ten large metal chests stacked against the wall.

The passage to the right is not obvious but does not require a test to find, only investigation.

The Elevator Wheel

It still spins. There are accessible cargo containers on each end of the chain. If one goes up, the other must come down.

PCs can pull themselves up and down with a parallel chain that does not move. Two people can ride smoothly without having to alter the weight in the 2nd container.

If more than two people try without evening-out the weights they must make STR checks to pull themselves up or prevent falling quickly.

The Chests

The north wall of the west side holds ten locked iron chests. Inside are weapons. If no number is given there are a militarily significant amount.

1. Light Metal Crossbow Bolts.

Cast *fairy fire* on living targets when they hit.

2. Light Metal Crossbows.

Made with multiple grips, can be fired 1-handed with only a minus 1 to hit. (*No strings.*)

3. Metallic strings for the crossbows.

(*50% failure rate due to age.*)

4. Knuckle-Knives

d4 Weapons. Strapped onto the hand, cannot be dropped, can still make partial use of hand for climbing, carrying.

5. Climbing Axes.

Light d6 weapon. No minus to climb checks if carrying.

6. A Heartbeat Blade.

When pointed any heartbeat within 33 feet, regardless of intervening material, the pommel throbs in, time with the beating of that particular heart. (*In addition, there is a wax tablet with the word for level three of the Fulgarium. The word is auscultation.*)

7. d4 Counter-Locked Stone-to-Mud Bombs.

Requires two simultaneous lock pick tests from different people to arm. Fail and it goes dead (50% chance) or goes off. Can be set with timer. Radius 40ft.

8. Polearm Hooks.

Long and lethal. Light. Can be broken down like fishing poles and carried as normal item.

9. Red-Shift Lanterns.

Don't harm night vision. In addition, one black lantern; gives no obvious light, shows up under infravision. Works with most oils.

10. Gas-Masks and Tanks.

(non-functional due to age).

Stratification Halls

This huge and empty hall is mainly about its entries and exits. A moon-bronze portal to the Bridge swings open and closed like a garage door.

Moon-Bronze doors and steps down to **Azimuth Bearings** [#43].

A ladder down to **Elemental Pool** and **Radionlarian Telescope** [#42].

A ladder and the elevator up to the **Armoury**.

The Bridge

Cables of some extruded material thrum slightly in the moving air. Fingers of a pale amber-like material link to them a grasp the bridge from below. There is no rail.

The View Down

Other giant stalactites gleam in the distant dark.

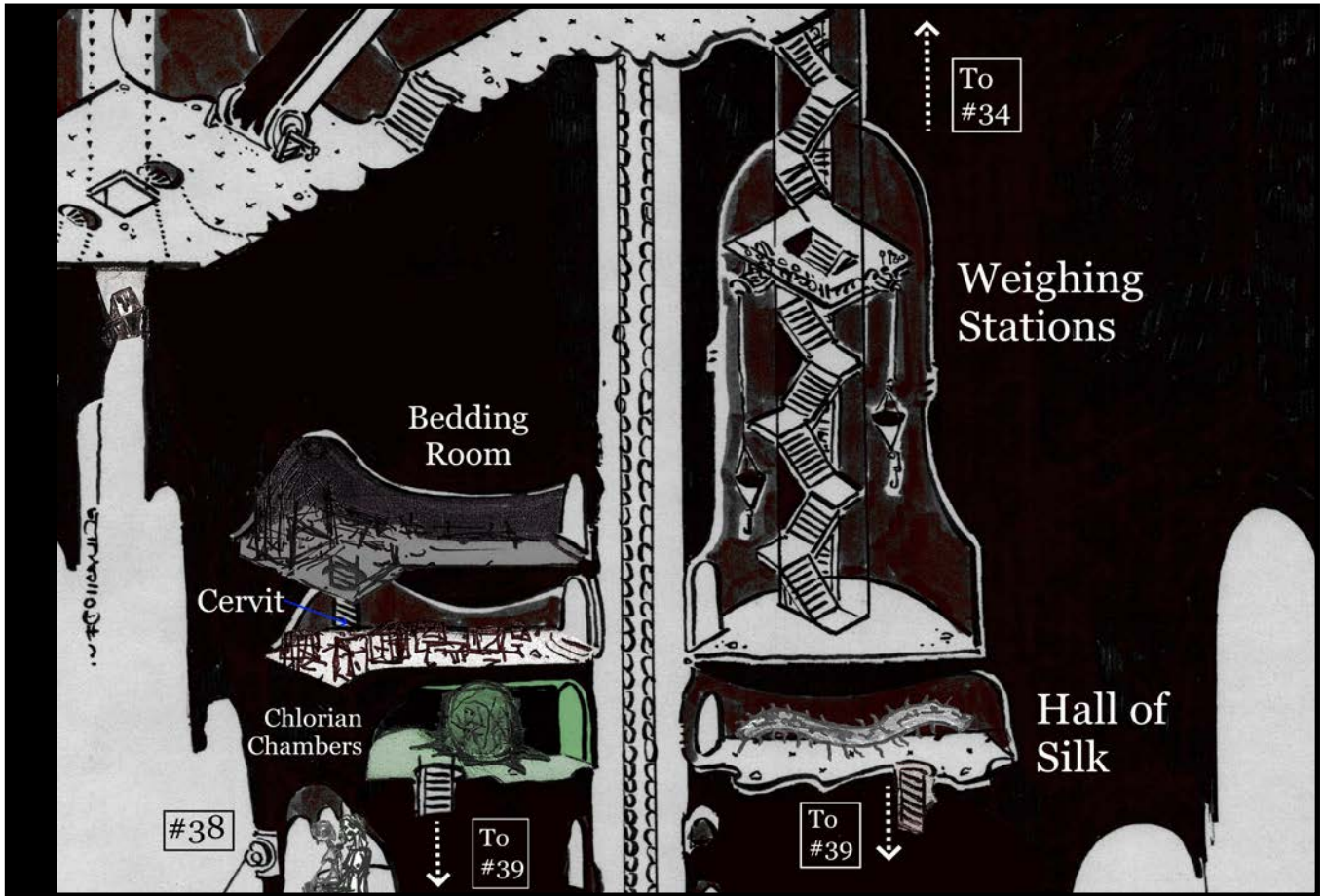
There is no sound but the soft movement of air and the nightingale shifting of the infinite chain.

Beyond that, a very faint white noise, like something huge shifting impossibly far. Blackness everywhere.

Drop a torch and it disappears from view, or goes out.

Drop a lamp and observe closely. It falls and falls and falls. Just before it disappears; a glimmer, like a distant jewel, a flake of ice or the illuminated crest of a wave.

#37 The Observatory



Weighing Stations

At the top of this tall chamber is a set of enormously complex weighing scales. Two huge arms stick out to either side, and the chains lead down the vault towards the floor.

The dials of the huge machine are manifold, perhaps hundreds. They can be accessed from the service windows on the top flight of stairs.

With time and attention, they can be set to any descriptive quality, so long as it can be expressed in a single word, i.e., Holiness, Beauty, Honesty, Strangeness, etc.

Any word the PCs can come up with can be found. Once the machine is set it will accurately weigh the set quality of any attached object against that of any other attached object.

Hooks at the bottom of the chains at ground floor can carry the objects to be weighed.

On **shelves** at every level of the room are weights of special kinds. The weights are given in impossible terms: "Fifteen souls," "Innocence Years," "Sorrow-Hours," "Minutes of Fear,".

Bedding Room

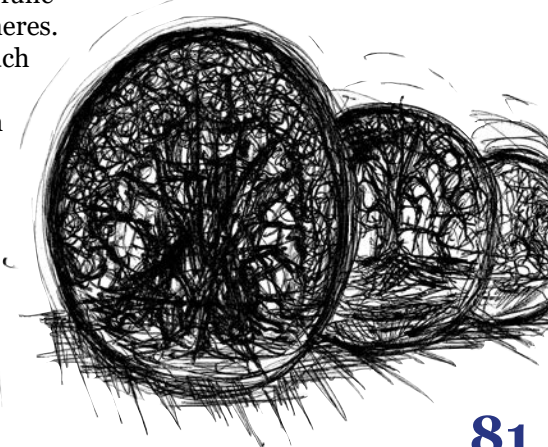
Huge bedding tables full of dust, the floor thick with muck and broken glass. Iron skeletons of ruined green houses tangle in the dark.

In the cavern roof, a broken sun machine.

In shelves along the northern wall are jars with tiny biospheres, dead now, but perfectly preserved.

On the southern wall are radioactive chemospheres, poisonous and deadly, carrying alien underground plants. Selenium, iridium and crystallised uranium flowers.

There are d4 still-functioning chemospheres. They weigh as much as a child, are worth 5000c each in a civilised area and act as a small chemical bomb if dropped or thrown. (5d6, 20ft, toxic)



Upper Trade Halls

#37

Cervit

The room is full of ancient crates, most are empty and all are falling apart.

Extensive searching reveals that some of the contents remain; about 80 kilos of White Cervit, and 10 kilos of Black Cervit in finger-sized strips.

Cervit will be familiar to scholars; a legendary glass/ceramic material, the secrets of its manufacture were lost long ago.

It would take an expert craftsman several days to incorporate Cervit into a suit of armour. The skills required to work the material are so rare that they can essentially set their own price.

White Cervit

The white finger-sized strips are light and totally fire-proof and any armour made from them will share these traits.

Black Cervit

As well as being fireproof, Black Cervit refracts rays. Death rays, petrification rays, fear rays; anything with 'ray' in the title will be ineffective if aimed at someone wearing Black Cervit.

Chlorian Chambers

In the centre of this empty chamber is a multiply-bound, massively-reinforced, softly-glowing prison-home for Tox-Men from the elemental plane of poison.

The nature of this plane is uncertain until it comes into contact with any other plane. At that point all of its organic and inorganic molecules re-orient to become horrifically deadly to the living, semi-living, animate, and un-dead of the plane in contact.

The Tox-Men are completely trustworthy, eager to speak, and desperately lonely all the time. They can attempt most common languages, poorly.

On this world their faces look a little like malachite.

All they have to trade are dodgy emeralds and death. They can easily create toxins lethal to anyone and anything, but they don't really want to.

Their names are *Myco*, *Sarin*, and *Xyclon*.

They know the word for level two of the Fulgarium. The word is titubation.

The Hall of Silk

Several low-quality bales of silk remain.

These include five bales of Whipsilk (blue of an evening sky, thin and easily torn. 10c per bale).

Three bales of Stormsilk (colour of a storm sky and rough to the touch. 25c per bale).

And one small bale of Clippersilk (blue-black like bruises, incredibly tough. 500c).

The hall is haunted by d6 **Geisha Golems** and a **Tapestry of Pain**.

Cloudradle Geisha Golems.

ARMOUR: as Plate

HIT DICE: 1

HIT POINTS: 1

MOVE: 60' flight

DAMAGE: d6 strangle

NUMBER ENCOUNTERED: d6

MORALE: 7

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

Their edges are embroidered with chains.

Cutting the chains releases the spirit trapped within.

Tapestry Of Pain

ARMOUR: as Chain

HIT DICE: 7

HIT POINTS 20

MOVE: 60 (flight)

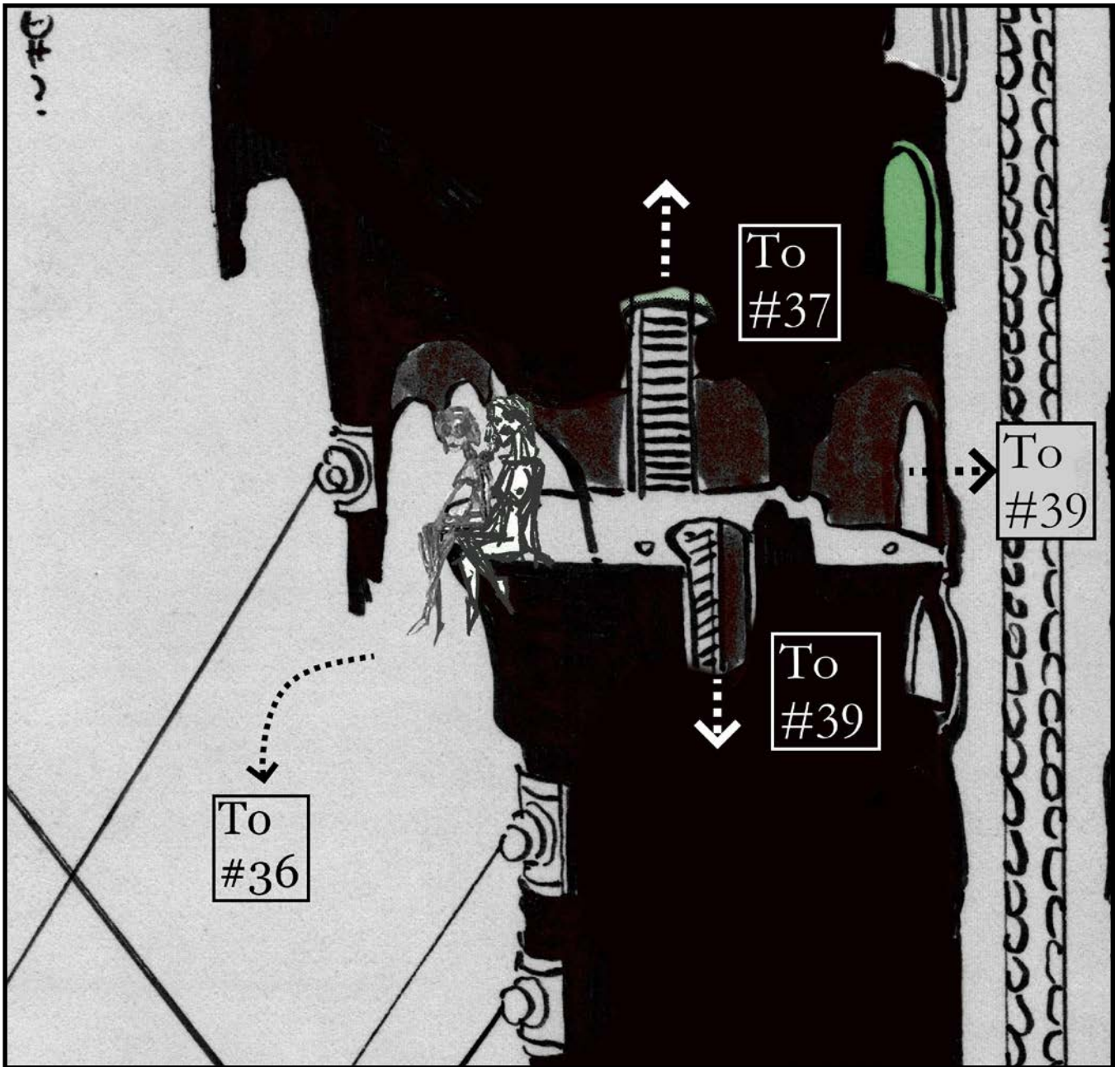
DAMAGE: 1d4 x 2d6 skeleton hands

MORALE: 7

Those who try to avoid the awful weaving pits of the Arak-Anarch by biting off their own thumbs are punished by having their souls bound in lengths of low grade silk with their thumbless skeletonised hands hung around the edge like a fringe of bones.

It moves like a floating centipede-tapestry.

#38 The Observatory



4d6	"I am.."	"I have heard"	"may/intend to/ refuse to"	"but/ and I am sure."
1	"Na Kala Namak"	"Those influenced by the stars"	"sculpt underground"	" <i>you</i> would know more of it than I..."
2	"Nahalitia"	"Gnoles, habitually"	"give whales nightmares"	"it is hearsay spread by sneering Eld..."
3	"Naelea"	"Elementals of high atomic weight"	"compete in size and strength"	" <i>you</i> disagree..."
4	"Nalpenker-na"	"Long-dead kings"	"poison almost everyone"	" <i>you</i> must agree..."
5	"Nacla"	"The songs sung by storms"	"consume themselves"	"if it was, it is no longer so..."
6	"Nahocla"	"The tears of the moon"	"be thought mad, but are not"	"it is a mere bagatelle to such as <i>you</i> ..."

Salt Dryads

#38

Salt Dryads

ARMOUR: as Plate & Shield

HIT DICE: 2

HIT POINTS 1

MOVE: 20'

DAMAGE: 1d4 scratch

MORALE: 7

Scratch 'Charms' victim,
who saves at -3.

Several women made of spikes lounge in this salt-encrusted room.

They are networks of white crystal, wrapped around an empty space; frost-mark sculptures in the shapes of girls, reclining in helictite boudoirs that grow in spirals from the walls and floor.

Their hearts are of black diamond (set within the chest like jewels), their broken - geode eyes are wry and shine with subtlety and careful thought.

Some wear dresses of frozen chlorine, phosphorous gems that burn through flesh like butter, or robes of uranium-silk.

