Endless
DEPTHS

Part I

Table of Contents

Overview

A terrifying secret lies beneath Syrup Street: an ancient Fiend called Gogoroth has taken residence in a secret Undercity slum called Alderbloat, and is slowly corrupting the surface city from below. When the Tethered take on a bounty to find a pair of missing twins, they stumble upon a conspiracy that has plagued Syrup Street for years – a string of missing persons dating back decades. With no help from the City Watch, the Tethered must attempt to untangle this mystery and locate the true culprit – a journey that leads them into the Undercity, an endless labyrinth of city ruins and refuse. After a journey through a dangerous cave network the Tethered discover a hidden slum town where they uncover the truth behind the rash of disappearances: Gogoroth has taken control of the local City Watch and is using them to feed his ravenous appetite for human flesh.

Expected Timeline

Expected number of game sessions: 2-4.

1   The Tethered meet Albrecht Haas and learn of his bounty for his missing twin children.
2   The Tethered explore Syrup Street, gathering clues, meet other NPCs, and potentially learn more about the conspiracy.
3   The Tethered realize the streets metal well is an entrance to the Undercity.
4   The Tethered journey through the Undercity and discover a sealed entrance into the City Watch Lodge cellars.
5   The Tethered discover the Undercity Slum: Alderbloat.
6   The Tethered learn of Gogoroth the Gobbler Fiend, and may take time to study him to learn his habitats and weaknesses.
7   The Tethered must defeat Gogoroth through cunning and direct combat. This may require more than one fight.
8   The Tethered free the slaves, locate the twins, and expose the City Watch... or Gogoroth escapes.

NPCs

The City Watch

One of the secret antagonists in this adventure is the City Watch. They are under the control of Gogoroth and will work against the Tethered if they learn about their intentions. If the Tethered act too suspiciously around the City Watch they will report this back to their master, and the journey to the Undercity will become much harder.

The PCs may be able to overpower the City Watch, but as Tethered are not permitted to kill non-corrupted humans (only a few of the City Watch are secretly corrupted by the Fiend) and have no legal authority; they will struggle to detain them, and will have to contend with endless City Watch reinforcements. The GMs should be VERY open about this, and encourage their PCs to work around the unhelpful City Witch.

Albrecht Haas (Father)

The distraught father of Alric and Nordika will do anything to find his missing children. As the City Watch have shown little interest in solving his case he has taken it upon himself to post bounties around the city for information that may lead to their whereabouts.

Alric and Nordika Haas (Missing Twins)

These feisty 16 year old twins were kidnapped by the City Watch during a shopping trip to the Syrup Street markets. They will be eaten by the Fiend Gogoroth if the Tethered do not find them in time.

Martell Vice (Watch Commander)

As commander of the City Watch, Commander Vice is responsible for keeping Gogoroth well fed by kidnapping people and dropping them through the hidden door in the City Watch basement. Martell is an imposing individual who is growing cold and harsh as Gogoroth's corrupting powers erode away the last vestiges of his humanity.

Jantis Sauer (Alchemist)

The timid alchemist Jantis is a key part of the City Watch conspiracy as he supplies them with the chemicals that they require to transport prisoners past the Undercity's Carnivorous Plants, and strong alcohol to keep the Watchmen pacified. His work is under duress, as the Watch has threatened to take his beloved wife if he does not help them.

Heide Schmidt (Old Lady)

As one of the oldest living residents of Syrup Street and the last member of the famous Schmidt smithing family to live in the area, Heide knows that the street's well leads down into the Undercity.

Dors (Slum Priest)

Dors is a kindly Celestial priest who lived in Alderbloat before it was enslaved by Gogoroth and reduced to a slum. Despite his frailty (from both old age and malnourishment) he lives in hope that the Celestials will send help to his people.

Vill (Escaped Slave)

Vill is an escaped Alderbloat slave with nowhere to go. Her knowledge of Gogoroth, will surely be useful, as she has lived alongside the Fiend and is eager for its death.

Gogoroth (Gobbler Fiend)

This ancient Fiend has enslaved the Undericty town of Alderbloat, reducing it to a slum. Gogoroth lives for only two things; the enslavement of humans, and the consumption of people who are loved.

Time

The clues in Act 1 are arranged to quickly shepherd the players towards the Undercity entrance (the well), as Act 2: The Descent is where most of the action lies. In order to spur characters forward, and stop them from spending too much time looking for clues, there are several Time Pressure options that you may employ.

» If the players are having trouble finding the clues, keep guiding them back towards the well, and mention that its origins are mysterious, and that maybe something unusual is going on in that area. If they never stop to study the well, have a city plaque catch their notice, which will point them to the Schmidt Estate where Heide Schmidt will tell them about the well.

» If they still haven't managed to put the clues together, have another person go missing, and have the Tethered see two souls emerge from the ground near the well (the twins are now dead). News of these souls will send Albrecht into a fit of rage which may result in him attacking the City Watch and alerting them to the Tethered's plans.

Secrecy

Fighting the City Watch and alerting the Fiend to their presence are both bad options; the PCs will need to quickly unravel the conspiracy without gaining too much attention.

» If the Tethered are too obvious about their interest in the missing twins they will attract the notice of the City Watch, who will try to pin the disappearances on the Tethered, giving them an even bigger reason to quickly solve the mystery. Remember: Tethered do not kill the non-corrupt humans, which is most of the City Watch.

» If Gogoroth learns of the Tethered he will plan for their attack by placing guards in the Undercity Acidic Pools (pg: 15) and hiding warriors and spies amidst the slum. He will also instruct the City Watch to pursue the Tethered by pinning the disappearances on them.

Death

The Tethered will most likely die during their first fight with Gogoroth, especially if they're underprepared. There are also many struggles in the Undercity that might kill the Tethered.

» If all Tethered are slain, they will be reborn the following morning at the closest Great Lantern, approximately four hours away. If they have already discovered the secret to opening the door in the City Watch basement, they can use that as a shortcut. This may alert Gogoroth.

» If the Tethered are killed by the Gogoroth twice, he will become fed up with the intrusions, eat all of his personal slaves and treasure, and move himself and his corrupted warriors on to make a new home in a new part of the Undercity.

CYNEDEALL, THE DARK MAGE

Cynedeall felt a draw to the darkness long before she became a Tethered. After her parents died in a mysteriously fire Cynedeall was taken in by the Wardens of the Pyre who wished to train her to control her latent arcane gifts. The Tethered Order hoped to steer her away from her dark impulses, but they would not initiate her as a Tethered.

Cynedeall resented her role as an arcane assistant and grew envious of her Tethered masters. As the years rolled by they remained young, while she grew old, and no matter how dedicated she was to her studies; she never even approached their arcane abilities. She began to sneak into the restricted sections of the Order's library so that she may glean power from the Fiendish books of those the Tethered had defeated. But her hunger could not be sated as she did not have the power of the golden flame.

Cynedeall easily gained access to a Great Lantern so that she may steal away some of its fire for her own studies. But the golden flame is alive, and as she carried it away it consumed her. As her body melted away and her screams echoed throughout the chapter house, the golden flamed showed her a deep and horrible truth: what she was becoming. Reborn as a Tethered, Cynedeall now hopes to alter that predicted future and to use her powers to save others from the same possible fate.

Skills:

–2 Wealth	+1 Awareness	–2 Nature	–2 High Society
+2 Persuasion	+1 ▶ Resolve	+1 Underworld	–2 Production
–2 Leadership	–2 Physical	–1 Impoverished	+4 ▶ Infernal
–2 ▶ Insight	–2 Stealth	–2 Commoners	+2 ▶ Celestial

Notes:

» While you have Endurance; once before your next Turn you may gain +1 Armour vs an Attack (before an Attack Roll is made).
» You have –1 Armour while you have 0 Endurance.
» You may gain +/–3 to any Suspense Roll.

MIG	2	1	CON	4	4
AGI	3	2	EMP	2	5
SPE	2	3	UND	5	6

-2 Attribute = Death 💀

DEFENCE 12
vs FEAR 12
D ARMOUR 1d6+1
S ARMOUR 3

ENDURANCE 20
RECOVERY 4

COMBAT ORDER	UND + ◇ 1 = ◇ 6
MAX MOMENTUM	CON + ◇ = ◇ 4
MOVEMENT	SPEED + ◇ = ◇ 2

ADJACENT TO ALLY
DEFENCE +EMP VS FEAR.
REDUCE ALL END DMG BY 2.

LIGHT COVER
DEFENCE +UND.

HEAVY COVER
DEFENCE +UND x2.

ENTRENCHED COVER
DEFENCE +UND x3.
ARMOUR +1.

Weapons	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variation	Resources
Eldritch Flame (Hefty Ranged)	2d6*	–1	7	40	3	4	1	Ranged, Spell, Arcane–Street, Fire.	4

Large, *+1d6 Hit with Unleash Action, Energy, Burn, Dangerous 1 (Fire), Splash 2 (Any), **Modifications:** Practiced, Arcane–Street, Spread.

Strong Hits	Requirements	Benefits
Effort	Does not Req Hit or Success.	You may re-roll a single die from this Skill Roll.
Critical Hit	Once per Action, Hit, Not Splash.	Deal your Weapons Crit Dmg (–Targets Armour) to a random (d6) Attribute.
Build Momentum	Does not Req Hit or Success.	Gain +1 Momentum point.
Set Alight	Eldritch Flame, Once per Turn, Hit.	Make a free Attack against all damaged characters at the start of each of their Turns (at 0 Range, and with –1 Crit Dmg) until they (or an ally adjacent to them) performs the Think Action (does not Stack).

COMBAT ACTIONS, 2 PER TURN

RUSH Move.
Speed: +2.
Kill an adjacent Henchmen Body.
Momentum 1: Kill an additional Henchmen Body.

THINK Move, Recover.
Make a Skill Roll.
Recovery: +Might -2.

DODGE Move.
Gain: +Agi Def vs the next 2 non-Fear Attacks.
Momentum 1: +1 Cover Step.

GET READY Move, Recover.
+1 Momentum.
Speed: -2.
Activate or Deactivate an item in your 2nd Hand.

STRIKE Move, Attack.
Hit: +Agility.
End Dmg: +Might.
Momentum 1: Alter Crit Location by +/-1.

UNLEASH Attack.
Hit: +Agility.
End Dmg: +Might.
Momentum 1: +1 End & Crit Dmg.

SPECTRE FORM

+1 Armour and Crit Dmg.
Immune to Fear, and Bleeding.
You may Fly and are Incorporeal.
Each Turn you take 1 Dmg to 2 Random (2d6) Attributes.
Fully Heal the Attribute that Killed you.

◇ HEALING (1 Free Roll per balanced Combat)

12ᴛ **Revive: Heal 1, 2 if mid-combat.**
Heals all Allies within a 'Emp x2' splash area.

14ᴛ **Purify: Heal Emp x2.**
Only Heals yourself.

14ᴛ **Rebirth: Heal their Emp x1.**
Brings a Tethered back to life.
May not cast when you're a Spectre or in Combat.

Attack Roll Formula
+3d6 +Hit
–2 per Rng Increment outside your Ideal Rng.

VS

Targets Defence
Gain a free Critical Hit vs Targets with 0 Endurance.

Einhard and his younger sister Alana were explorers long before Einhard was to become a Tethered. They both craved adventure, even from a young age, and were able to travel extensively due to their skills and vast personal connections. During their travels they saw first-hand the misery that was spread across Aeternum. Both dedicated themselves to good deeds and charity wherever they went, and so Einhard was always confident that their souls would ascend, and so did not fear death.

When the District they were serving in came under Fiendish attack, they did what they could to distract the beasts so that others could flee. It was during this moment of selfless heroism that Einhard's world was shattered. He watched on helplessly as Alana was crushed to death by a stampeding mob and her soul was sucked down, not up. Overcome by grief at this great injustice Einhard raised a knife to kill himself, and would have if it were not for the Tethered knight Byrnhorn. The mighty knight came to him in his moment of misery with a choice. Einhard could die, and his soul would most likely descend like his sister's, or he could swear the oath of the Tethered and continue to protect those who needed it.

Skills:

–2 Wealth	+1 Awareness	+1 Nature	–2 High Society
+1 Persuasion	–1 ▶ Resolve	–2 Underworld	+2 Production
–1 Leadership	–1 Physical	+3 Impoverished	–2 ▶ Infernal
–2 ▶ Insight	–1 Stealth	+1 Commoners	–2 ▶ Celestial

Notes:
» While you have Endurance: once before your next Turn you may gain +1 Armour vs an Attack (before an Attack Roll is made).
» At the start of your Turn you may take 1 Dmg (no Armour) to a random (1d3+3) Attribute and Fly for 6 seconds or until your next Turn.
» Being a Spectre only deals 1 Damage to you per Turn (normally 2).
» You deal an additional +1 Crit Dmg while you're a Spectre.
» Your first Action each Turn ignores all Difficult Terrain (but not climbing).