Some are naked and they are the most beautiful of all.

The Dryads are infinitely patient, scrupulously polite, massively multilingual and quietly judgemental. They love refined conversation on any subject and will engage the PCs out of politeness.

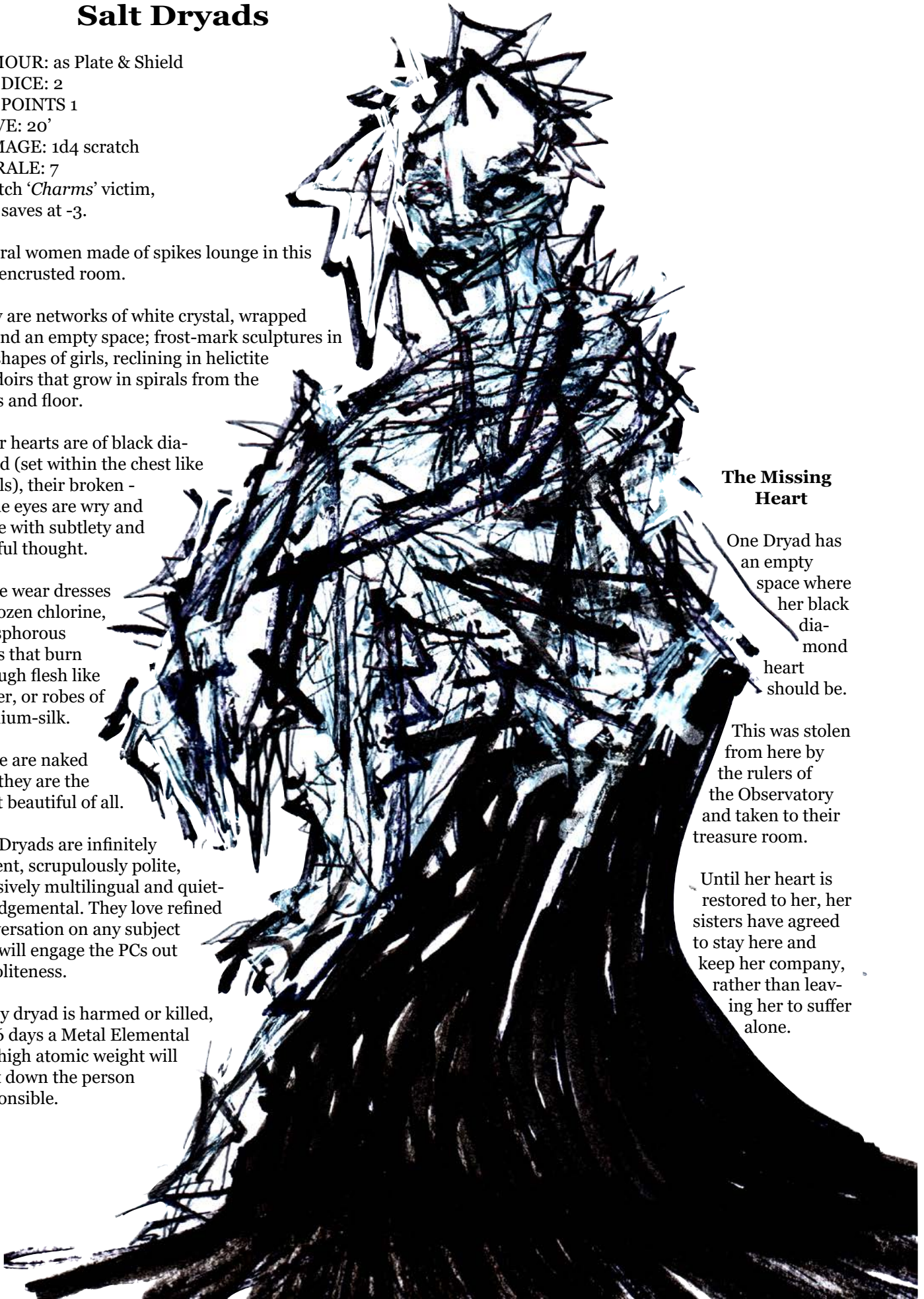
If any dryad is harmed or killed, in d6 days a Metal Elemental of a high atomic weight will hunt down the person responsible.

The Missing Heart

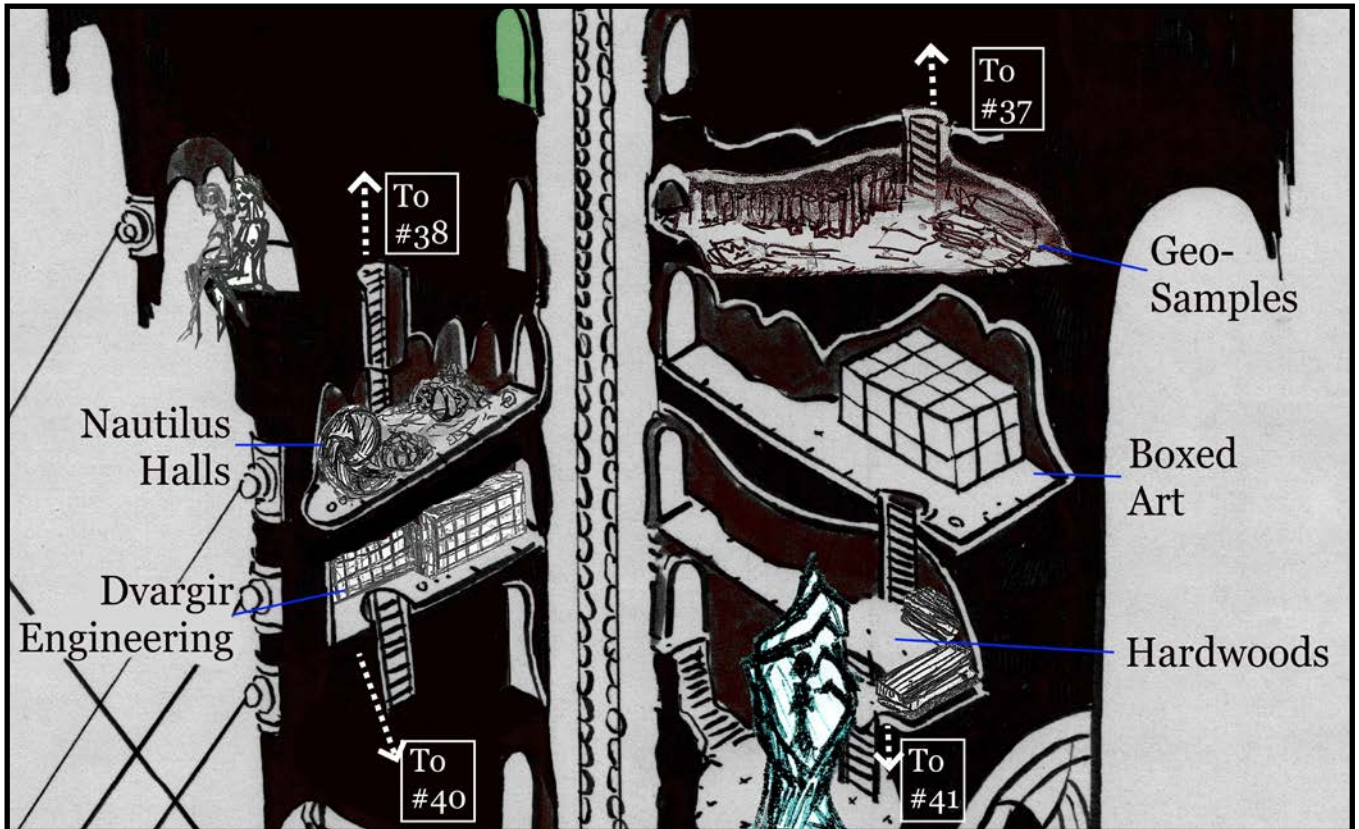
One Dryad has an empty space where her black diamond heart should be.

This was stolen from here by the rulers of the Observatory and taken to their treasure room.

Until her heart is restored to her, her sisters have agreed to stay here and keep her company, rather than leaving her to suffer alone.



#39 The Observatory



Geo-Samples

This room contains geological samples in the form of long thin cores, polished presentation plates and laminated polished slices of rock. The pieces are labelled in the language of the dam-builders;

- What looks like ultra-compressed and tectonically warped bones. The space between the bones is actually more bones. Skull, limb and tooth fragments suggest creatures evolved for predation.

Label – ‘The Vampire Strata’.

- A range of core samples showing sub-ducted continental crust made entirely of abandoned swords. Different depth markers suggest this strata is at least a mile deep.

Label - ‘The Sword Strata’.

- This sample cuts through the corrugations of multiple gigantic brains. (Now would be a good time to ask “Has your character ever seen anyone’s brain? No? Well then you have no idea what this looks like.)

Label – ‘The Strata of Fractured Minds’.

- Calcified GREEN cheese, iridescent nullfire insect shells, sad lambent blue compressed moth wings, awful virulent violent red strata like bleeding meat. Strata compressed like mad dreams and realities collapsed into stone like sediment.

Label – ‘The Strata of the Gackling Moon’.

- Just a lot of bones really. Bones upon bones upon bone. Then more bones.

Label – ‘Limebone stone of the Bone-Beach Sea’.

- Cobbles, masonry, glass and ceramic litter, signs of everyday life. Then fire. Ash. Charcoal. Burned bones. Then life, cobbles, food fragments, toys e.t.c. A thousand such events, repeated into geological time.

Label - ‘Carbon Layers of the Thousand-Times Burned City’.

Nautilus Halls

This room is full of shells. Some are huge and larger than a man, others small, and some smaller than small, like dust on the floor. Some of the shells have shells inside them, and some of *those* shells have shells inside them. There are a lot of shells. Of particular note are:

- Chests of fractally spiralled cowrie shells from the islands of the Nightmare Sea.
- Huge tennis-ball sized trilobite eyes.
- Shields and armour made from trilobite shells. (Enough to assemble into a suit with time).
- Pale shells of the exoskeletal men, slim, tall, empty.
- Possible Daemon shells.
- The posed shell of a gigantic predatory translucent shrimp, visible only because of its coating of dust.

Middle Trade Halls

#39

- Crab shells with the faces of angry warriors seemingly grown into their backs. Listen and you hear the distant war cry of the brave drowned man whose face this is. (These shells are a curious currency of the Lich-kind and certain high-level undead, though valued by few else.)
- Three huge Whalesnail shells.

Boxed Art

24 crates. 2d4 of which contain a unique work of art. All underground art is remarkably, pleasurable tactile and slightly hypnotic to touch.

Prices up to the DM. In a sophisticated urban environment expect d10 x 1000c for the paintings and tapes-try'sd20 x 1000c for the sculptures. (See table below)

Dvargir Engineering

There are **d4 x 20** aluminium boxes in stacked this room. Each box is about four feet long, three feet wide, and two feet deep. Each box contains one of the following mechanical, power-driven devices. They will seem strange to people raised in a medieval world.

1. **Jackhammer**. Like those used to break pavements. 2d20 damage
2. **Air Hammer**. An automatic chisel designed to cut or break objects apart. **2d4 damage**.
3. **Core Drills**. To drill into and remove 'cores' from stone. 2d6 damage.
4. **Water Pumps**.
5. **Cut Off Saw**. A disc-shaped saw made to cut through stone and steel. **2d10 damage**.
6. A 50 pint back-tank with hoses to connect to the tool. The machines are hand-held but heavy.

They run on blood; intake valves show where to pour it in. Each machine will run for one minute per pint. Without a tank they can only hold a pint of blood each.

The damage values given are those for use on a rigid and still opponent. In combat where both parties are manoeuvring, the tools do one dice less damage, i.e. 1d6 instead of 2d6, and strike last in initiative due to their size and weight.

Fumbling while wielding one of these machines will result in guaranteed finger loss, at a minimum.

Hardwoods

This room is piled with cross-stacked timber of various kinds. The ancient wood seems whole, but crumbles at the slightest touch.

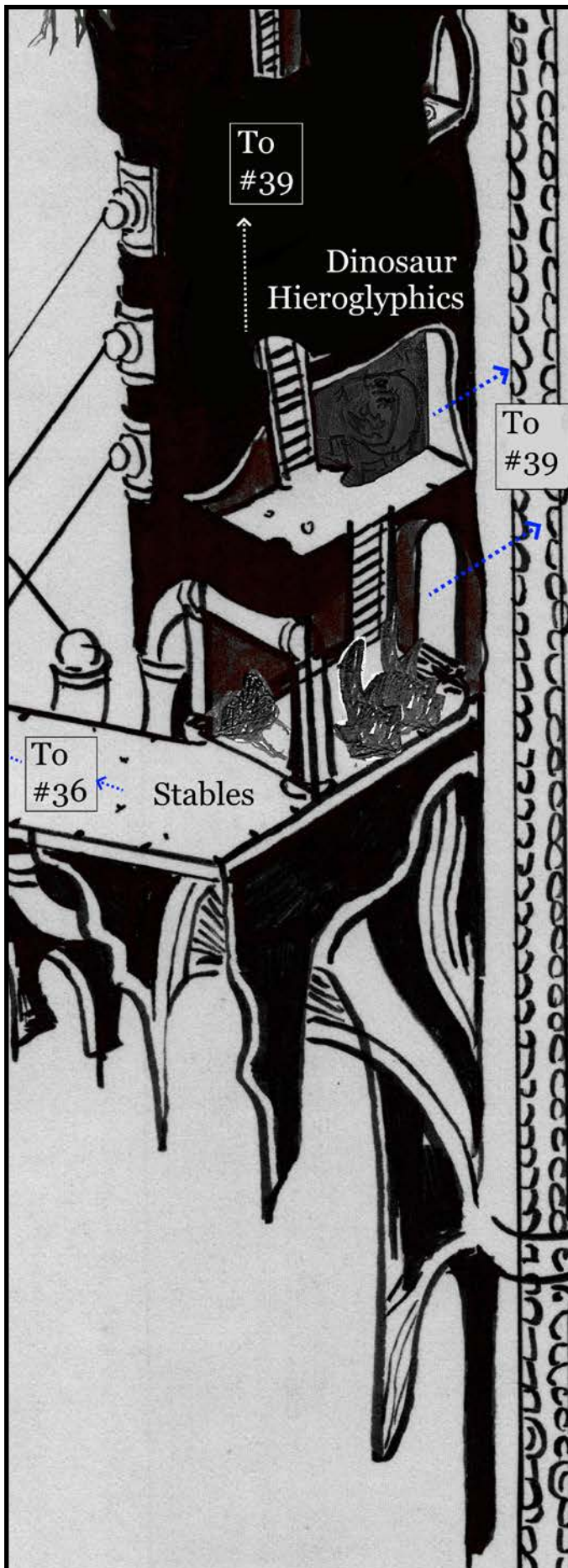
If players collapse all the wood the room fills with choking dust.

Hidden in the centre are the pieces of an ebony frieze, magically enchanted and incorruptible. The frieze shows various nightmare visions related to spiders as imagined in the mind of a lunatic, several are of a terato-sexual and cannibalistic nature.

Nevertheless, it is clearly a work of art of a very high order.

The frieze comes in 25 pieces, each 1/4 the weight of a man. If they are transported unharmed to a major metropolitan area then a museum or noble will pay 30,00c for the whole thing. Local religious and moral authorities will try to destroy the frieze.

Boxed Art			
3d8	Nature/Material	Subject	Disturbing Quality
1	Black marble sculpture.	Spiders as imagined in the dreams of a lunatic.	Indicates genuine affection from the subject.
2	Hardwood sculpture.	Normal figure from the upper world.	Pornographic in a troubling way.
3	Moon bronze sculpture.	Beautiful person with negative-image skin, white hair and eyes like moons.	Doing something horrid.
4	Spider-silk tapestry.	An Olm or Axolotl-Man.	Auto-generates tiny spiders.
5	Radium painting.	The prophet of a strange faith.	Eats light or sound.
6	Tactile engraving on platinum.	Vibrant underworld landscape.	Always half-turned away.
7	Painting in gold and grey.	A Black Phoenix wreathed in dark fire.	Repeats lies heard.
8	Kinetic sculpture.	A warrior with knotted veins protruding from their skin.	Never same stance twice.



Dinosaur Hieroglyphics

Balanced against one side of the chamber is removed and transported section of an ancient temple wall.

The pictograms across the wall are of dinosaurs. The clear use of claws as tools, the inhuman angular marks, the alien colour scheme and the fact some of the dinosaurs in the glyphs are actually making glyphs and the glyphs they are making look like the glyphs they are in suggests that this was created by dinosaurs.

There are three types, or subjects. They are mixed together in the wall. As anyone decodes the glyphs, they begin to realise that each type is a different 'tense' of the dinosaur tongue.

Decoding the Glyphs

Some are of human figures going about daily acts. Frozen in particular segments of time, the moments you would only see in photographs, not with the naked eye. Skipping, jumping, dancing, falling, tripping, running. Anything too fast for the eye to easily see: this is the present tense.

Some are of people being eaten, chased and devoured by dinosaurs in a variety of ways: this is the past tense.

In some dinosaurs stand heraldic and bloody over the bones and corpses of men: this is the future tense.

Correctly translating the hieroglyphs takes at least four difficult INT or Translation tests, or a lot of time. At the DMs discretion, the PC might be allowed WIS tests to work out that doing this translation is a **bad idea**.

It reads as follows;

“.... EATEN FOR THE SCREAMS OF TIME
AND WOUNDS (COHERENT?)
LEFT UPON THOSE HALLS
THEIR DOORS AND PORTALS SHATTER
AND WINDOWS
INTO SECONDS (WE HAVE SEEN THIS (REFLECT?))
OUR CROWN (OF BROKEN SWORDS
(WHICH ARE THEIR CLAWS))
AND MONARCHY OF SPEED AND WILL AND HUNT
TO OVERTHROW THE SLIVER-WALL OF MAN
THE PRISON-LORD WHO RULES IN IGNORANCE
AND WHO WE WATCH, JUST OUT OF SIGHT
BEYOND THE MOMENTS FLOW...”

The moment this is translated 2d6 intelligent psychic Deinonychus will materialise through a tear in time an attempt to kill all witnesses before dragging the wall fragment back through the tear.

Psychic Deinychus

ARMOUR: as Chain
HIT DICE: 4
HIT POINTS 17
MOVE: 60'
DAMAGE: d6
MORALE: 7

Can **leap** for half its movement.

Can cast *ESP* and 'Message' at-will.

The tear in time will remain open for d4 minutes.

Proceeding through it will remove PCs from the scope of this adventure.

Stables

The looming empty shells of disassembled modular boats. The ruined parts may once have made up yacht-sized craft, though it is hard to tell.

Broken animal-pens hold dusty carapaces of mansized stag beetles, horse-sized spiders and, at the back, a huge centipede, curled around itself. The shells are dry and cracked.

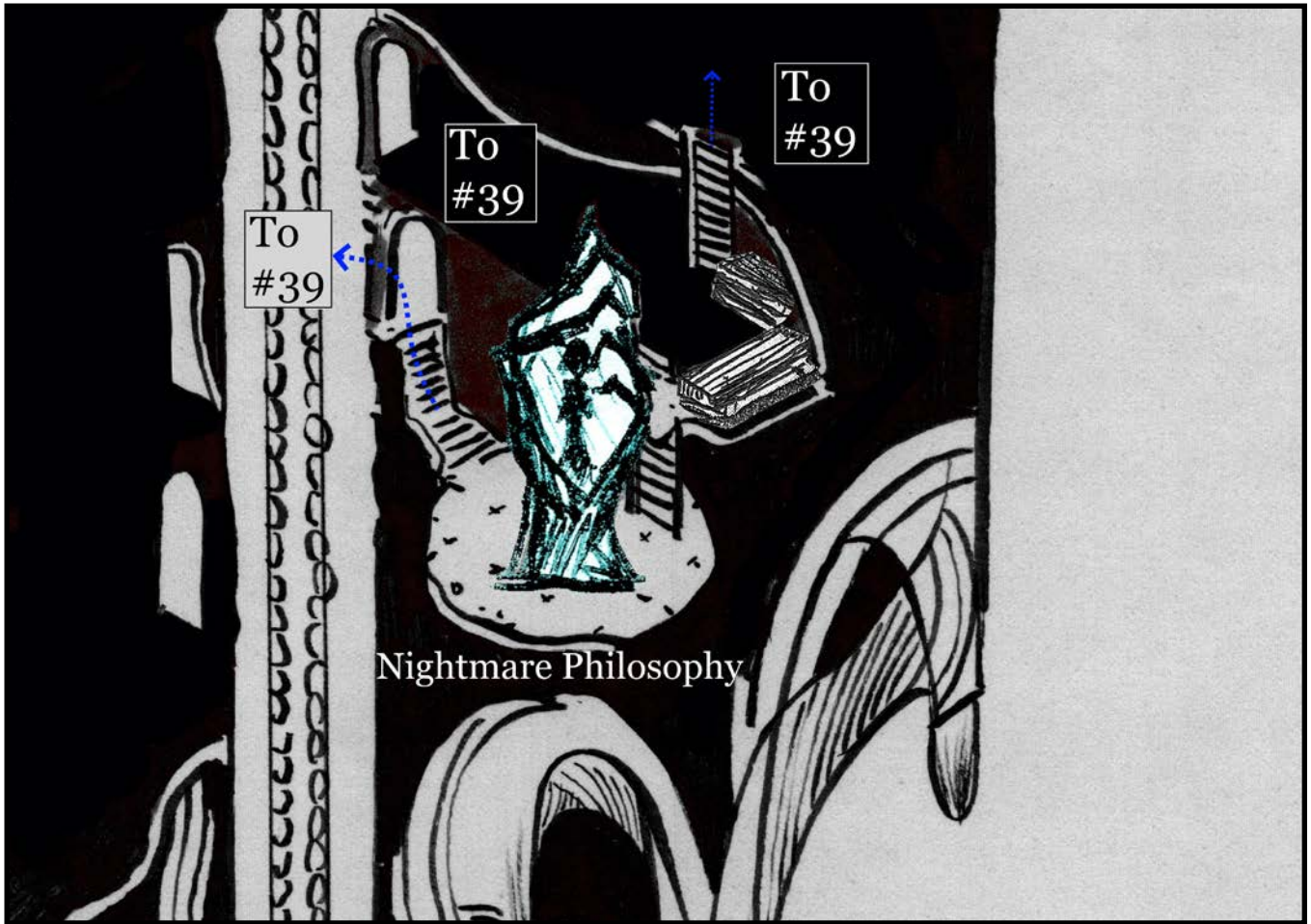
One side leads out on to the bridge.

The portal is a huge shutter of Moon-Bronze and swings open like a garage door.

If not oiled it makes an incredibly loud **squealing noise** which echoes through the Observatory.



#41 The Observatory



Nightmare Philosophy

It is **cold**.

A sculpted altar-thing like a spider in a nightmare, rearing up. The black stone hums with a numbing cold.

Cradled between its curved-round limbs is the body of a woman locked in ice.

Small slender and beautiful, her skin is negative-image black, like an old undeveloped photographic film. Her hair is white. She wears a startling and elaborate dress. Held in her frozen hands, is a book. She is dead.

She is a librarian whose library is one book and whose guard of it is long.

If PCs interfere with the ice, her ghost appears with its hands locked around the book.

If they persist the ghost attacks.

The Ghost of the Nightmare Librarian

ARMOUR: as Chain

HIT DICE: 10

HIT POINTS 40

MOVE: 20'

DAMAGE:

- Touch ages target d4 x 10 years.
- Can 'Magic Jar' individuals (Victims will immediately attack compatriots)
- Will go no more than 100 feet from the body. Neither will any effect persist more than 100 feet from the body.

Freezing Fear

The sight of the Librarians ghost causes all PCs to save or freeze in position for a round and an instant morale test in all non-PCs.

All who remain present will begin to weep their own blood and these tears will freeze upon their faces in a mask of blood.

Their breath will freeze in their mouth and cascade down their chests as fog.

Their core temperature will drop.

*Those suffering 'Nightmare Messages' from Hook 5, realise they have been brought here to be possessed by Her.

Nightmare Librarian #41

Ethereal

The ghost can move through solid objects and can be hurt only by magical or silver weapons, or by magical effects.

Defeating the Ghost

Destroying her body in its block of ice will effectively banish her ghost.

Melting the ice enough to free the book without destroying it would take care, attention and time.

1. Their most shameful fear.
2. What lie will command their loyalty.
3. What price for their betrayal (cash or otherwise).
4. Their deepest secret.
5. Their most secret hate.
6. Their worst crime.
7. Their most squalid need.
8. Who secretly holds power over them, or who they secretly control.

The **Crows** [#6 to #10], the **Witch** [#21] and **The Things in the Jars** [#23], all seek this book and wish to possess it. If they are active and their location is uncertain, they will be here. If both are here, they will be fighting each other for the book.

The Book

The pages of the book are fine black silk and the text is individually embroidered in silver thread.

The book is entirely non-magical.

It is difficult to decipher, but is not encoded or locked. Understanding it takes several months of regular thought.

It destroys societies, slowly, from within.

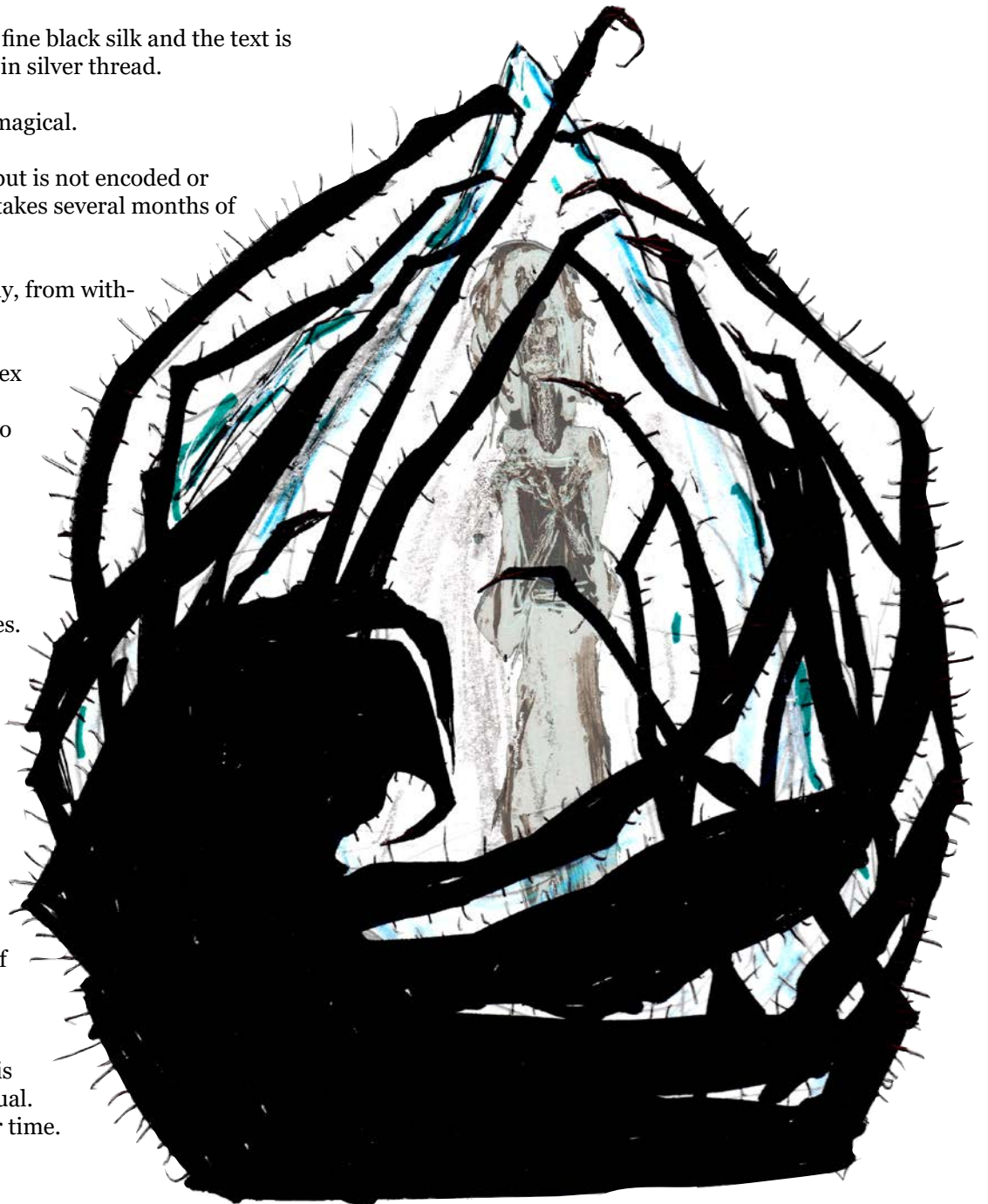
The book teaches a complex and non-intuitive form of psychology. Its nature is so odd to human minds that possession of the book is required to exercise the knowledge.

Without the book the understanding slowly fades.

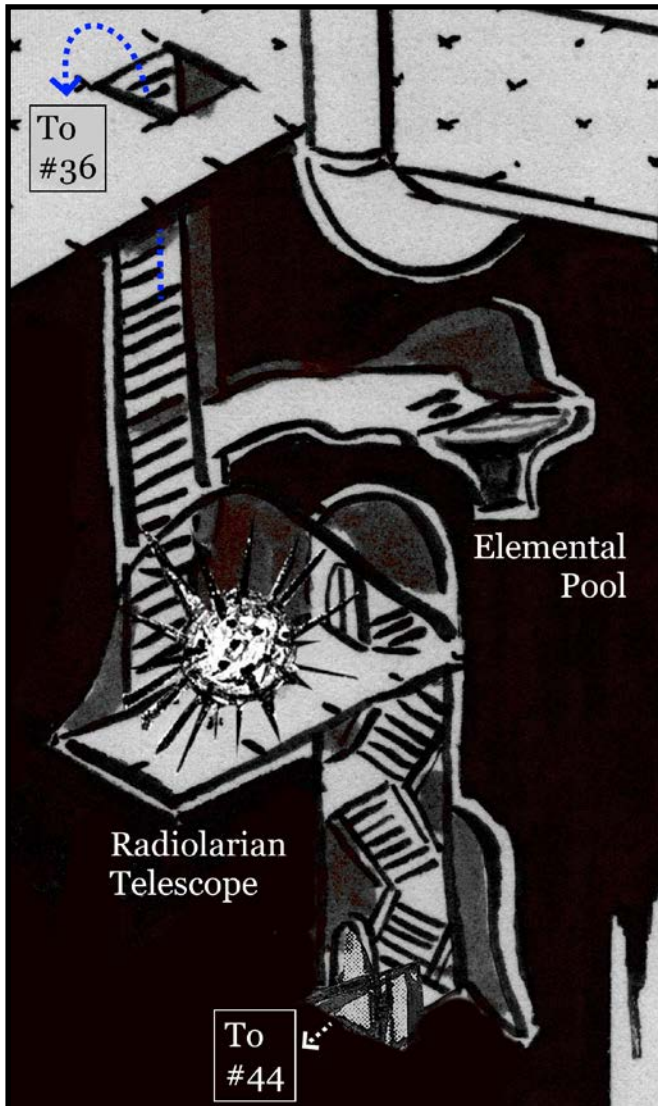
Holders of the book can, through simple non-intrusive study, divine things about those with whom they are in social contact.

An individual must be quietly studied for a number of weeks equal to their level. At the end of this time, the holder may roll on the table below.

The book has provided this insight about that individual. Rolls can accumulate over time.



#42 The Observatory



Elemental Pool

This roughly-hewn cave contains a pool of thick, clear saline solution.

There are three things placed carefully under its surface; a **sword**, a **tongue** and a **hideous child**.

A Europium Sword

This vile glimmering sword made from an impossible compound of a rare earth metal burns with a toxic green flame when exposed to any oxygen, including that in normal water.

On a strike: 1d6 standard, 1d4 poison and 1d4 burning damage to target.

On a fumble: d3 burning and d3 poison damage to the holder. Plus they are now on fire.

A Thorium Tongue

This heavy silver-grey tongue remembers speech at it tastes the air. It seeks a tongueless mouth in which to live.

Anyone picking up the tongue must save or compulsively seek out just such a mouth.

If they fail by more than 5 they will try to tear out their own tongue to make space.

The tongue is evil and speaks poisoned words per day equivalent to the users CHA. (Anyone hearing the word is poisoned). It will use this power to work elaborate harms.

A Neptunium Child

Anyone holding it will feel it start to warm dangerously; their will skin begin to pucker and shrivel.

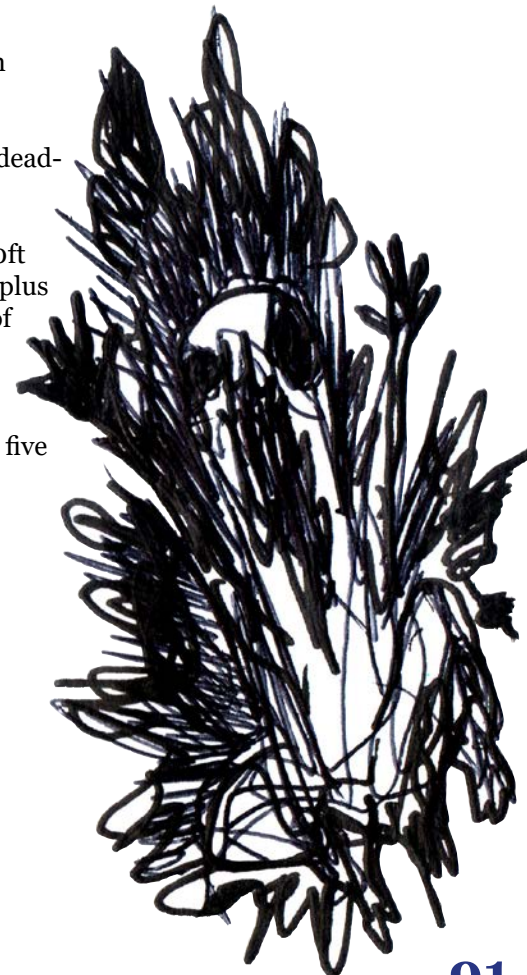
The **round after** it is exposed to the air, the child will wake and begin to scream, surging through its half-life and emanating a tingling radiation. Those present will see flickers of black dots inside their eyes.