Mig	3 / 1	**Con**	2 / 4
Agi	2 / 2	**Emp**	4 / 5
Spe	4 / 3	**Und**	3 / 6

-2 Attribute = Death 💀

Defence 14
vs Fear 14
D Armour 1d6
S Armour 2

Endurance 30
Recovery 5

Combat Order	Und +	=	3
Max Momentum	Con +	=	2
Movement	Speed +	=	4

Adjacent to Ally
Defence +Emp vs Fear.
Reduce all End Dmg by 2.

Light Cover
Defence +Und.

Heavy Cover
Defence +Und x2.

Entrenched Cover
Defence +Und x3.
Armour +1.

Weapons	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variation	Resources
Hammers of Justice (Dual)	3d6 / 5d6	+0 / –4	1	1	2 / 4	4	1 / 2	Melee, Hammer.	3

Large, Dual, After you Attack with this Weapon you may immediately move, **Modifications:** Practiced, Swift.

Strong Hits	Requirements	Benefits
Effort	Does not Req Hit or Success.	You may re-roll a single die from this Skill Roll.
Critical Hit	Once per Action, Hit, Not Splash.	Deal your Weapons Crit Dmg (–Targets Armour) to a random (d6) Attribute.
Build Momentum	Does not Req Hit or Success.	Gain +1 Momentum point.
Bash	Hammers of Justice, Hit.	All characters damaged by this Weapon are Suppressed and Pushed back 1d3 (1 if they're big) spaces away from you.

Combat Actions, 2 per Turn

Rush *(Move.)*
Speed: +2.
Kill an adjacent Henchmen Body.
Momentum 1: Kill an additional Henchmen Body.

Think *(Move, Recover.)*
Make a Skill Roll.
Recovery: +Might -2.

Dodge *(Move.)*
Gain: +Agi Def vs the next 2 non-Fear Attacks.
Momentum 1: +1 Cover Step.

Get Ready *(Move, Recover.)*
+1 Momentum.
Speed: -2.
Activate or Deactivate an item in your 2nd Hand.

Strike *(Move, Attack.)*
Hit: +Agility.
End Dmg: +Might.
Momentum 1: Alter Crit Location by +/-1.

Unleash *(Attack.)*
Hit: +Agility.
End Dmg: +Might.
Momentum 1: +1 End & Crit Dmg.

Spectre Form

+1 Armour and ~~Crit Dmg~~ +2 Crit Dmg
Immune to Fear, and Bleeding.
You may Fly and are Incorporeal.
Each Turn you take 1 Dmg to ~~4~~ 1d6 Random (d6) Attributes.
Fully Heal the Attribute that Killed you.

◇ Healing *(1 Free Roll per balanced Combat)*

12ᴛ **Revive: Heal 1, 2 if mid-Combat.**
Heals all Allies within a 'Emp x2' splash area.

14ᴛ **Purify: Heal Emp x2.**
Only Heals yourself.

14ᴛ **Rebirth: Heal their Emp x1.**
Brings a Tethered back to life.
May not cast when you're a Spectre or in Combat.

Attack Roll Formula
+3d6 +Hit
-2 per Rng Increment outside your Ideal Rng.
vs Targets Defence
Gain a free Critical Hit vs Targets with 0 Endurance.

Byrnhorn is an ancient Tethered, old enough that many wonder out loud when he will return to the Great Lantern and never be seen again. No one wishes to see this time come, as Byrnhorn is well respected. He has guided more souls to ascension and defeated more Fiends than most, and is a great recruiter for the Tethered Order. Byrnhorn remembers the Order during its golden age, when they were a powerful and well-respected institution. But despite his fondness for those times, he does not wish to return to them. As it was that previous way of doing things that led to the dilapidated state that the Order is now in.

Byrnhorn doesn't talk much about himself, or about his time as a mortal. He was once a corrupt king of a small District who forced the Order to initiate him so that he may escape a regicide plot. The Order did so, not expecting the Golden Flame to accept him, but it did. Byrnhorn's early years as a Tethered where wild and dangerous, but his heart has mellowed and solidified in conviction as the ages have rolled by.

Skills:

+1 Wealth	-2 Awareness	-2 Nature	+1 High Society
-1 Persuasion	+3 ▶ Resolve	-1 Underworld	-2 Production
+2 Leadership	+1 Physical	-2 Impoverished	-2 ▶ Infernal
-2 ▶ Insight	-2 Stealth	-1 Commoners	+1 ▶ Celestial

Notes:

» While you have Endurance: once before your next Turn you may redirect 1 non-Fear Attack aimed at an adjacent ally onto yourself (after an Attack Roll is made, but before Strong Hit Options are selected).
» Your Agility and Empathy have +2 Armour.
» Up to four times per session you may re-roll any one of your rolls that has not already been re-rolled.
» While you're a Spectre, you and all allies within sight of you gain +2 Hit and End Dmg.

Mig	5	1	Con	4	4
Agi	2	2	Emp	2	5
Spe	3	3	Und	2	6

-2 Attribute = Death 💀

Defence 9
vs Fear 22
D Armour 4
S Armour 4

Endurance 45
Recovery 3

Combat Order	Und +		=	2
Max Momentum	Con +		=	4
Movement	Speed +	-1	=	2

Adjacent to Ally
Defence +Emp vs Fear. Reduce all End Dmg by 2.

Light Cover
Defence +Und.

Heavy Cover
Defence +Und x2.

Entrenched Cover
Defence +Und x3. Armour +1.

Weapons	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variation	Resources
Ancestral Great Axe (Massive)	3d6	-2 / +0	2	2	4 / 6	4 / 5	1 / 2	Melee, Blade.	3 (4)

Large, Splash 2 (Any), Poison, Pen 1 Min 4, Dangerous 1 (Difficult Terrain), If you miss with this Weapon you may lower a section of Physical Cover by 1 Step (this also works vs Shields), **Modifications**: Practiced, Destructive.

Strong Hits	Requirements	Benefits
Effort	Does not Req Hit or Success.	You may re-roll a single die from this Skill Roll.
Critical Hit	Once per Action, Hit, Not Splash.	Deal your Weapons Crit Dmg (-Targets Armour) to a random (d6) Attribute.
Build Momentum	Does not Req Hit or Success.	Gain +1 Momentum point.

Combat Actions, 2 per Turn

Rush
Move.
} Speed: +2.
Kill an adjacent Henchmen Body.
Momentum 1: Kill an additional Henchmen Body.

Think
Move, Recover.
} Make a Skill Roll.
Recovery: +Might -2.

Dodge
Move.
} Gain: +Agi Def vs the next 2 non-Fear Attacks.
Momentum 1: +1 Cover Step.