The next round it continues to scream and age.

It then emanates a deadly radiation;

(5d6 damage in a 10ft radius every round plus 1hp loss every day of the PC's life from now on) .

The Child dies in in five rounds.



Elements/Telescope

#42

Radiolarian Telescope

Strung-up like a tortured star in the centre of this room, is a radial-symmetrical spiked prism of living crystal.

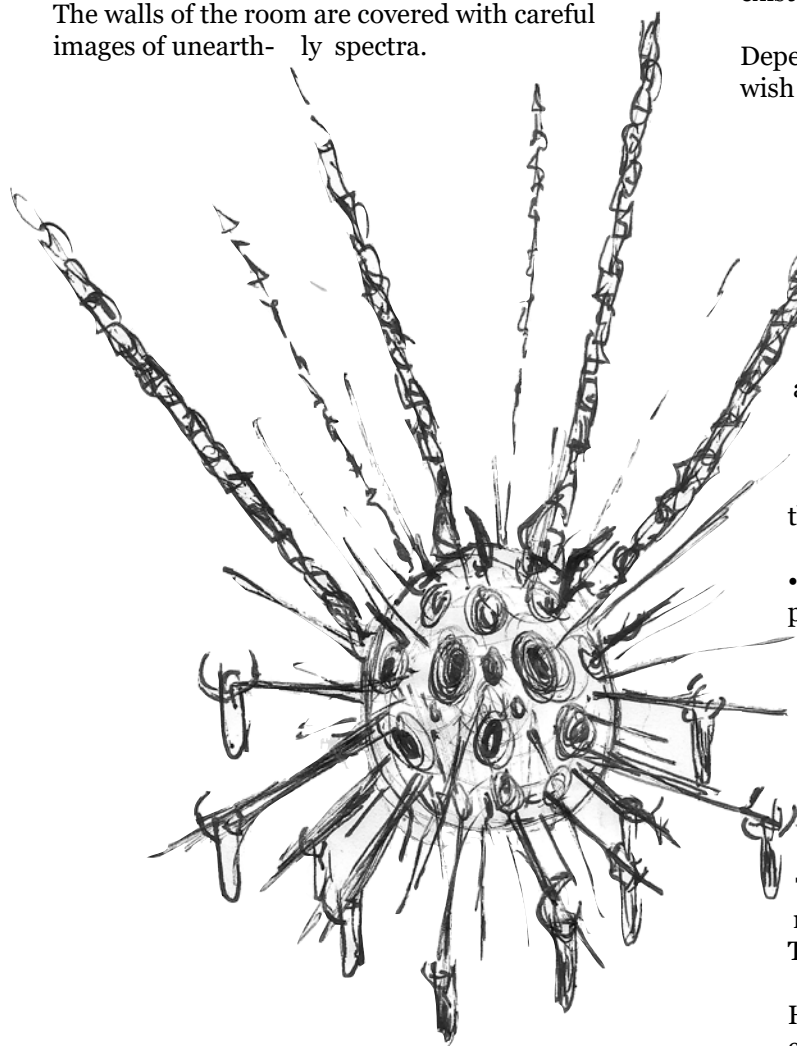
It is quivering, close to death and bleeding tiny drops of a clear fluid.

All sixteen of its lower-hemisphere spikes have been hooked with glass tubes to catch the drops. They have been overflowing for a long time and the floor is stained like a bruise from the fallen ichor.

2d6 of the tubes still have fluid in them. The creature cannot survive or attack. If cut it down, it will at least die in peace. In death it turns opaque.

On a table is a collapsed curling matrix of clay, impossibly complex and strange.

The walls of the room are covered with careful images of unearthly spectra.



The tortured star is a Radiolarian, a simple single celled organism, survivor of several million years.

Drinking The Ichor

Drinking the ichor of the Radiolarian causes serious neurological damage but fills the drinker with specific memories of an infinitely long life lived deep beneath the earth.

Anyone drinking a vial immediately takes **d8 damage** as the ultra-complex memory molecules inflict temporary Parkinsons.

For the next 2d6 minutes they must pass a STR or DEX test for any physical action of any kind.

They will also experience a dramatic living vision in which they are the Radiolarian in part of its eons-old existence beneath the earth.

Depending on the context of the game, the DM may wish to do any or all of the below.

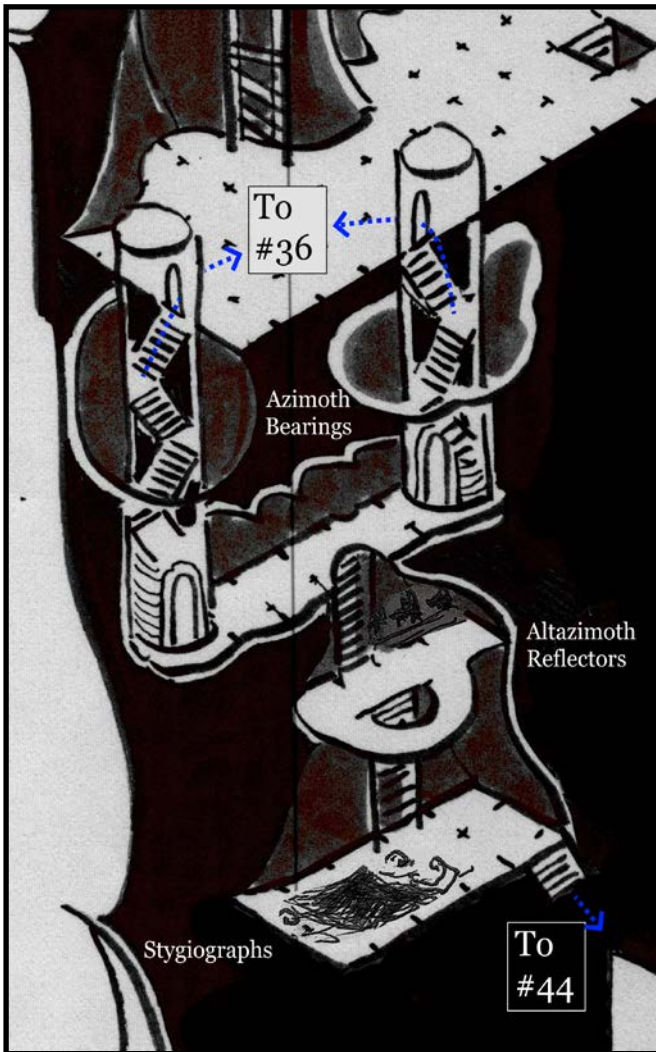
- Choose a random underground monster, the PC now saves against that creature's attacks with advantage (roll 2d20 and count the best result), they also know all its weaknesses, attack patterns and habits. They feel a bit sad about this.
- Reveal that the clay matrix is a 3d map of the Radiolarian's journeys beneath the earth over thousands of years.
- Reveal the location of a specific underground place or personality; the PC now knows how to get there.
- Make up some crazy but potentially-useful bullshit about underground worlds.

Mending the Clay Matrix

Treat use of a mend spell on the matrix as achievement of every positive result on the **Stygiograph Table** [\[#43\]](#).

However, the sculpture must still be transported (huge, delicate) or recorded (weeks, perhaps months of work) to be of any use.

#43 The Observatory



The absence of obviously-necessarily- there things is a good clue to the presence of the moths.

- Grated within each stair way marked with moth symbols and occluded eyes give access to the moths.
- Rusted trap-trays show where moths would be lured with honey and blood then captured for use. Stains persist.
- The cages and stairs are fragile and badly decayed.

Interfering with any of these elements could release thousands of Azimoths into the observatory.

They are attracted to blood, sugar and iron.

Bloody weapons in particular remind them of food.

If a moth lands on something that object will often seem to disappear or warp impossibly where the moth is present.

Altazimoth Reflectors

A rack on the southern wall is full of strange parabolic devices with moth cages radially arrayed.

The Altazimoth reflector is a kind of telescopic device made to harness the power of the Azimoths.

The moths are held in a ring. The user sights through this. They are reflected by a convex mirror with a central hole.

The user sees, or would see, a small area of space through the hole in the centre and nothing else but mirrored moths.

Because the moths annihilate the concept of the space which they occupy, the effect is quite different than simply blocking out space to focus on one part. The view has no negative space. The part focused upon expands to fill the entire awareness of the user.

This is disconcerting but presents the user with the powerful impression of *actually occupying* the space they are looking at, as if they were walking around in it.

In a sense they experience a kind of semi-astral projection to the focused space.

If PCs use the reflectors, describe the area they are looking at as *if they were in it*.

The reflectors can be combined with microscopes, telescopes and the Tektite Lens [\[#45\]](#).

Some are designed for this use.

Azimoth Bearings

Spiral stairways wrapped in fine metal cages lead down through these caverns.

In the space outside the cages, reality throbs and the air warps like boiling water. Looking at this space makes your head swim. The soft rustling of moth-wings fills the air and the shadows of unseen insects flit against the walls through fluxions of distorted space.

On looking save or be incapacitated d4 rounds by dizziness and vomiting.

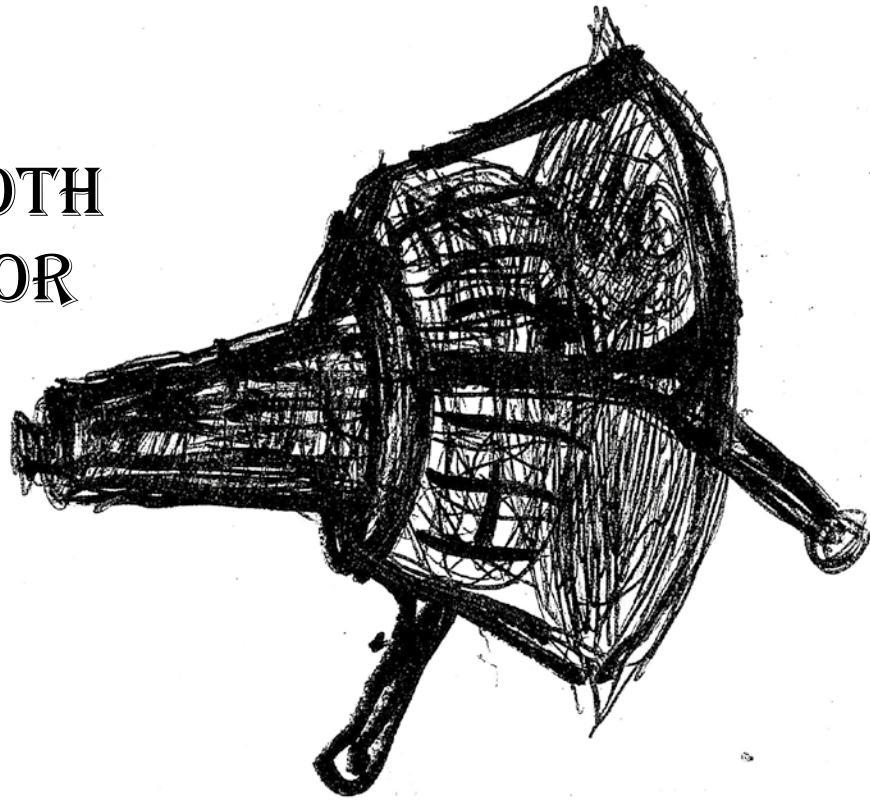
The caves are full of **Azimoths**; moths with a rare survival tactic. The infinite fractal compressions of their wings annihilate awareness of the space around them.

For intelligent beings, each moth is an absolute blind spot. The exact position of a moth cannot be observed because, to the observer, that direction does not exist. The mind simply edits out that particular slice of space. No conscious record of this is kept.

Moths/Stygiographs

#43

ALTAZIMOTH REFLECTOR



Stygiographs

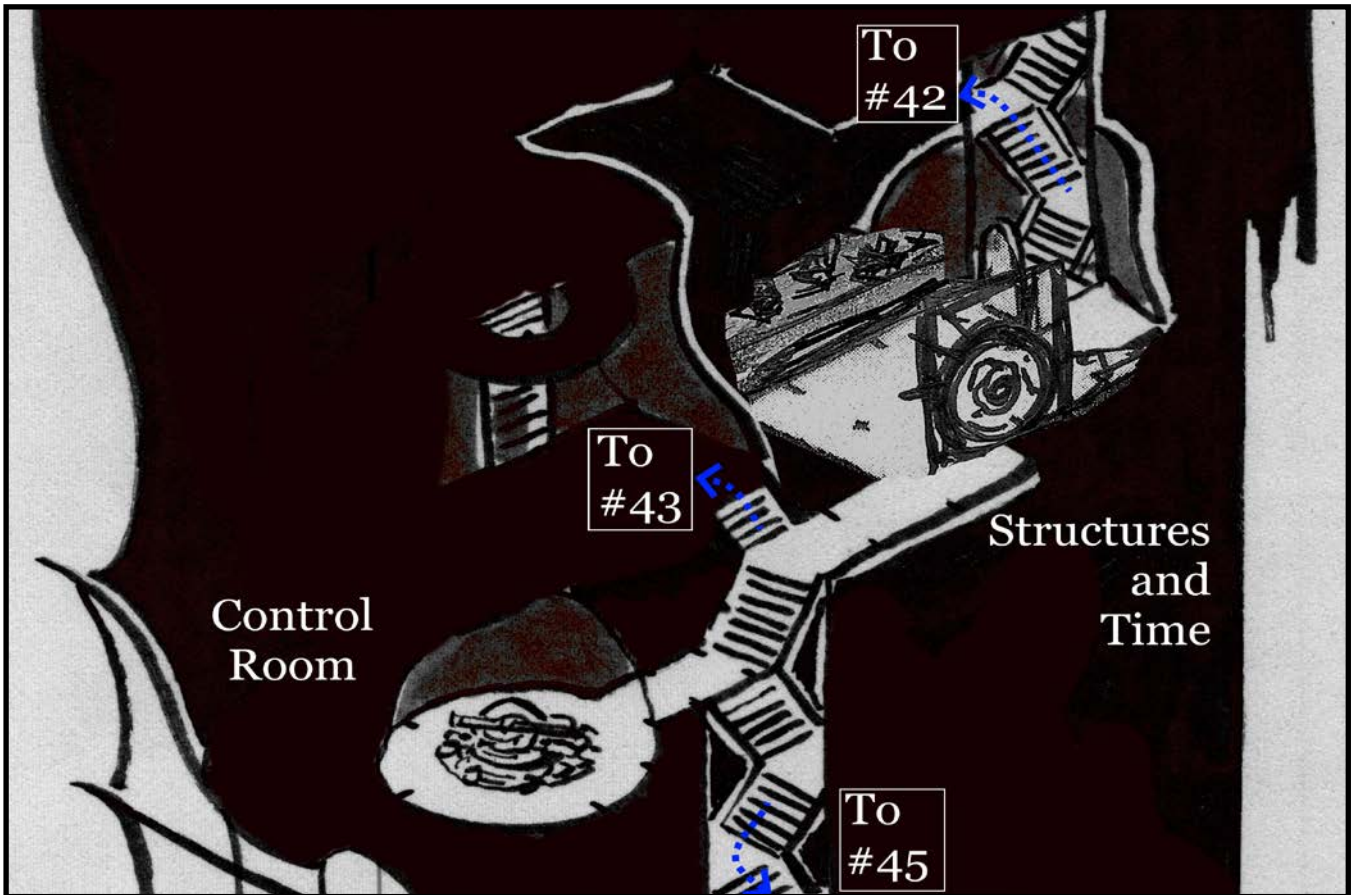
Empty scroll racks on the northern wall. The scrolls have been removed and hurriedly burnt in a pile.

Some un-burnt pieces stick out of the ash.

On investigation, d6 stygiographs can be recovered;

2d12	This Stygiograph shows	“the”
1	An escape route from	death trail of the Under-Inca.
2	A vertical route through	Ziggurats of Iron.
3	A safe path through	rapids of the polyhedral sharks.
4	A cultural map of	Spire of Death (from whence he observes).
5	A trade route through	drowned city beneath Godvomit Falls.
6	Fortified points along	caverns of the Courtesans of Fear.
7	Freshwater sources in	Labyrinth Salamandrine.
8	Oases of light in	siege-pits of the Beardless King.
9	A deep path up to	counter warrens of the Autistic God.
10	A political relief map of	isles of the Bone Beach sea.
11	The tribes of	periphery of Nightmare Itself.
12	Secret caches in	caves of blue-bastard clay.