Get Ready
Move, Recover.
} +1 Momentum.
Speed: -2.
Activate or Deactivate an item in your 2nd Hand.

Strike
Move, Attack.
} Hit: +Agility.
End Dmg: +Might.
Momentum 1: Alter Crit Location by +/-1.

Unleash
Attack.
} Hit: +Agility.
End Dmg: +Might.
Momentum 1: +1 End & Crit Dmg.

Spectre Form

+1 Armour and Crit Dmg.
Immune to Fear, and Bleeding.
You may Fly and are Incorporeal.
Each Turn you take 1 Dmg to 2 Random (2d6) Attributes.
Fully Heal the Attribute that Killed you.

◇ **Healing** (1 Free Roll per balanced Combat)

12T } **Revive:** Heal 1, 2 if mid-combat.
Heals all Allies within a 'Emp x2' splash area.

14T } **Purify:** Heal Emp x2.
Only Heals yourself.

14T } **Rebirth:** Heal their Emp x1.
Brings a Tethered back to life.
May not cast when you're a Spectre or in Combat.

Attack Roll Formula
+3d6 +Hit
-2 per Rng Increment outside your Ideal Rng.

vs

Targets Defence
Gain a free Critical Hit vs Targets with 0 Endurance.

Unlike many, Aedilberg did not join the Order's ranks to better help humanity ascend. She grew up in a tyrannical District where the people in power abused the citizens and regularly put them to death for minor legal infringements. Aedilberg was filled with anger against the rulers of her District, and that anger grew to a thirst for vengeance after her friend was executed by a local governor. Aedilberg planned her retribution for years, only to have it taken from her when she woke one morning to find the entire ruling class hanging from nooses outside of their castle. The citizens blamed

'The Masked,' an organization within the Tethered that bring justice to the corrupt. Instead of being angry, Aedilberg channelled her energy into her pursuit of The Masked – if she could not have vengeance, she would prevent these atrocities from happening to anyone else.

Aedilberg doesn't concern herself with the ultimate destination of souls, but by bringing justice to the corrupt, she gives the other Tethered time to work on such lofty problems. She is cunning and a tad theatrical, and is a perfect example of what The Masked should be.

Skills:

–1 Wealth	+1 Awareness	–2 Nature	–1 High Society
+0 Persuasion	–2 ▶ Resolve	+2 Underworld	–2 Production
–2 Leadership	+1 Physical	–2 Impoverished	–2 ▶ Infernal
+1 ▶ Insight	+1 Stealth	+1 Commoners	–2 ▶ Celestial

Notes:

» Once between your Turns you may gain +1d6 Defence vs an Attack (after an Attack Roll is made, but before Strong Hit Options are selected).

» Reduce all Attribute Damage you receive by 2 (after Armour) to a minimum of 2.

» During your Turn you may perform 1 free Dodge and 1 free Get Ready Action per Combat.

» **Momentum 3**: All of your Weapons gain Strong Hit +1 until the end of the Combat (Stacks up to +2).

MIG	2	1	CON	4	4
AGI	4	2	EMP	3	5
SPE	3	3	UND	2	6

-2 Attribute = Death 💀

DEFENCE	14
vs Fear	8
D Armour	1
S Armour	5

ENDURANCE	15
Recovery	2

Combat Order	Und +	1	=	3
Max Momentum	Con +		=	4
Movement	Speed +	1	=	4

Adjacent to Ally — Defence +Emp vs Fear. Reduce all End Dmg by 2.

Light Cover — Defence +Und.

Heavy Cover — Defence +Und x2.

Entrenched Cover — Defence +Und x3. Armour +1.

Weapons	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variation	Resources
Multishot Crossbow (Dual Ranged)	4d6	–1	5	17	3	3	2	Ranged, Crossbow.	3

Dual, Splash 4 (Any), Poison, **Modifications**: Long Shot.

Strong Hits	Requirements	Benefits
Effort	Does not Req Hit or Success.	You may re-roll a single die from this Skill Roll.
Critical Hit	Once per Action, Hit, Not Splash.	Deal your Weapons Crit Dmg (–Targets Armour) to a random (d6) Attribute.
Build Momentum	Does not Req Hit or Success.	Gain +1 Momentum point.

Combat Actions, 2 per Turn

Rush — Move.
} Speed: +2.
Kill an adjacent Henchmen Body.
Momentum 1: Kill an additional Henchmen Body.

Think — Move, Recover.
} Make a Skill Roll.
Recovery: +Might -2.

Dodge — Move.
} Gain: +Agi Def vs the next 2 non-Fear Attacks.
Momentum 1: +1 Cover Step.

Get Ready — Move, Recover.
} +1 Momentum.
Speed: -2.
Activate or Deactivate an item in your 2nd Hand.

Strike — Move, Attack.
} Hit: +Agility.
End Dmg: +Might.
Momentum 1: Alter Crit Location by +/-1.

Unleash — Attack.
} Hit: +Agility.
End Dmg: +Might.
Momentum 1: +1 End & Crit Dmg.

Spectre Form

+1 Armour and Crit Dmg.
Immune to Fear, and Bleeding.
You may Fly and are Incorporeal.
Each Turn you take 1 Dmg to 2 Random (2d6) Attributes.
Fully Heal the Attribute that Killed you.

◇ Healing (1 Free Roll per balanced Combat)

12t } **Revive**: Heal 1, 2 if mid-combat.
Heals all Allies within a 'Emp x2' splash area.

14t } **Purify**: Heal Emp x2.
Only Heals yourself.

14t } **Rebirth**: Heal their Emp x1.
Brings a Tethered back to life.
May not cast when you're a Spectre or in Combat.

Attack Roll Formula [**+3d6 +Hit**
-2 per Rng Increment outside your Ideal Rng. vs **Targets Defence**
Gain a free Critical Hit vs Targets with 0 Endurance.

During their travels the Tethered have begun to regularly see flyers advertising a small bounty for anyone who can find a missing set of twins. Normally, the Tethered would not get involved with something as common as this, but a brief interaction with the person posting up these flyers will change their minds.

Albrecht is the one nailing up the flyers, and will quickly notice one of the well-armed PCs looking at his bounty. He will quickly introduce himself and implore them to listen to his story, and even offers to buy them a drink. Albrecht has a few important things to say during the conversation.

» His twins, a boy and a girl named Alric and Nordica have gone missing and no one, including the City Watch, will do anything to help him. During his minor investigations, Albrecht has heard from many with a similar story. People have been going missing around the area for decades; their bodies never recovered (**this sounds like the work of a cult or a Fiend, and will obligate the Tethered to help**).
» Most of the people who have gone missing were children or young adults, but a few middle-aged women have also been reported missing.
» The last time Albrecht saw his children, they were heading to Syrup Street, a well-known market street. They never returned, and the shopkeepers he has talked to have no memory of the twins stopping by their stores.
» Albrecht has implored the City Watch to assist him, but they are refusing help, claiming to not have the manpower to spare. Albrecht does not consider the City Watch corrupt, just inept and lazy drunkards.
» He is offering four Small Bags of Money (Fragged Aeternum pg: 160) for the return of both of his children. This is not much, but it is all that he can afford.
  » If pushed, he is willing to sell his small family home to pay a further two Large Bags of Money if his children are returned alive. If a Tethered makes Albrecht commit to this they (and any who do not stop Albrecht making this commitment) will gain a point of Corruption.

Once the Tethered have decided to accept the mission, their first stop will be Syrup Street, the last known location of the twins.

Syrup Street is a bustling merchant street. Over many generations the market has spread beyond the original street and has turned the side-streets into a twisting maze of open air markets and vendor stalls. The range of products on sale is overwhelming, and all but the rarest of goods can be found and bartered for.

It is easy to understand how a person could become lost in the teeming throngs; it is almost impossible to stay together as your group finds itself turned around in the cacophony of noises – sellers hawking their wares mixed with heated arguments over price and rattling carts overladen with goods.

There are a few **General Clues** that the Tethered can pick up on by speaking to just about anybody on Syrup Street, but a few **Specific Clues** will require speaking to particular people or by putting other clues together.

What's Really Happening?

Many of the City Watch are under the influence of Gogoroth, a powerful Gobbler Fiend that lives beneath Syrup Street in the Undercity. Their minds are foggy, and they aren't fully aware of what they're doing when the Fiend takes control of them. The Watchmen have been secretly kidnapping people and dragging them to the basement of the City Watch Lodge. Once there, a secret door in the basement opens into a shaft where they drop their victims and never see them again.

After years of being controlled a Watchmen will start to lose all sense of self, and will become a mindless puppet of Gogoroth. Such puppets are inhuman and are taken into the Undercity to act as the Fiends personal guards.

General Clues
» No one recalls seeing the twins on Syrup Street on that day or any day since. People disappear in this city all the time, so no one thought twice about it.
» The twins wouldn't be the first children to disappear. When engaged with the topic, most vendors will have a story or two of a close relative or friend that have had someone disappear on them. Not all of these disappearances are related – the city is a dangerous place to live – but there does appear to be a pattern of disappearances in this area.
» Gogoroth has gotten complacent over the years, secure in his control of the City Watch, and so his activities have become less clandestine; not enough to expose himself, but enough so that the townspeople have become aware that something lurks under the street.
» A few citizens claim to have seen souls rising up through the ground, killed by something deep below.
» Most disappearances seem to happen to the young and attractive people who have families.
» The City Watch is almost useless, seeing as how most of them are too drunk to work properly. With some investigation the PCs may learn that this brew is supplied by a local Alchemist.

Specific Clue: The City Watch

Players can meet the City Watch in a variety of ways, as they are often patrolling the streets. The Tethered may also visit the local City Watch Lodge where they will meet Martell Vice, commander of the City Watch.

The players can make a **Wealth** (bribe), **Persuasion** (friendly chat), **Leadership** (intimidate) or **Commoners** (to understand City Guards) Skill Roll to try and speak with the City Watch, but the Watch is resistant to giving them any information. If the PCs overly pressure the City Watch for answers, the Watch will become hostile and treat them as suspects in these missing persons reports, possibly trying to pin the blame on the Tethered and drive them out of the area.

A direct Fight with the City Watch should be done as a Theatre of the Mind Combat; requiring 1 Success of 14 per PC.

Possible Skill Roll Results:
» 10+: The Watch admits to being aware of the disappearances, but they claim their resources are spread too thin to investigate every single missing persons report that comes their way.
» 12+: A few Watchmen will mention alchemist Jantis Sauer and how much they enjoy his special brew.
» 14+: A Watchmen will mention that they have a high staff turnover, though they don't know why.
» 12+: If the Tethered bring back some of the Alchemist's Brew from Jantis Sauer and are on good terms with them, the City Watch will happily drink it with the PCs.
  » As the Watchmen drink the brew they become fearful, paranoid, and warn the Tethered that something dangerous is living under Syrup Street.
  » 16+: If Martell has drunk enough of the Alchemist's Brew he will even mention the secret Cellar Door that exists in the basement. But not even he knows how to open it.

Alchemist's Brew
See pg: 11 for a full stat write up.

The City Watch have become addicted to a green alcoholic brew made by the local alchemist; Jantis Sauer.

What's really happening here is that the Alchemist's Brew is dulling the mind control that Gogoroth exerts over the City Watch. They don't understand what's happening to them, but while they are free of the Fiends influence, dim memories do trickle back to the surface. This connection might be important later, as knowledge of the brew's properties might help the Tethered during their fight with Gogoroth.

Specific Clue: Jantis Sauer, the Alchemist

In order to protect his wife, Sylvia, who is one of the most beautiful and beloved women in the area, Jantis brews his special **Alchemist Brew** for the Watch as a bribe. In return, they have left his wife alone.

» Jantis does not trust the PCs. If they connect the dots and offer to protect Sylvia, Jantis will not let them. He fears the Watch and knows that if he betrays them they will take his wife.
» If the Tethered die fighting Gogoroth and return to Jantis after being reborn; Jantis will trust them.
» Jantis will secretly sell a small sample (2 uses) of his Brew to the Tethered if they can pass a **Wealth** Skill Roll of 12. Jantis does not know why the City Watch is so addicted to it.
» A **Nature** or **Production** Skill Roll of 12 will reveal that Jantis does a lot of work with mushrooms. Though he won't admit this.
» If a Tethered secretly looks around Jantis' workshop they will find a blue Elixir that is being stored in the same bottles as the green Alchemist Brew. This potion is being smuggled into the City Watch Lodge alongside the Alchemist Brew. Both potions appear to be made from mushrooms.
  » If Jantis spots a Tethered sneaking around his lab he will immediately attempt to alert the City Watch.

Specific Clue: Heide Schmidt

Heide is one of the oldest living residents of Syrup Street. Her father was one of the builders who shape many of its great buildings, and was the one who built the street's metal well. Heide remembers her father telling her stories about that well when she was a little girl.