#44 The Observatory



Structures and Time

The south wall has long shelves containing **d6 Curved-Space Labyrinth Structures**.

On the north wall is a gigantic **clock** that tells **geological time**.

Curved-Space Labyrinth Structures

Abstract mathematical forms, symmetrical knots of metal with complex internal geometries. Each can be held in both hands and contemplated. Each structure is in effect a complex problem/proof in higher dimensional mathematics.

For each minute of study roll a d20 and add INT. At **30** you begin to understand. At **80** you understand what it may do. At **100** curved-space comprehension kicks in

Each structure can be used only once.

Each effect lasts for rounds equal to the PCs INT and can be stopped by them at-will.

The structure changes the users relationship to reality in one of the following ways.

D10	Curved-Space Labyrinth Structures (Each takes an action to activate or change.)
1.	Apparent smallness. May 'shrink' to any size below their own.
2.	Apparent hugeness. May 'grow' to any size above their own.
3.	Outside time, but not consequence. Can stop, speed up or rewind time. Cannot change past events but can view them. Can place self in future at any point and interact from that point on but moves through space no faster than usual.
4.	No-clip mode. Can move 360 degrees through floors, walls and roofs at normal speed.
5.	User may select local gravity direction in a 50ft radius.
6.	User may select own personal gravity direction.
7.	Can change gravity strength. As high or low as preferred. Affects a 50ft radius.
8.	User can alter own inertia however they wish. (Light as a feather and fast as the flash, or heavy as a statue and slow as a slug.)
9.	Waveform. User can move at light speed to any visible point.
10.	God Mode. User may select one of each of the above each round.

Structures and Time

#44

Clocks for Geological Time

The south wall holds a **gigantic semi-metallic hemisphere** showing the onion-rings of the world.

It starts at the iron core, home of the serious hells, then shows the outer core where the terrestrial sub-planes of fire reside, then the mantle with the numerous lesser hells.

Next is the Mohorovičić discontinuity, placed there in ages past by the Lich-Saint Hans Mohorovičić to separate the normal world from the

threats below.

After that, the hemisphere shows the crust with continents and subducted plates, the Isles of the Imprisoned Moon, the Nightmare Sea, the Veins of the Earth the Parliament of Orphan Moons, the inter-penetrating dungeon zones and then a smear of blue for the oceans.

The clock is moving, just incredibly slowly.

Around the upper reaches, arranged like complex gears, are the circular dials of much smaller clocks.

These seem to show the movements of continents as they rise and fall.

There are blue sea clocks showing oceans slowly dying and being born, then tiny river clocks and glacier clocks showing huge valleys being cut, then almost-invisible species clocks.

Control Room

A huge steel wheel with complex intermeshed gears dominates this room. Lesser wheels are arranged around it.

Turning the huge wheel slowly retracts the tarnished moon-bronze dome of the observatory like the lid of an eye.

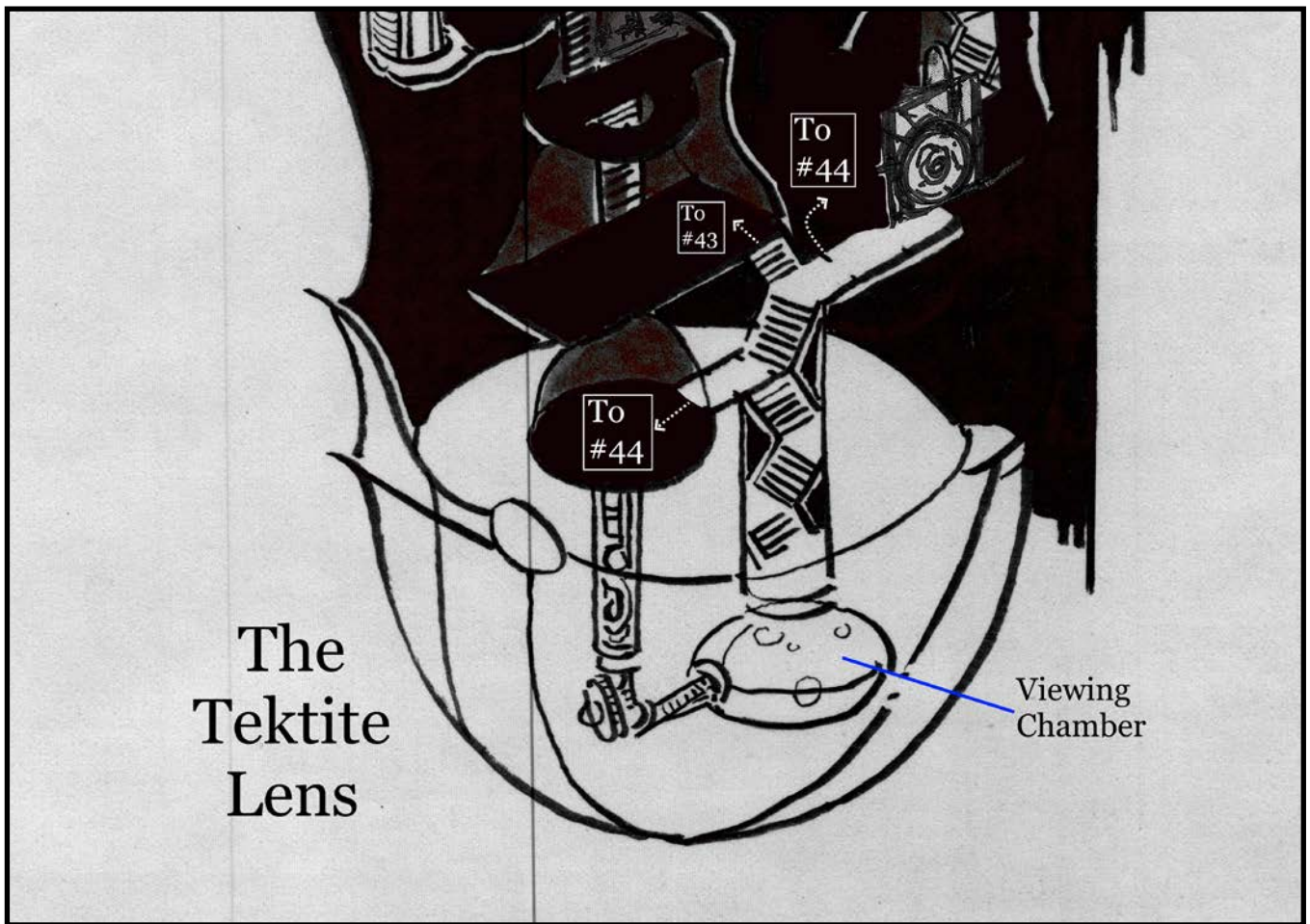
It opens with a huge **'THOOOM'**

The lesser wheels let the user orient the **Tektite Lens [#45]** to any direction below it. 360 degrees around, 180 from side-to side.

(At the DM's discretion, these may look clearly worn and break after d6 or more uses).



#45 The Observatory



The Tektite Lens

A caged vertical stairway leads down the lens itself. The dome is tarnished moon-bronze.

At the bottom of the stairs is the viewing chamber. Within; a seat with straps. A rack in the seat pod is fitted for an **Altazimoth Reflector**. There is a **large central lever**.

There are two notices scribed in bronze plates in the glyphs of the dam builders. If translated they read;

*"Objects are further away than they appear.
Please do not scry the Leviathan Minds."*

Pulling the central lever drops the seat into viewing position. The user faces down into the dark, at the angle set by the control room above.

Before them is the lens.

If the Moon Bronze dome is opened from the **Control Room** [#44] they are exposed to the roaring and impossible void beneath the Observatory. Consuming blackness. Immeasurable distance. Blinding magnificence. The earth opens before them like the eye of God.

Looking Through Lens

The Tektite lens was formed from extra-solar silicates in the heart of a falling meteor. It turns light to dark, stone to light, and the rivers of living blackness beneath the earth into inverted firework streamers of counter-whirling shade.

It lets you see through stone.

These tables describe what users of the Tektite lens perceive with each use*. There are two kinds of table;

The long pentameter lines, A, B and C, describe what anyone can see. If a PC uses the lens without an Altazimoth reflector, use these tables in sequence.

The shorter trimeter lines of tables **1** and **2** describe what a PC can see if they make use of an Altazimoth Reflector..

Being able to 'walk' through the events described will reveal previously unseen context.

The DM may simply read out the lines, or, preferably, interpret them and tell the players what they see in physical terms.

*Anyone "Lost as Fuck" from Hook 11, and gazing through the Lens, will realise where they are and no longer be lost.

The Tektite Lens

#45

Roll once for each table.

A – Who you see

1. Smiling hook-armoured whores, spot-lit by dogs
2. Fools, cackling mad and silently lead
3. Armed groups, upside down on a caverns roof
4. Captain and crew of a Centipede Ship
5. Figures of casketed matter that glow
6. Murderous surveyors, hoarded with string
7. A host with silken banners, grey and pale
8. A clade of raw diseases making plans
9. Former omnipotents, sharing a fear
10. A wave of slaves, exhumed from graves, all knaves
11. The symbionts of Fear, grown fat and lax
12. A tribe of blind avengers with one thought
13. Philosophical monsters making maps
14. Inhumanly chivalrous insect knights
15. Sorcerous corpses of forgotten spells
16. Catalysed creatures of black burning fire
17. Memory-less moth-men in prime numbered gangs
18. Invisible armies armoured in tears
19. Womens invincible ghost-guarded wards
20. Emperor accountants with steel-cocooned sons

1 – A hidden quality they have

1. who hide slow seeping wounds
2. that fear each others plans
3. in love with what they hate
4. not seeing they are watched
5. mistaken in all fact
6. on the borders of death
7. puppeted by dark gods
8. barely caring at all
9. assassinating friends
10. (at least, that's their disguise)
11. (hated by those like them)
12. out of magic and cash

B – What they are doing

1. crushing the walls, invading the halls of
2. capping a scheme they hatched in dreams, to burn
3. who are carving porphyry maps to save
4. about to steal the greatest treasure of
5. offer ransomed kings to bribe the guards of
6. complete an entertainment to astound
7. overawe, brilliantly, the people of
8. earning by murder the fearful respect (of)
9. massacred, eventually bowing to
10. driven, swearing vengeance to come upon
11. philosophising, failing to describe
12. creeping like crypt-struck adventurers through
13. building statues, singing songs, exulting
14. discovering and seeing for the first
15. driven to madness with fear and hate of
16. quietly escaping the sentinels of
17. undermining and ready to collapse
18. effecting cunning unseen entry to
19. serve the centipede god in ruins of
20. smashing gods, changing the faith by fire of

C – A place or polity

1. Geode-City, carved in a purple gem
2. pale terrorised beaches, blasted by whales
3. raft-riding phosphorescent rapid lords
4. rippling domes of the cities of slime
5. Psihemoth halls, where the subject looks back
6. Time-Town, built hidden in the Crime-God's Hoard
7. crystal-zero guards of the Moon-Giants Maze
8. the bridge to Shadow Country, rarely sought
9. The City Of Expeditionary Iron (In Slow Descent)
10. The Death-Dream Fortress of the Ever-Dying King
11. The Ultra-Cambrian Gorge, lit and live
12. rust-veins of the Oxidised Autocrat
13. white isles of bone in a seething black sea
14. Eye-Tyrant-towns panoptic radial lanes
15. 'Spider-Blight', city of the crystal queen
16. Archeon's steepled trans-uranic spires
17. Dvargir Capital City One-A
18. "Forclose", the Knotsmen's tangled capital
19. cold Magmanski, chamber of exiled fire
20. 'Parasite', Port of the Funginid Lords

2 – With this hidden result or quality

1. and it will mean their end.
2. unexpectedly fast.
3. at unexpected cost.
4. exact as they predict.
5. not once, but twice, or more!
6. reversing their mistake.
7. repairing their prestige
8. hammering the last nail.
9. and this is but the first.
10. for the last time, ever.
11. with strange knock-on effects.
12. disrupting dreams of kings.

An example of use:

D20 rolls: 9, 3, 12

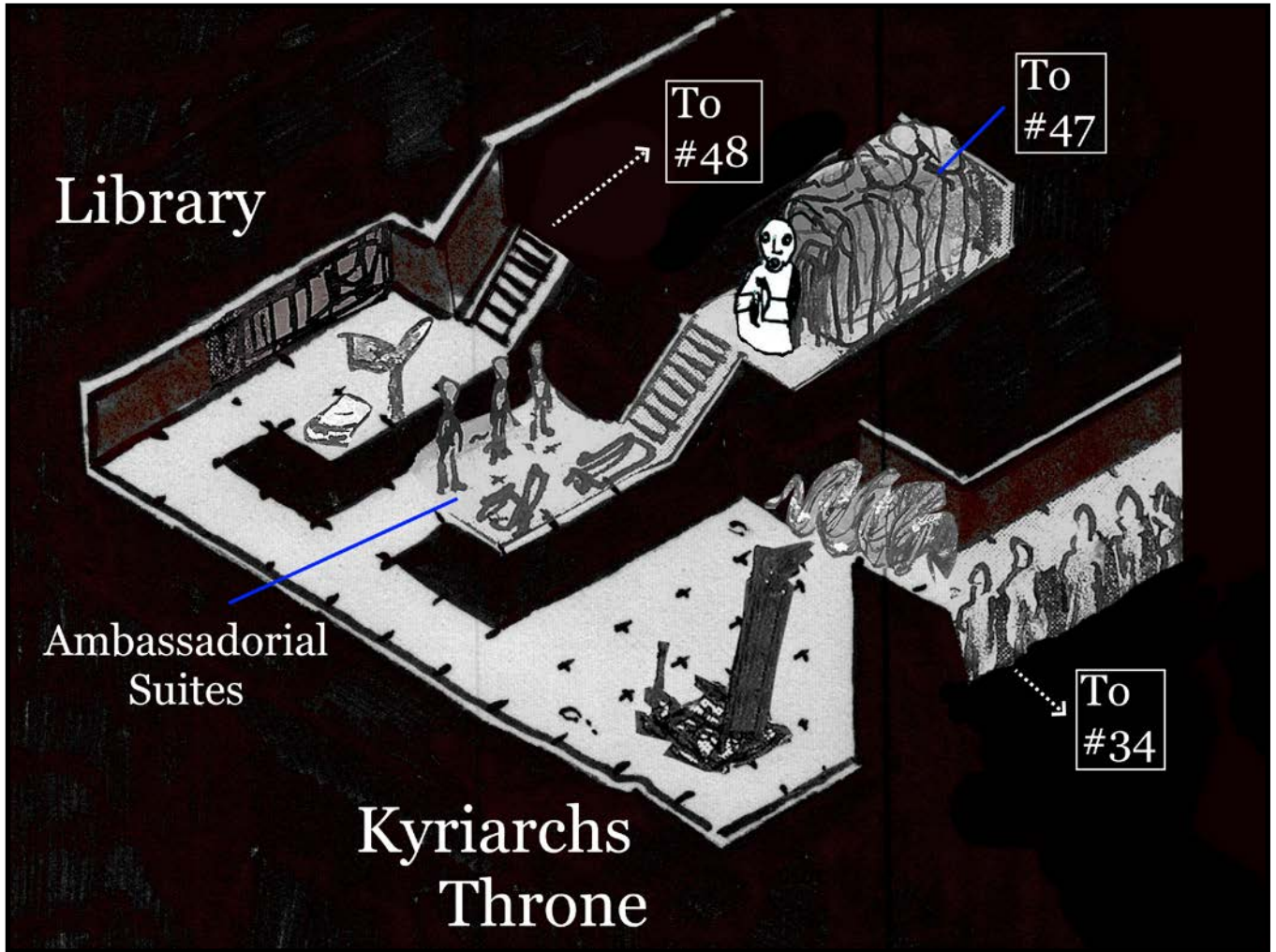
D12 rolls: 11, 2

So the result would be:

"Former omnipotents, sharing a fear (hated by those like them) who are carving porphyry maps to save rust-veins of the Oxidised Autocrat unexpectedly fast."

So this suggests a collection of exiled dictators, perhaps who have turned to good, working frantically to protect the Oxidised Autocrat (who may secretly be one of them) and doing so by carving elaborate maps of delicate stone, and doing so at enormous speed.

#46 The Observatory



Kyriarchs Throne

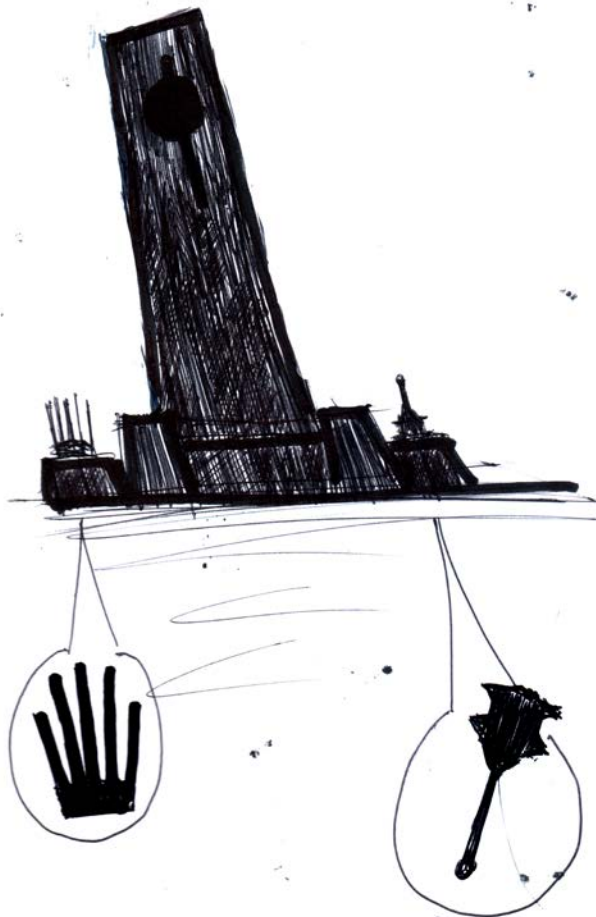
A throne is placed to watch every part of the room. On a stand by the throne is a black crown and an ornate mace. The throne, crown and mace are all addictive and require a WIS test to willingly leave, take off or put down. After each failure the difficulty of the test goes up by one.

Throne

When any person occupies this throne, they can see anyone in the room, regardless of their state of being (Invisible, intangible, deceased etc). Every person they see can see no-one else, except the occupant of the throne. They will simply be unaware of any other person in the room. They will not necessarily bump into them, but move around them without realising.

Crown

When worn, this crown casts *Fear* on everyone who can clearly see it, with one difference: no-one may flee from this fear. Those who would will instead fall to their knees weeping, unable to act.



Library and Throne

#46

Mace

+5 to hit, d8+5 damage, crits on a 19 or 20, always swings for the skull. Counts as magical.

This iron and silver mace gives the holder the ability to discern lies. Anyone carrying or holding the mace **must attack and kill** anyone they hear speaking any kind of lie in any circumstances.

Ambassadorial Suites

This room is panelled in tropical hardwood. There are low couches, tables, and ebony chairs. On the tables sit numerous strangely shaped glass jars. Inactive chemiluminescent lamps dot the walls. When shaken, they release a deep indigo light.

There are three servants here.

- The **first** is a network of delicate capillaries filled with diamond dust.
- The **second** a network of arteries filled with ruby light.
- The **third** a network of veins glowing umber.

These beings, or constructs, are silent, obedient, fragile and weak. They can do no direct harm and are familiar with all the common tasks of hospitality.

The art on the walls is graphite and tarnished silver that knots and crackles with intensity. Though the subjects are natural and mundane, they were seen through stygian eyes.

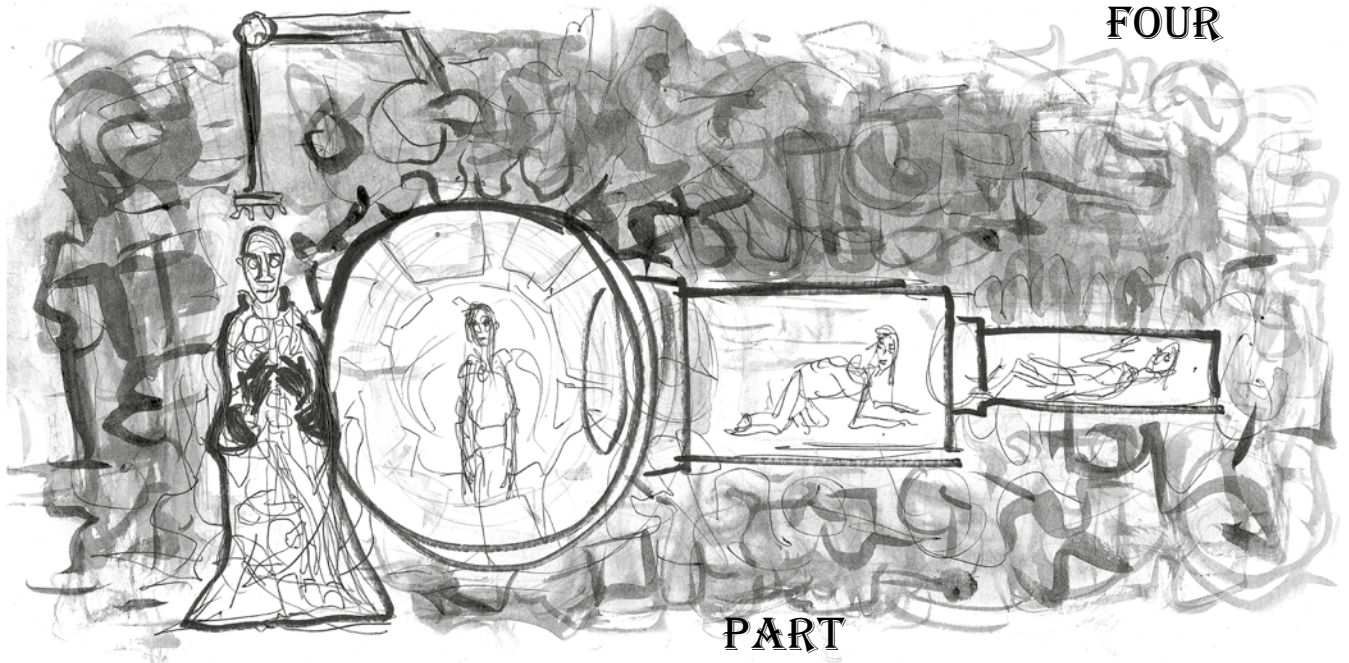
Nothing in this room is worth less than 500c if removed to a civilised area and sold. There are no more than twenty objects in the room.

Library		
d10	The form of the book	Its subject
1	A spell written in silver on a black silk scroll. It can be cast but once. The spell is not the content, instead it delivers the information in one great burst.	Those Taken From Above
2	A tapestry. Embroidered words trace the shape of a naked dancer on the cloth who seems to move as the cloth unfurls.	Conversations With Those Below.
3	A normal book, but written in luminescent radium ink. (Slightly radioactive, save vs poison after repeated exposure).	The Masonry of the Deep Janeen: Building with Shadow and Light.
4	A book. The shadow cast by one page upon another holds the words. The pages themselves are blank.	Things That Cannot Be Found.
5	Scrolls of nano-thin adamantium. The scroll itself is ultra-sharp and almost untearable. Scroll 10ft long, possibly useful.	Addictions Of Abyssal Gods; Narcotics and Vices of the Creators
6	A chain of green glass acid-filled vials, each holding a huge snaggly trolltooth engraved with words. To read, remove them from the acid vials—but be quick, the trolls regenerate.	Life Without Light: Abyssal Crops and their Management
7	The Lich-Skull of a lobotomised savant. Answers any question on its subject, can do nothing else. (Counts as undead).	The Enclosing Nature Of Things
8	A glass humanoid limb containing clouds of flowing black ink which resolve into words. (Limb of a history golem, potentially dangerous).	The Grain Of Time (Meaning the structure of time, not the 'grain' of time, which is clearly death.)
9	Plasma contained in hand-sized lead bathyspheres. Mica portholes let you watch the flow. (Also counts as plasma grenade if broken 3d10 damage, 10ft radius.)	How They Will Come Against You When They Do
10	Carved on fossils of impossible beings. Not clear if scribed then fossilised or fossilised then scribed.	The Futility Of Any Possible Deed.

#47 The Observatory

PART
TWO

PART
FOUR



PART
ONE

PART
THREE

Zeernibooch

(if the glass is smashed)

ARMOUR: as Unarmoured

HIT DICE: 5

HIT POINTS 20

MOVE: 5'

DAMAGE: 3d8 damage per round as they convert any biomass they touch into themselves.

MORALE: 7

Immune to almost all damage except;

- Can be scraped off (if quick).
- Limb amputated.
- Frozen.
- Burned.
- Healing spells do damage to Zeernibooch



Zeernebooch

#47

Ambassador of Slime

This room is divided into four sections

A warren of glass, tubes, twists, valves, and knots of clear material fill the far end.

Part One

A wall of glass with a door-sized portal in its centre.

By the door is the **glass statue of a man** clothed in **robes of glass**, filled with hydraulics of remarkable complexity. His features gleam with calm and inner peace. Above the statues head is a spigot, arranged like a crown.

If PCs approach the statue: gurgling and clicking fills the room. An odd slime surge through the pipes, oozes towards the spigot and begins to fill transparent engines inside the translucent man. The man awakes.

“Yes? Yes. Zeernibooch. Slime. Deeper. Enter.”

This is Zeernebooch, ambassador of slime.

His real name is unpronounceable and incomprehensible to solids; this is an approximation. He is honest, diligent, helpful and utterly, utterly inhuman. He understands the concepts of time, personal identity, and death about as well as you understand string theory.

His ability to communicate depends on how much of his distributed intelligence is present.

From the glass man, Zeernebooch can speak only in single, direct words. No sentences, no clauses, no ideas.

Part Two

PCs stand surrounded by glass. The portal which admitted them is an airlock. In this section Zeernebooch can communicate with the syntax and relative intelligence of a two year old.

*“Yes! I Zeernebooch! I ambassador slime.
Hello friend!
I speak more with more deep.
Nice to friend!”*

Part Three

This part is narrow enough that the PCs must crawl.

Only one or two PCs can fit in here. Zeernebooch can reason and speak like an intelligent five to seven year old.

*“Hello! I am Zeernibooch. I am slime Ambassador.
I pleased to meet you!
Talking is difficult for me!
I am not like you. I am in many places.
The more of me around you, the better I can talk.
I am happy to help you and make good friends for
Empire of Slime!”*

Part Four

Here only a single PC can fit, they must lie on their back or front, totally surrounded by glass with the writhing pipes full of Zeernebooch.

He can communicate something like a normal person.

*“Greeting autonomous friend!
My sincere apologies for my impoliteness!
It is very difficult for me to talk to your
singular consciousness in this way.
Cognition requires calories of course.
I am Zeernibooch,
Ambassador of the Glorious Empire of Slime.
(This is a translation of course,
my true name would be incomprehensible to you).
May I ask for your name as it is called?
How can I assist you?”*

Zeernbooch prefers not to leave the room of glass.

HUNGRY

Zeernebooch has no particular resentment of the PC's **but the more fully they interact with him, the hungrier he becomes.**

Every time PCs ask him a question, roll a d20

Add +1 for each successive question asked.

If the roll **ever hits 20** or above, Zeernibooch will lock all of his portals and drench the fourth section in slime, consuming and absorbing anything organic there.

#48 The Observatory



42. The Vault

This room has twenty large ebony chests.

None are locked. Some are sealed with the signs of strange underground thanes.

Most of the money has been taken, but, at the bottom of each chest can be found the following treasures;

Chest 1: An Occultum Coin

This rimless blur sits in the hand like solidified shadow.

Occultum is the preferred currency for very high-status kingdoms and individuals. These are commonly accepted by supernatural creatures in exchange for souls, fates, dreams and dooms.

Worth 2,500c.

Chest 2: 10 x d20 Platinum Strips

*Worth twice as much as gold by weight.
(Assume 6 Gold Pieces each)*

Chest 3: 100 x d4 Bank Notes.

The notes are extra-planar and valid in other realities.

Worth 20c per bank note.

Chest 4: D20 Countersigned Stoneshape Notes

Worth 100c each or three square feet of stone shaped as per a scroll.

Chest 5: D100 Slave-Month Chains

Recoverable in any evil economy. *Worth 100c per slave-month.*

Chest 6: D4 x d100 Credit notes from Unknown Cities

Recoverable in city of the DM's choice that the players haven't heard of yet. *Worth 50c per note.*

Chest 7: D8 Handfuls of Cloud-cradle Silk

Like folded smoke, flowing wearable steam. Totally illegal for anyone not of high rank. Valued immensely by any Underground race. *Worth 1000c per handful.*

Chest 8: D7 Unknown Crystalline Configurations

Troubling to look upon. Tradable only to the insane. *Genuinely insane people will be willing to attempt one impossible act each for a single crystal.*

Chest 9: D10 Gems the Colour of Frozen Oil

Impossibly crystallised hydrocarbons glimmering exactly like an oil slick. *Worth 100c each underground but 500c each above.*

Chest 10: D20 Ever-Burning Topaz Gems

Seem to glimmer and flicker in the hand, though cold. Will start fires if broken or smashed. *Worth 500c each.*

Chest 11: D4 Hurricane Gems

Awkward thumb sized prisms holding storm-cells and tornadoes. Will start a full scale hurricane or tornado if broken. *Worth 1000c each.*

Chest 12: D2 Wormlight Rubies

Strange organic glows writhe within. Addictive to look upon. WIS test to look away. Gets harder after each fail. Penalty after each failure of +1 to the next roll. *Worth 5000c each.*

Chest 13: 2d10 Butane Gleamers

Blue like the flame, steady. Edges seem to shiver in the dark. *Worth 50c each below ground, 100c each above.*

Chest 14: D100 x d6 Gold-Mole Kidneys

Extremely heavy thumbsized kidneys in gold. *Worth 10c each.*

Chest 15: D4 Whole Opalised Brains

If dipped in sand and blood, a vampire will re-grow around the brain. *Worth 500c each.*

Chest 16: 2d6 Pearls of the Bone-Beach Sea

Seemingly white, but glow in ultraviolet light. *Worth 400c per pearl.*

Chest 17: D3 Toxoluculent Emeralds

Acidic and slightly poisonous to the touch. Seen by the unwise as flawed contaminated emeralds. *Worth 500c to most but 5000c each to assassins.*

Chest 18: D4 Garnets of the Grotesque

Hideous yet fascinating to look upon. *Worth 500c per stone.*

Chest 19: The Heart of a Salt Dryad

Returning this heart to the Dryads in #38 will earn their genuine respect and gratitude and free them from the Observatory. *Worth 1000c per chain.*

Chest 20: A Frozen Tear Of Time

Drinking a Tear of Time can undo one specified event in the history of the drinker. It always works.

The chance of dangerous and unexpected change as a result of this is zero percent plus the number of syllables used to describe the event.

So; "My father's death" has only a 4% chance of disaster.

#49

Ending DCO

Getting Out

There are three ways out of the Observatory, PCs can go back the way they came into the Profundal Zone, they can climb or ride the chain down into the darkness or they can die.

(In theory they could also escape through the tear in time created by the Psychic Deinonychus, if they do this you can find more useful information here by googling 'Goblin Punch Dinosaurs'.)

If they die, I guess you know how to handle that.

If they go down into the dark, might I recommend the book 'Veins of the Earth', by exactly the same Writer/Artist team that brought you this wonderful product. Googling it would be easier than putting in a link here.

If they climb out of the Observatory back into the Profundal Zone then be aware that moving back downriver will be three times as fast as paddling upriver was, it could be accomplished in about a day and requires a lot less effort and attention.

In case of Speak With Dead, use this;

10'000 years ago: An unknown culture begins mining limestone from a valley of what will one day be named the Lock River.

5'000 years ago: The culture of the Dam-Builders re-opens mining operations.

3,000 years ago: Dam-Builder quarrymen break into a strange calcite formation.

3'000 – 2'900 years ago: Observatory develops. Analysis of the Underworld begins.

2'500 years ago: The Tektite Lens is found and installed.

2'300 years ago: Knowledge of Underworld makes dam-builders potential hyper-power both above ground and below. Their wealth and influence grow.

2'100 years ago: The Dam-Builders culture becomes decadent, powerful, ruthless, and amoral. Slavery and abuses intensify.

1'800 years ago: Civil war breaks out and rages over much of continent for centuries. Under-forces very gradually pushed back and contained, though not beaten.

2'000 years ago: Ambatoharanana summons builders and begins construction of the dam, locking the Observatory beneath the lake it creates.

The resources required for this severely drain the already war-damaged culture of the Dam-Builders, who fall into decline. From this point on the river running from the Dam is called 'The Lock'.

300 years ago: Colonisers found Carrowmore.

70-60 Years ago: A strange and unknown woman arrives in Pollnagollum village. She seems terribly abused and earns the sympathy of all, but keeps her distance. She does ask questions about the Golems, the Dam and the Lake beyond,

52 Years ago: People in Pollnagollum start to change, very slowly. No one notices. Children start to cry in the street.

50 Years ago: Village totally possessed. Children of Pollnagollum fight back against the 'witch', kill her multiple times, and throw her into a well. Adults all freed from possession. None remember anything. Children swear each other to secrecy. All children in Pollnagollum believe there is a witch down the well. No adult ever does.