» The well draws water from an underground cave. As a little girl Heidie remembers her father going down there a few times.
» The storage shed behind her house hasn't been touched for years and is filled with old building equipment, including a replacement chain for the well.

Specific Clue: The Metal Well

The market square is built around a metal well that was built many decades ago. A few things stand out during an inspection of the well.

» The well is made of a strange metal that, though grown over with moss, has never rusted and is very strong.
» There is a plaque on the wall honouring its construction by the "Schmidt Artisans."
» The well is very deep, but the rope being used to pull up water looks old and would not support more weight than a bucket of water. The well looks like it was designed to make use of a chain, and not the current rope.
» An arcane Skill Roll of 12 will show a faint source of dark power emanating from the depths of the well.

Once the players realise that the well is the key, they will need to find a way to descend it. They can use the spare chain found at the Schmidt Residence, or they can makeshift their own way down. Once the players enter the well, continue to **Act 2: The Descent**.

MARKET
SQUARE

CITY
WATCH

1

10

2

4

8

9

3

7

5

6

11

12

ALDERBLOAT
UNDERCITY SLUM

14

13

15

GOBBLER'S
LAIR

16

17

The descent down the well is best made under the cover of darkness. If the City Watch spot the Tethered entering the well, or if their descent is reported back to them in some way, Gogoroth will learn of their intrusion and may place guards throughout the caverns. There are technically two paths into the Undercity: the main path through the well, and a secret door in the City Watch cellar, which must first be opened from inside the caverns.

At this point you may wish to transpose parts of the map onto a piece of paper to help give your players a sense of their environment.

Optional Hurdles

Several areas in the Undercity will have optional hurdles that can be used at your discretion. If the players are moving through the dungeon too quickly, feel free to liberally use these (and any more that you wish to design) to slow them down. If you wish to speed things up, feel free to remove these hurdles.

Optional Suspense Rolls

Moving through the ancient caverns and fallen buildings of the Undercity comes with its own sense of horror. Everything that lies in the Undercity has been forgotten, destroyed and then rebuilt upon to make new buildings that will continue Aeternum's endless cycle. The Tethered may experience horrors in the Undercity, and you should require your players to make Suspense Rolls whenever they experience horror or moral pressure.

The Tethered should not reach Act 3 without each making at least one or two Suspense Rolls. You should feel free to add more Suspense Rolls than what are listed in this book if wish to increase the tension.

Example Suspense Rolls:
» Sudden Darkness (Clarity): A wave of evil power washes over the Tethered and the golden flames within their lanterns become a small, flickering ember, The oppressive darkness of the Undercity weighs down on them as they struggle to see their own hands.
» Awareness or Resolve Skill Roll of 14.
  » Failing this Roll deals 1 point of damage to their Conviction (no Armour).
» Human Suffering (Humanity): Witnesses the soul crushing suffering of another person can turn a person's heart cold, disconnecting them from their humanity as a defence mechanism.
» Insight Skill Roll of 14.
  » Passing this Roll deals 2 points of damage to their Empathy (no Armour).
» Immense Power (Reality): Gogoroth's supernatural power can mess with a person's sense of reality, especially a deeply ingrained and well-informed sense, a person's mind has two choices; bend or break.
» Infernal Skill Roll of 12 (14 if mid-combat).
  » Passing this Roll deals 1 point of damage to their Understanding (no Armour).

The Mushrooms

The Tethered will encounter mushrooms throughout the caverns. These come in two varieties: Blue Mushrooms and Green Mushrooms. Both forms shine with coloured light and can be used to make different concoctions.

Blue Mushrooms can be distilled down to a Plant Elixir. This elixir will protect the Tethered from the Carnivorous Plants found in the cave in section 11.

The Green Mushrooms can be distilled down to make an ale, like the Alchemist's Brew, which prevents Gogoroth from using his mind control powers.

When combined, the two mushrooms will form a dangerous acid. The Tethered must take care when storing the mushrooms, as if they are mixed haphazardly in a bag, the acid they form will eat away at the container. Drinking both the Plant Elixir and the Alchemists Brew within a two hour period will kill the human/Tethered drinker.

If the Tethered wish to use these mushrooms against Gogoroth, they will need to harvested them in great quantities, with no small amount of time being spent on the task. Most likely, the players will not understand the significance of the mushrooms upon their first pass through the Undercity.

Drinking the Alchemist's Brew:
» Nature Skill Roll of 12 to create from Green Mushrooms.
» Effect lasts for one hour.
» Effect may Stack up to twice.
» +1 Armour vs Fear.
» Immunity to Gogoroth's Dominate Strong Hit Option.
» +1 Persuasion, Leadership and Resolve.
» −1 Awareness, Physical, Stealth and all City Skills.

Drinking the Plant Elixir:
» Nature Skill Roll of 12 to create from Blue Mushrooms.
» Effect lasts for one hour.
» The Carnivorous plants in section 11 will not attack you.
» +1 Physical.

1. Schmidt Well

You find yourself staring down a dark hole into the murky blackness of the Undercity where anything could be lurking in the waters below you. The water drawn from this well smells foul, and you pity the poor souls who are forced to drink from it, but you also wonder as to the cause of the rotting stench. Something has died in this well, you're sure of it. Perhaps many things. But this is the only way into the Undercity, and the lives of those mortal twins, and possibly more, are counting on you. You must face the darkness and the horrors that it holds – that is the duty of a Tethered.

You can hear the sound of water droplets falling into the cistern deep below, but not even your lantern is bright enough to illuminate the cave before you. You'll have to hope that nothing is lying in wait for you.

The well is the first step on the player's journey to the Undercity. Beneath the well lies a series of tunnels that will need to be navigated but first, the Tethered will need to make it safely into the water.

Possible Skill Roll Results:
» Making use of the well's old rope will result in it breaking and the climber falling.
» If the Tethered were able to acquire the spare chain from the Schmidt Estate, they can attach it to the well and use it to scale down with a **Physical** Skill Roll of 12.
» If the Tethered don't have the spare chain, they can attempt the descent with a makeshift device, such as a rope or ladder by passing a **Production** Skill Roll of 12. If they do this, adjust the difficulty of the descent accordingly.
» An arcane Skill Roll will allow a person to safely descend.
  » Float group down (Skill Roll 14).
  » Teleport self (Skill Roll 14).
» Falling will result in the character hitting the water hard; taking 1 point of Attribute Damage (no Armour) to two random (2d3) Attributes.

2. Flooded Cavern

You descend into a deep, dark pool of inky black water, illuminated by the limited light that your lantern produces. The light seems to vanish as it touches the surface of the water, as if it is engulfed by the depths. You are close to the Undercity now, and begin to see layers of the old cities buried in the rock. This flooded cavern hides the way into the deeper maze-like Undercity within it's dark waters.