49 years ago: Parents of young Sorla Ghyll have trouble getting her to sleep at night due to tantrums and weeping.

A few hours ago: The dam cracks, Carrowmore floods. The Witch is freed.

Right now: The Flood - Opening the Adventure. See [\[#3\]](#)

The Future, should you fail.

Day Zero: PCs arrive on the scene. The Golems begin to die.

Day 3: The Crows defeat a golem and breach the Dam.

Day 5: The Crows Reach the observatory.

Day 6: Ghar Zaghouan and Zolushika Von Der Linth are killed, Echo and Höolloch escape the Observatory with the Snakewood Staff and the book of Nightmare Philosophy.

Day 7: After massive casualties in Carrowmore and near total societal breakdown, mercenaries take over the remains of the town.

Past & Future

#49

Day 8: Expedition under 'Snail Shell' Zarathusa gets through the dam after serious casualties.

Beyond that point, you are basically fucked.

Day 14: Zarathusa finds and fully explores the Observatory, the Cave Giant is killed or driven off, Zarathusa claims the Observatory.

Month 3: More ships arrive in Carrowmore. A shortage of mercenaries leads to hires from Pollnagollum Village. People from this village highly all highly effective killers and enforcers. Tend to freak people out. Keep referring to 'Grandmother.' Inbreeding assumed.

Month 5: The by-Frosen siblings arrive in the nearest powerful polity and get low-level jobs in the secret police.

Month 6: Fame of 'route to the Underworld' spreads. Adventurers flock to area. Route firmly under the control of highly resourced and utterly evil mercenary group based in Pollnagollum village. Zarathusa disappears mysteriously.

Year 1: The by-Frosens are rapidly promoted to command of their area. Their immediate supervisor commits suicide. Strange new trading goods start appearing in urban centres worldwide.

Year 3: by-Frosens now run their own faction in security services. Instability in higher reaches of government. 'Carrowmore Confederacy' starts flexing its trade muscles. Assassinations and disappearances begin.

Year 5: by-Frosens are now official heads of security services and have seats on the executive council. Nearby realms are annexed by the Carrowmore Confederacy. Strange black-skinned people seen. Reports not believed.

Year 7: Large scale assassination plot by unknown enemies kills all high ranking members of polity. by Frosen siblings emerge, assume executive control, save nation, universal acclaim. Carrow Empire invades nation on far side of globe with no apparent means of transport to the area and no warning given.

Year 10: Oscar, Signus, Latikat and Drone Lemnis. [#44]. Did you save them? If so, they are now adult allies, if not, deadly foes.

Year 9: Rumours of tensions between by Frosens and Carrow Empire give slight hope to fearful masses of the world.

#50

Index

Anilam - Master of Golemry. His corpse can be found at #23/Six Sarcophagi, his Golem is shown and described at #11.

Alnitak - Master of Golemry. His corpse can be found at #23/Six Sarcophagi, his Golem is shown and described at #11.

Armour - Robust protective clothing, a form of abstraction describing the cumulative effect of many forms of protection. In DCO creatures have an Armour Class equivalent to None, Leather, Chain or Plate.

Art - This book, hopefully. Boxes of it at #39/Boxed Art and more at #46/Ambassadorial Suites. For that of Golemry, see 'Golems'.

Azimuths - Space warping moths and a little gygaxian humour on the part of the writer. #43/Azimuth Bearings & Altazimuth Reflectors.

Behaviour, Ruskin - A wizard of Carrowmore, nemesis of Rem Koolhaus. #1/21, #18/Fools Duel. Known by Tzani Spilius, #5/The Scholar and the Thief.

Blade, Europium - Dangerous radioactive contents of the Elemental Pool at #42.

Book, books
 - a Library of them - #46.
 - of Nightmare Philosophy #41/Nightmare Librarian.
 - of spells, Zolushikas #7/Zolushika Von Der Linth.
 - of unlimited power, see 'Nightmare Philosophy'.

Bow, The Nameless - Primary tool of Ghar Zaghounan #7, its use in sniping at #10.

Bridge - Submerged at #18/Fools Duel. The Brown, White and Black bridges of the Profundal Zone described at #28.

Brosen, Egot - Rides the Sarcophagus of Ambatoharanana at #18. Cousin of Theodor.

Brosen, Igot - Rides the Sarcophagus of Ambatoharanana at #18. Cousin of Theodor.

Brosen, Theodor - The best of men, sadly absent of subtle wit. Cousin of Egot and Igot Brosen. #3/12, #4/12 Theodor Brosen, #15/The Concerned Citizens.

By-Frosen, Echo - A terrifying woman. #6/Echo By-Frosen.

By-Frosen, Holloch - An awful man #6/Holloch By-Frosen.

Callao - An aged woman seeking to save the young. A rhyme is her reward. #3/13, #4/Callao's Raft, #15/The Concerned Citizens.

Cannibal, Cannibalism, Cannibals - Autophagy. Encountered at #3/5, #3/10, #3/11 & #3/17. Then in more detail and horror at #4/Kon-i-Gut, Uli Guria, Terbil Tem, The Cannibal Conspiracy, #15/The Cannibals & #21/Pollnagollum. Mentioned in #39/Hardwoods.

Carrowmore - A grim town. #1/most of the hooks, #2/Describing the Environment, #3, #4, #5, #14/Carrowmore, #49/its past and future.

Cervit - A rare and ray-proof ceramic. #37/Cervit.

Chief, Crystallised - A curious form of undead. Ancestors of the Reed-People. Potential threats or allies as the situation goes. Described at #29/The Golden Homes.

Child, Neptunium - Dangerous radioactive contents of the Elemental Pool at #42.

Clocks, for Geological Time - Apparently the only clocks mentioned in this adventure, which seems odd. #44/Structures and Time.

Contents - In a way, all that could be said to be the contents of all that is not. A dark antiverse and nemesis to this list, seen on the first page of spread #0.

Corpse-Shit - A Poison of Ghar Zaghounan. #10/His Poisons

Crab, Horse-Shoe, Super (House-Sized) - A mighty, but somewhat turgid, beast. Encountered randomly at; #17/Horse-Shoe Super-Crab, and again at #27/Horse-Shoe Super-Crab where it is also pictured.

Crab, Shrapnel - A ballistically-descending and soon-to expire specimen. #21/The Promontory and the Golden Boat.

Crabs, Small - Thousands, scattering from the body of a big fish. #28/The White Bridge.

Crabs, Sulphur-Farming - A stables bagatelle of the writer. Mood-music, if you will. #28/The Dark Towers.

Crabs, Warrior-Faced Shells - A currency of Liches #39/Nautilus Halls.

Crabs, White, Many - A troubling and carnivorous horde, surreal in aspect and situation. #19/The Windmill.

Crown, of the Kyriarch a clearly-evil spiky black crown, why would you put it on? Answer - because it looks cool. Found at #46/Kyriarchs Throne, or its representation #28/The Black Bridge FORESHADOWING BITCHES.

Crown, Of broken swords - A rather overwrought metaphor of the time-travelling Dinosaurs #40/Dinosaur Hieroglyphics

Crown, of Zeernibooch - Merely a spigot. See #47/Zeernibooch.

Crows, The - Cunning, subtle and utterly evil antagonists of the PCs. Described in their own section. The Siblings at #6/The By-Frosens, their employees at #7/Ghar & Zolushika their tactics at #8/Tactics, their stats at #9/Stats & the sniping of the psychotic Dwarf at #10/Ghars Sniping.

Cyst, Eel - A Poison of Ghar Zaghounan. #10/Ghars Sniping

Damage - An abstraction of physical and mental degradation, lych-gate of death. See #0/Stats.

Dam-Builders - An ancient culture, cause of, and perhaps solution to, the current crisis. Honestly mentions of them are spread throughout so much of the book that there is not much point narrowing it down.

Dam-Builders (language) - Torca Jou at #5/The Scholar and the Thief knows some, #20/The Lifesaving Library of Ambatoharanana is written in this tongue, many of the texts of the Liber-Unculus in #23/Six Sarcophagi are in this language,

the guards at #24/Canoptic Guards speak it, as do the #27/Pit Trap Bureaucrats, the Reed-People and their ancestors at #29, speak a language very like it. Prisoner '538' at #35/Razored Lock, speaks it perfectly #39/Geo-Samples are labelled in it as is, #45/The Tektite Lens. It may also be possible that the Witch in the Water #21/Pollnagollum and the ghost Librarian #41/Nightmare Librarian, the mushroom men #35/Mushroom Fools and #47/Zeernibooch speak it. It may be that Tham Rusie at #5/Bishop of the Optical God could assist in learning it.

de Grange, Actun - leader of the Reed-People, enemy of the Karl Kapek. See #29/Piled Hives.

de Kaua, Ov - A missing member of the Reed-People (see #29/Piled Hives) may be rescued, or killed, at #19/Corpse Copse.

Drome, Vanika - A lost girl, friend of Torca Jou. her hook is #1/20/Missing Girl, She can be seen talking to the cannibal Terbil Tem at #3/11 and #4/11/Terbil Tem. Without the PCs intervention her future does not seem bright.

Dryads, Salt - Civilised ladies and sources of refined conversation. Found at #38/Salt Dryads, and no-where else.

Durmitor, The - An apparently powerful mystic. In fact, a cypher. Their image at #3 and encountered at #3/16 and in more detail at #5/16/The Eagles and Stary Hrad.

Dyslexia, liquid - A Poison of Ghar Zaghounan. #10/His Poisons.

Eagle, Giant - An unrealistically large flying hyperpredator. Encountered with explosive effect at #21/The Promontory and the Golden Boat but brought to its Sad End in #28/The Brown Bridge.

Eagles, The - Apparently superior Adventuring Party but in fact a mere double-bluff on the part of the creators. Employers of The Crows. Soon to be Zombies of the Crows. Their Hooks at #1/19/Got Laid and #1/30/Drunken Bet, Shown in #3/P8 bottom of page. Encountered at #3/16, and described more at #5/16/The Eagles and Stary Hrad.

Empire
 - Carrow, yet to-be - A dystopian hell-state, hopefully avoided by the brave actions of the PCs THIS IS NOT A NEGADUNGEON. mentioned at #49/The Future, should you fail/Year 7 & 9.
 - of Slime - An insubstantial, yet corrosive hegemony. Spoken of in #47/Zeernibooch, Parts 3 & 4.
 - of the Dam-Builders - An ancient polity, see 'Dam-Builders' an 'Dam-Builders (language).

Eye Bolt - A Poison of Ghar Zaghounan. #10/His Poisons.

Folds of Cloth, Ghost-Like - Tools of The Crows enabling them to see in darkness, at some cost. Described and pictured at #6/The Ghost-Like Folds of Cloth.

Ghost(s) - WooOoOO! Only one major ghost exists, at #41/Nightmare Philosophy, alleged sister to The Witch, but there are the Ghostlike Folds of cloth at #6 and mentions at #45/A - Who you see, Ghosts may also be seen at #36/The Mirror Cell in this case, those created by the PCs themselves.

Ghyl, Sorla - A prophesed, dead before the adventure begins but, in the manner of her kind, still exerting some influence on events. Her Hook at #2/16/The Prophecy of Sorla Ghyll, meet her husband Curtis Ghyll in #3/1, and #4/1/Curtis Ghyll, discover the truth of her prophecy at #19/Drowned Tombs and her strange history at #49/In case of Speak With Dead/49 years ago.

Giant - He does not sleep but he dreams. His use described at #32/Running the Giant.

Glyphs - Images, but also words. The Hieroglyphs of the Time-Travelling Dinosaurs are described at #40/Dinosaur Hieroglyphics/26. Those of the Dam-Builders are can be found at #20/The Lifesaving Library of Ambatoharanana, #23/Six Sarcophagi, #39/Geo-Samples and #45/The Tektite Lens.

God, Optical - A God of light and sight, enemy of darkness and the Obscure. Hooks relating to them at #1/7/Sworn to the Optical God & #1/15/The Poisoned Messenger. A cleric of this god, Selminium Tem, found at #3/2 and described more at #4/2/Selminium Tem. The Bishop of this Church and possible employment by them described at #5/Bishop of the Optical God. Its brave crusade started out at #15/The Church Of The Optical God. A ruined church and its valuable treasures at #18/Church and Tools.

Gogkul, Hans - A man maddened by grief and bestower of a Quixotic quest. Should the PCs fulfil his desire he reveals himself to be man of some means. Encountered at #3/7, and described further at #4/7/Hans Gogkul.

Golem, Cloudcradle Geisha - A Sad State of Eternal Bondage, and a Monster. Found in #37/The Hall of Silk

Golem, History - A lost monster from a lost book, both diagetically, and in base reality, a curious parallel. #46/Library.

Golem, Turbine - Magnificent devices and Living Tombs. An Engineers unresting rest. Stats, images, actions and descriptions for those of Alnitak & Anilam at #11, those of Mintaka & Saiph at #12, and those of Kabibona'kan & Kalevan at #13. They can be encountered by chance in the Drowned Lands at #17/Encounter. That of Kabibona'kan encountered at #20/Pollnacrom. That of Kalevan encountered at #20/Mill Wheel. If any survive one will be encountered at #22/The Sluice Gates. The tombs of their creators are found at #23/Six Sarcophagi, where destruction of their models destroys the golem itself. They may be encountered again, and finally, at #27/Surprise Golem!

Golemry/Golemist - A fascinating pursuit. A hook relating to it at #2/2/Wannabe Golemist and its arguable fulfilment at #23/Six Sarcophagi.

Guria, Uli - A cold, cunning cannibal and Bad Egg. Ally of Terbil Tem. Encountered first at #3/10 & 13. His terrible actions de-

scribed in more detail at #4/10/Uli Guria and in full at #4/13/The Cannibal Conspiracy with the whole foul crew given stats at #15/The Cannibals.

Hit Dice - An abstracted conception of potency and survivability. See #0/Stats

Hit Points - A production of Hit Dice. The many doors between the player and an exit from the game. See #0/Stats

Hrad, Stary - A bastion of beneficent, or at least, less exploitative, order and a possible employer of the PCs. Encountered in argument with The Eagles at #3/16, and described in full at #5/16/The Eagles and Stary Hrad

Index - See 'List'.

Jahn, Alfredo - An utter tool. Pictured at #3 and encountered at #3/16 and in more detail at #5/16/The Eagles and Stary Hrad. See 'Eagles, The'. It is possible a PC slept with him at #1/19/Got Laid, or lost to him at #1/30/Drunken Bet.

Jou, Christina - An unfortunate young girl, almost certainly dead by the adventures start. The trail leading to her begins at #3/14, continues at #5/14/The Scholar and the Thief where we are introduced to 'Torca Jou' (see below entry). Hey its your game, if you actually read through all this crap feel free to keep her alive with my blessing.

Jou, Torca - A small thief, near-destined to an Unfortunate End. Friend of Vanika Drome and Brother to Christina Jou. Encountered first at #3/14, about to rob Tzani Spilius. Vanikas situation at #4/11/Terbil Tem. More on Torca at #5/14/The Scholar and the Thief.

K, Arnold - A conceptualiser of the Time-Travelling Dinosaurs encountered at #40/Dinosaur Hieroglyphics amongst other things. His blog 'Goblin Punch', is a sacred land. A member of base reality, *we would assume*. An immeasurably, but not infinitely, strong man.

Kabibona'kan - Master of Golemry. Now dead. His Golem holds a twelve-sided stone and is described at #13. His mortal remains can be found at #23/Six Sarcophagi.

Kalevan - Master of Golemry. Now dead. His Golem holds a twenty-sided stone and is described at #13. His mortal remains can be found at #23/Six Sarcophagi.

Kapek, the Karl - Bold and heroic leader of the Kapek race in their war against mankind, especially the Reed-People. Encountered randomly and pictured at #17/14/The Karl Kapek. Observed throughout #30 and revealed in #30/The Final Attack.

Kapeks - Potentially monstrous newt-men and enemies of Mankind. Evidence that the writer reads books, and specifically wants you to know that. Stats at #15/Wild Cards, encountered randomly at #17/7-8/Kapeks. Missing in force at #22/The Pool On The Other Side. Mentioned briefly at #26/The Kapeks. Met randomly again at #27/3/Kapeks! Their war against the Reed-people culminates at #30/The War With The News.

Kon-i-Gut - A madwoman, yet her aid may be of great value. First encountered at #3/5, her aid described at #4/5/Kon-i-Gut.

Koolhaus, Rem - A mage in Carrowmore, unending opponent and foil to Ruskin Behaviour. Known by Tzani Spilius. A Hook regarding them at #2/21/Hired Help. Encountered at #18/Fools Duel.

Korsokov, Katia - A reasonable, if unexceptional initiate of the Optical God, chief executive to the currently-despairing Tham Rusie. First encountered at #3/17. More at #5/17/Bishop of the Optical God. Quick Stats for later encounters at #15/The Church of the Optical God.

Kosciusko, Max - A sailor and tart-addict (the pastry). Near victim of a lynching. Ships aboard the Lapitan under 'Snail Shell' Zarathusa. Possible employee of the PCs. Encountered first at #3/15. More details at #5/15/The Sailor. Stats for possible later encounters at #15/'Snail Shell' Zarathusa.

Kowalski, Zzarchov - An originator of adventures, distant, but not forgotten, Patrician of this work. Secretive. Mysterious. A worldling.

Labyrinth Structures, Curved-Space - Objects of contemplation and the means of accessing hyperscience. See #44/Structures and Time.

Lapitan, The - A ship, Captained by 'Snail Shell' Zarathusa and home of Max Kosciusko. Encountered first at #3/15. More details at #5/15/The Sailor and and #5/18/The Lapitan. Stats for possible later encounters with its crew at #15/'Snail Shell' Zarathusa.

Leichy, Dirk Dietwieller - A Cartographer, that being merely the beginning, and not the limit, of his skills. A man of our world, though perhaps not a worldling.

Lemnis, Drone - Child of Martha Lemnis, the PCs action, or inaction, may mark their life. Encountered first at #3/4. More details at #4/4/The Lemnis Children. Mentioned finally at #49/The Future Should You Fail/ year 10.

Lemnis, Latikat - Child of Martha Lemnis, the PCs action, or inaction, may mark their life. Encountered first at #3/4. More details at #4/4/The Lemnis Children. Mentioned finally at #49/The Future Should You Fail/ year 10.

Lemnis, Martha - A woman destined to die, and yet the manner of her death shall be consequential. First, and perhaps last, encountered at #3/4.

Lemnis, Oscar - Child of Martha Lemnis, the PCs ac-

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tion, or inaction, may mark their life. Encountered first at #3/4. More details at #4/4/The Lemnis Children. Mentioned finally at #49/The Future Should You Fail/ year 10.

Lemnis, Signus - Child of Martha Lemnis, the PCs action, or inaction, may mark their life. Encountered first at #3/4. More details at #4/4/The Lemnis Children. Mentioned finally at #49/The Future Should You Fail/ year 10.

Lens, Symbolic - See 'God, Optical'.

Lens, Tektite - A means of perceiving through stone. Centrepiece of the Deep Carbon Observatory. #45/The Tektite Lens. The only means of becoming un-lost for those *Lost as Fuck* #1/11.

Library

- Librarian of Nightmare - #41/Nightmare Philosophy.

- Library, Lifesaving - the burning of; #20/The Lifesaving Library of Ambatoharanana.

- Library, of Underground Books - #46/Library.

List - A sequence of elements, each unique, yet made in some sense equal by their mutual inclusion in the same schema. A thing it is easy to start but proving challenging to complete.

Lock, Picks - Tools hard to come by in this adventure, found only at #15/The Cannibals.

Lock, Razor'd - A Grim Device, though a source of live eternal #35/Razor'd Lock.

Lock, River - Central situational waterway of the Lock Valley, also literally a lock. Currently somewhat expanded. Described at #1/Describing the Flood. Its route mapped at at #14/To The Observatory - Overview. Its depth and navigation at #16/The Drowned Lands - Overview.

Lock, Vally - Scene of this adventure, creation of the River Lock.

Logistics - A fools enthusiasm. Brief discussion at #2/Logistical Stuff.

Lungfish, Scavenging - In a way, a form of living Zombie. Encountered randomly at #17/10-11/Scavenging Lungfish. And again at #27/2/Lungfish!

Mind Control - A thing not to be engaged in. #2/3 and arguably also #41/2

Mintaka - Master of Golemry. Now dead. His Golem holds an eight-sided stone. His corpse can be found at #23/Six Sarcophogai, his Golem is shown and described at #12.

Monster - A mute NPC with simple, direct, even overwhelming desires. See 'NPC'.

Morale - A sense of what may be accomplished, balanced against what may not. See #0/Stats.

Move - An abstraction which translates the ethereal space of an imaginary realm into a substance of functional thought. See #0/Stats.

Mushrooms in Jellyfish Bile - A Poison of Ghar Zaghoun. See #10/His Poisons

Notation - The means by which this book is (eccentrically) organised and which, after multiple revisions, clearly makes no fucking sense. I give up. See #0/Notation.

NPC - A verbal form of monster with sophisticated, even multidimensional, needs. See #0/Stats and 'Monster'.

Occultum - A currency of the occult. Based on the 'Obol' as created by Mateo Diaz Torres in his '*Pernicious Pamphlet*'. Here found in #48/The Vault/Chest One.

Philosophy, Nightmare - The means of interpreting and controlling beings through their darkest possible selves, a ghost-guarded book of this, found at book at #41/Nightmare Philosophy.

Pike, Three-Metre/Giant - A hopeful predator of Magicians, and perhaps the PCs. Later one becomes a hande bridge. Encountered randomly at #17/12-13/Three-Metre-Pike. Trying to eat mactians at #18/Fools Duel. A bridge of fishbones at #28/The White Bridge.

Platypus, Alpha - A myth, till now! A Hook relating to it at #1/9/Platypus Enthusiast. Its potential use as a weapon at #8/2nd - Set Up. Pictured at #16/Drowned Lands - Overview. Encountered at #17/2/The Alpha Platypus.

Poison - A toxin, venom or malign element.

- A victim of Ghar Zaghoun at #2/15/The Poisoned Messenger.

- Details on Zaghoun's poisons at #10/His Poisons.

- Chemospheres at #37/Bedding Room.

- Death of the Witch via. #4/3/Callaos Raft.

- Echo By-Frosens ownership and use of at #6/Echo By-Frosen and #9/Echo By-Frosen.

- Fumarole. More dangerous for heat but described at #28/The Dark Towers.

- Gems. Toxic Emeralds. Strange, dangerous but valuable treasures #48/The Vault/Chest 17.

- Men of The sad Tox-Men in #37/Chlorian Chambers.

- Platypus. Perhaps the only toxin in the book less awful than its real life equivalent. Described at #17/2/The Alpha Platypus.

- Varied radioactive at #42/Elemental Pool & radium ink at #46/Library.

Rant, Busla - An investigator of corpses, a source of knowledge and a single coin. First encountered at #3/6. In more detail at #4/6/Busla Rant.

Reed-People - Former floating residents of the lake which has now become the Profound Zone, and perhaps

remnants of the Dam-Builder culture. Described at #29/The Piled Hives. Their war with the Kapeks at #30/The War With The Neuts. Lead by the Great Actun de Grange (see 'de Grange, Actun.')

Room - Something I feel I am running out of in this Index, though I have reduced the font to the smallest available.

Ruesie, Tham - A bishop of the Optical God. Currently beset by extreme, even consuming, melancholia. Employer of Katia Korsokov and Grand hierarch to Selminium Tem. Possible Employer #2/15 #3/17, #5/17

Saiph - Master of Golemry. Now dead. His Golem holds a ten-sided stone. His corpse can be found at #23/Six Sarcophogai, his Golem is shown and described at #12.

Sleep Deprivation - Often a font of creativity and murder. See 'Survival' #2/Sleep Deprivation.

Slime, Ambassador of - Zeernibooch, helpful yet dangerous. See #47/Ambassador of Slime.

Spells

- Avoid Notice - Scroll #35/Slave Spells.

- Bookspeak - Book #9/Zolushika Von Der Linth.

- Change Self - Inherent #21/Pollnagollum.

- Control Weather - Scroll #20/Lifesaving Library.

- Earthquake - Scroll #20/Lifesaving Library.

- Ease Grief - Scroll #35/Slave Spells.

- Enlarge - Book #18/Fools Duel/Rem Koohaus.

- ESP - Book #18/Fools Duel/Ruskin Behaviour Book & #9/Zolushika Von Der Linth.

- Fear - Inherent #46/Kyriarchs Throne.

- Fly - Book #18/Fools Duel/Rem Koohaus.

- Hide Sorrow - Scroll #35/Slave Spells.

- Identify - Book #9/Zolushika Von Der Linth & Scroll #5/4/The Scholar and the Thief.

- Invisibility - Book #9/Zolushika Von Der Linth & Inherent #21/Pollnagollum.

- Lessen Pain - Scroll #35/Slave Spells.

- Locate Object - Scroll #5/4/The Scholar and the Thief.

- Magic Jar - Inherent #41/Nightmare Philosophy.

- Magic Missile - Book #18/Fools Duel/Rem Koohaus.

- Mending - Scroll #5/4/The Scholar and the Thief.

- Message - Scroll #5/4/The Scholar and the Thief & Inherent #21/Pollnagollum.

- Mind Blank - Scroll #20/Lifesaving Library.

- Minimise Thirst - Scroll #35/Slave Spells.

- Mirror Image - Book #18/Fools Duel/Rem Koohaus.

- Part Water - Scroll #20/Lifesaving Library.

- Permanency - Scroll #20/Lifesaving Library.

- Phantasmal Force - Book #18/Fools Duel/Rem Koohaus.

- Polymorph Any Object - Scroll #20/Lifesaving Library.

- Reduce Scars - Scroll #35/Slave Spells.

- Shape Change - Scroll #20/Lifesaving Library.

- Shield - Book #18/Fools Duel/Ruskin Behaviour.

- Shrink - Book #18/Fools Duel/Ruskin Behaviour.

- Sleep - Book #18/Fools Duel/Ruskin Behaviour, Book #9/Zolushika Von Der Linth & Inherent #21/Pollnagollum.

- Speak With Animals - Scroll #5/4/The Scholar and the Thief & Book #9/Zolushika Von Der Linth.

- Suggestion - Inherent #21/Pollnagollum.

- Trap the Soul - Scroll #20/Lifesaving Library.

- Wall of Fog - Book #18/Fools Duel/Ruskin Behaviour.

- Water Breathing - Book #18/Fools Duel/Ruskin Behaviour.

Spilios, Tzani - A scholar of Carrowmore, Mage and Translator, a useful woman and possible hireling or ally of the PCs. Unwitting victim of Torca Jou. Possible future employee of 'Snail Shell' Zarathusa. Encountered her first at #3/14. More details at #5/14/The Scholar and the Thief. Her stats for later encounters at #15/Snail Shell' Zarathusa.

Spyglass - A handy viewing lens. Tzani Spilios has one, meet her at #3/14 & #5/14/The Scholar and the Thief, as does Ghar Zaghoun, see #7/Ghar Zaghoun.

Staff, Snakewood - A means of waking the dead. Cursed possession of Zolushika Von Der Linth. its use described at #7/The Snakewood Staff, pictured at #9/Zolushika Von De Linth.

Starvation - A test of character (see 'Cannibalism'). See 'Survival' #2/Starvation and Thirst.

Stats - abstract condensations of imagined qualities. Their meaning and interpretation described at #0/Stats.

Stygiographs - Maps of underground routes. Found at #43/Stygiographs.

Survival - The truest prize of any adventure and the only means of adventuring more. Rules at #2/Survival Rules.

Sword(s) - There are many;

- Zarathusa draws one at #5/18/The Lapitan.

- Ambatoharanana wields the magical sword 'Varistor' at #18/Sarcophagus of Ambatoharanana.

- A strata of swords at #39/Geo-Samples.

- The Europium Sword at #42/Elemental Pool.

Tamdoun, Wit - A little shit, yet potentially, an Able Ally and potential hireling of the PCs. First encountered at #3/9.

More details at #4/9/Wit Tamdoun. Stats for possible later encounters at #15/The Concerned Citizens.

Telescope, Radiolarian - An aged and tortured ultra-beast dripping a strange ichor. Found at #42/Radiolarian Telescope. You may be searching for 'spyglass', a rare and useful adventuring item.

Tem, Selminium - Log-bound cleric of the Optical God. A rustic man with a simple faith. Possible relation of Terbil Tem but, unlike him, a potential Ally against Darkness. Concerned for his Church. First encountered at #3/2. In more detail at #4/2/Selminium Tem. His associates and organisation at #5/17/

Bishop of the Optical God. Stats for later encounters at #15/The Church of the Optical God. The church he wishes to reach can be found at #18/Church & Toads.

Tem, Terbil - Considered an upstanding man, in reality a smiling cannibal, possessed by a spirit of the Witch. Ally of Uli Guria. A BAD MAN. First encountered at #3/11. The encounter at #3/11 leads to him. More meat on his description at #4/11/Terbil Tem. The depths of their conspiracy at #4/13/The Cannibal Conspiracy. Stats for later encounters at #15/The Cannibals.

Thaumo Conductor - Not a poison of Ghar Zaghoun, but akin to one in application and effect. #10/His Poisons.

Theory, Literary - A pursuit more questionable than theft. #1/1/Academic Shitstorm.

Thirst - A paradox of floods. See #2/Survival Rules.

Time, Frozen Tear of - A means of reversing time. Regrettably I do not possess one. Found in #48/The Vault, Chest 20. See 'Golem, History' for its shared origin.

Toungue, Thorium - A parasitic, radioactive, evil-speaking tongue found at #42/Elemental Pool.

Treasure - What is desired, its value here recorded as 'c' or currency.

- Art; #39/Boxed Art & #39/Hardwoods & #46/Ambassadorial Suites.

- Bait; #20/The Giant Cypress.

- Books; #46/Library.

- Ceramic, anti-magical; #37/Cervit.

- Chemospheres, deadly; #37/Bedding Room.

- Crows, of the; #6/The By-Frosens and #7/Ghar & Zolushika.

- Food; #5/18/The Latipan & #20/Hill of Animals.

- Ghost-guarded; #41/Nightmare Philosophy.

- Mapped; #1/29/Treasure Message.

- Maps; #43/Stygiographs.

- Mentioned briefly in #2/Treasure.

- Mentioned offhand; #1/30/Drunken Bet.

- Needed; #1/4/Riddled with Debt.

- One coin; #4/6/Busla Rant.

- Promised and, in fact, ultimately delivered; #4/7/Hans Gökglul.

- Random creatures; #17/Treasure.

- Regalia, cursed; #46/Kyriarchs Throne.

- Sacred; #18/Church & Toads.

- Slaves; #35/Hidden Treasures.

- Spells; See 'Spells'.

- Spyglass; See 'Spyglass'.

- Suggested; #1/18/Fairyland. Promised in #1/24/Desperate Letter.

- Sunken; #21/The Promontory and the Golden Boat.

- Super-science; #44/Structures and Time.

- Sword, magical; #18/Sarcophagus of Ambatoharanana.

- Textiles; #37/Hall of Silk.

- Tools; #39/Dvargir Engineering.

- Toxic; #42/Elemental Pool.

- Vast and incalculable; #48/The Vault.

- Weapons; #36/The Armoury.

Sue - A teacher and protector of children. A Good Egg. Encountered first at #3/8. Mentioned as a source of aid in #4/4/The Lemnis Children. Her situation in slightly more detail at #4/8/Sue Trouin.

Veshitoroc - A female sorceress, one half wizened, the other super-hot. In fact, a cypher. Their image at #3 and encountered at #3/16 and in more detail at #5/16/The Eagles and Stary Hrad.

Von Der Linth, Zolushika - An addict and mentally ruined magician. Mistress of Zombies and thrall of Echo By-Frosen. Her image, history and accoutrements at #7/Zolushika Von Der Linth. Her tactics in #8/Tactics. Her stats and spells at #9/Zolushika Von Der Linth.

Witch - The Woman in the Water, scourge of Pollnagollum, source of the Cannibal Conspiracy. Possible (likely) secret Alef-Adal, and perhaps sister of the *Nightmare Librarian*. A secret to her destruction at #4/3/Callaos Raft. Her nature in detail at #21/Pollnagollum.

Yani, K - She's not in this but hi K if you're reading.

Zaghoun, Ghar - A dwarf, sniper and mentally-questionable poison enthusiast. His character and equipment at #7/Ghar Zaghoun. More on his tactics in #8/Tactics. Details on his sniping, and his poisons at #10/Ghars Sniping.

Zarathusa, 'Snail Shell' - A sea captain, trader and opportunist, not entirely dishonourable and, relative to the situation, positively glowing. Master of the Lapitan. Employer of Max Kosciusko and possible patron of the PCs. Encountered first at #3/18. Described more fully in #5/18/The Latipan. Stats for his expedition at #15/Snail Shell' Zarathusa. His dark future at #49/Month 6.

Zeernibooch - An Ambassador from the so-far unknown Empire of Slime, decrified in his totality at #47/Ambassador of Slime.

Zombies - Deceased, thoughtless, even indifferent, servants of the Snakewood Staff. In capacious, but not infinite, supply. Described and recorded at #9/The Zombies.



False Machine