As you shine your light around you, you can see the treasures of ancient ages buried in the stone. The glint of a polished gem, the glare of heroic statues, rotted tapestries of ancient events long forgotten, and a small ledge that promises only a brief respite. You peer around the corners of the cavern, looking for a way forward, but it appears the only way out is down through the murky depths.

The only way through the Flood Cavern is to swim down through the cave and up to the surface on the other side. If the players need to rest before their dive, they can do so on the small ledge that is built into the side of the cavern wall. Once the players successfully rise on the other side, they will be able to easily climb out of the flooded chamber and move into the Buried Tower (3). There is no light in this cave, so the Tethered will have to use their lanterns or another light source.

Swimming through water will not extinguish the golden flame of the Tethered's lantern.

Possible Skill Roll Results:
» A **Nature** or **Impoverished** Skill Roll of 8 will reveal that there is an underwater passage to another chamber.
» Swimming to the other side of the flooded chamber requires a **Physical** Skill Roll of 10 for most tethered.
  » If they are wearing heavy armour they will suffer a penalty of -2. Those Tethered may choose to remove their armour, taking a -1 penalty to their Direct and Splash Armour, but increase their ability to swim.
  » Swimming to the bottom of the flooded chamber will increase the difficulty by +2.
» An arcane Skill Roll of 12 may be used to allow a person to breath under water.

Suspense Roll:
If any character swims to the bottom of the cavern they discover numerous bones (only some appear human, and they're very old), rotting animal carcases, and piles of discarded rubbish from the street above.

» The sudden shock of this discovery will require a Tethered to make a Humanity Suspense Roll. Passing an Awareness or Insight Skill Roll of 12 will result in 1 point of Empathy Damage (no Armour).
» The few human bones found here are from long ago (5+ years).

3. Buried Tower

As you break the surface of the water you find yourselves in another cavern, this one entirely unnatural. What you stand within is the remains of an ancient tower. Once, this place would have been connected to a grand castle, but that structure has long-been crushed below the endless city above. Only the tower remains; cracked and leaning, with its rotted away floors providing some sort of path down further into the dark maze of the Undercity.

The tower is a ruin, with rock and refuse pressing down upon its outer walls, holding it upright through sheer external force. The individual rooms of the tower can still be navigated, but the rotted wooden floor threatens you will collapse, the tapestries that might have given some insight into those who once occupied this place are long since faded, and the metal of what once may have been valuable loot is bent and rusted. You can see the skeletons of the dead soldiers pressed between the rubble. The bones of the forgotten reach out through cracks in the walls towards you as if crying out for help.

The tower contains many levels, some of which have crumbled over time, turning the tower into a maze full of dead ends. At some points, the Tethered will have to climb at strange angles, navigating twisting slopes, or even climb out of sideways windows and scale the outside of this fallen tower. Call for appropriate Skill Rolls when you feel the action is slowing down. The entrance to the Acidic Pools (7) should be easy to find.

Possible Skill Roll Results:
- » A **Physical** Skill Roll of 14 to climb down through a rotted floor to fasten a rope so that others may safely follow.
- » A **Physical** Skill Roll of 12 to avoid taking 2 points of Damage to a random Attribute (1d6) from a collapsing floor.
- » A **Production** Skill Roll of 12 to identify a stable floor.
- » An **Impoverished** Skill Roll of 12 to understand how the Undercity cave network has formed around the tower.
- » A **Common** or **High Society** Skill Roll of 14 to know that the top room of the tower will be an Armoury (4).
- » A **Physical** (Might) or **Production** Skill Roll of 12 will be required to open the locked trap door to the Armoury.
- » An arcane Skill Roll of 14 to reinforce or rebuild a crumbling floor.
- » The rooms of the tower contains trace amounts of Blue Mushrooms, which glow with ambient light. These mushrooms can be collected and used to brew a single Plant Elixir.
- » An **Awareness** or **Natural** Skill Roll of 14 will reveal traces of old spider webs.

Noise from Below
At a very high risk of falling to their death, a Tethered may climb down to the unstable base of the tower to hear (but not see) trace amounts of sound from the Alderbloat slum.

- » A **Physical** Skill Roll of 16 to climb down and back up.
- » An **Awareness** Skill Roll of 10 to hear Alderbloat.
- » An **Impoverished** Skill Roll of 14 by any Tethered will reveal that the noises heard are from an underground town.

4. Ancient Armoury

The trapdoor to the old armoury slowly creaks open and your lantern light pushes away the darkness, and you swear you see movement in the shadows, scurrying away from the light.

This armoury once held the arms and equipment used by soldiers defending this castle from a long forgotten enemies. Most of what was once held here has eroded or rusted over. If anything remains, those pieces must have been crafted from the highest quality materials. Perhaps there remains something of value buried in one of these piles, but first you must press further into the room.

The below text assumes that at least two Tethered have now moved into the room.

As you take a few steps into the room, you feel your movement restrained by something sticking clinging to the bottom of your feet. As you get a closer look you realize the much of the room's surface is covered by a spider web. Just as you make the realization, you notice groups of glowing eyes above you, and the catch of torchlight on polished fangs, dripping with venom, as a giant spider descends upon you, making a strange clicking noise in anticipation of food.

See pg: 24 for a map of this room & combat details.

Web Hurdle
No matter how the trap door to the Armoury is opened it will set off a web trap which targets the player who opened the door. This trap can be spotted with an **Awareness** Skill Roll of 16, and disarmed with a **Nature** Skill Roll of 10.

- » If the trap is triggered, it will Suppress the target character and grant the spiders a Surprise Round.

Possible Skill Roll Results:
- » An **Awareness** or **Production** Spare Time Roll of 12t will reveal a master crafted sword (Balanced Blade) or a Hammer made of a strangely black metal (Massive Hammer).
  - » Both items have the Mighty Weapon Modification.
  - » If the Tethered die, these items will be dropped unless they first pass a Spare Time Roll of 16t and allot the required 2 Resources to bind it to themselves.
  - » The Tethered may carry these unbound items with them until the end of the adventure, when they can each be sold off for a Small Bag of Money.
- » An **Awareness**, **High Society** or **Production** Skill Roll of 12 will reveal a Small Bag of Money.
- » A **Wealth** or **High Society** Skill Roll of 14 will reveal a bag of rare artefacts (Small Valuables).
- » A **Nature** Skill Roll of 10 on a dead Huge Clacker Spider will grant a single use of Clacker Venom.

5. Flooded Chambers

The chambers ahead of you are flooded. Countless cracks from the wall have allowed leaks from the cistern above to slowly fill these chambers with pools of foul smelling water. The air in these caverns feels both musty and humid, the perfect growing environment for the countless mushrooms that grow on the walls, emitting a soft glow of blue light. Exploring further down this tunnel might be impossible, but who knows what treasures might lie at the bottom of these pools.

The walls and slippery floor of this cavern are coated with Blue Mushrooms, making the cave glow with a pulsing light. More mushrooms can be seen under the water, ready for harvesting.

Possible Skill Roll Results:
» The walls and slippery floor of this cavern are coated with Blue Mushrooms, making the cave glow with a pulsing light. More mushrooms can be seen under the water, ready for harvesting. These mushrooms can be collected and used to brew up to six Plant Elixirs.
» If any Tethered gets too close to the ledge during their harvest, the ground will crumble beneath their feet. The Tethered must make an **Physical** Skill Roll of 12 to remain standing, otherwise they plunge down the ledge and into the water, taking 1 point of Damage (no Armour) to a random (1d3) Attribute.
  » An **Awareness** or **Nature** Skill Roll of 14 will indicate the presence of a crumbling ledge.
» Navigating the water and the slippery floor may require a **Physical** Skill Roll of 10 or 12.
» An **Awareness** Skill Roll of 12 will reveal three valuable trinkets (Small Valuables) at the bottom of the pools of water.
  » An **Insight** Skill Roll of 12 will reveal that these artefacts looks look like they were purposefully placed here for safekeeping, possibly within the last year.
  » A **High Society** or **Production** Skill Roll of 10 will reveal that these artefacts do not come from the above District.
  » An **Impoverished** Skill Roll of 14 will reveal that they come from an Undercity culture.
  » If these trinkets are returned to their owners in Alderbloat (this should be difficult to do) then all Tethered will be blessed; gaining 1 free Spare Time Point.
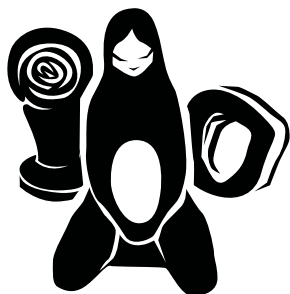
6. Laboratory

The rubble and debris towards the base of the great tower almost entirely cover over a small doorway. You would not have noticed this small entrance if it were not for faint green smoke clawing its way out. You push past the rubble and find yourself in what looks to be the remains of a laboratory from an ancient alchemist who served this castle. Strange writings cover the wall, mostly faded, but some patterns are etched into the stone surface. Metal Cabinets that held the alchemist's chemical supplies have rotted away, and dozens of jars can be found where they had fallen.

But your eyes are drawn to two dead bodies, slumped against the doorway and walls, in various states of discomposure. These bodies look fresh, and you can't help but wonder what happened to them, and where they came from. They wear tattered clothing and are huddled over cracked and leaking jars that have filled the chamber with a strange smell and some smoke.

It looks like they were attempting to make use of the labs dilapidated equipment to boil up several Blue Mushrooms, which evidently resulted in their deaths.

Unstable Container Hurdle

The alchemists experimented on a variety of subject matter within these labs, including diseases and explosive concoctions. Some of these have become pressurized over time, and the slightest nudge can cause a container to explode. At any time when searching the Laboratory, call for an **Physical** (Reflex) skill roll.

» Whoever rolls lowest accidentally sets off one of these containers and becomes diseased (-1 to all Skill Rolls until they receive Healing) or they take 1 point of Damage (no Armour) to a random (1d6) Attribute.
» If a Tethered manages to roll a 16 or more; they spot the unstable container before it is triggered, saving their ally.

Possible Skill Roll Results:
» The dead bodies here can be identified as runaway slaves by the wounds on their arms and backs with an **Insight** or **Underworld** Skill Roll of 10.
  » An **Impoverished** Skill Roll of 12 will reveal that they come from an Undercity culture that must live around here.
» If the Tethered investigate the room, they determine that these slaves were not trying to make an alchemical potion, but where simply trying to cook and eat both blue and green mushrooms.
  » A **Nature** Skill Roll of 12 will reveal that the blue and Green Mushrooms are both harmless, unless consumed together.
» An **Awareness** Skill Roll of 12 will reveal a single blue Plant Elixir (pg: 11).
  » A **Nature** Skill Roll of 16 will reveal the properties of this Elixir, but it will also consume a single use.
» This room has the equipment needed to brew the Alchemist's Brew and the Plant Elixir (pg: 11).
» Once it is cleaned up a little; this room will grant a +1 bonus to any alchemy or cooking Skill Roll.

7. Acidic Pools

As you step out of the tower you feel a sense of vertigo, as if the world has flipped upside down on you. You find yourself in an ancient ballroom, somehow flipped onto his head. The roof, once the floor, is ancient and rotted wood, offset by crumbling upside-down staircases and the legs of ancient statues. The floor appears to have once been a ceiling, with great, grand chandeliers protruding from the ground like stalagmites, old and rusted and drooping. The tiled roof upon which you stand has been corded over the years, eaten away by something within the water. Blue and Green Mushrooms grow across the walls here, putting off a faint light – enough to illuminate the bubbling, steaming water in the great crevasse that blocks your path. Whatever toxin exists within these waters have turned them green and allowed them to erode a smooth edge to these pools. Even a slight misstep could send you plunging down into certain death.

See pg: 26 for a map of this room & combat details.

Gogoroth's Warriors

If Gogoroth is aware of the Tethered's presence, either by encountering them already, or by the City Watch spotting them entering the well, he will send slum warriors to defend these chambers. These guards are under full mind control and so they care little for their own lives.

If Gogoroth is not aware of the Tethered but you still wish to have a combat encounter here; feel free to make the NPCs ghosts haunting this location (with the exact same stats, but they can float).

Acid Pool Hurdle

The difficulty of this hurdle is variable. If Gogoroth's warriors are present, then the difficulty of traversing this room should become easier (as this in combination with the fight will already be challenging enough). But if the warriors are not present, then the GM should increase the difficulty of this room to keep things interesting.

» If the Gogoroth's warriors are present, use the rules on pg: 26.
» If the Gogoroth's warriors are not present, use the below:
  » Jumping over the pit or climbing along the wall un-aided will require a **Physical** Skill Roll of 14.
  » An arcane Skill Roll of 14 can be used to fly across the room.
  » Falling into the acidic water will cause 1 point of Damage (no Armour) to 3 random (3d3) Attributes.
  » If a person fails their Skill Roll a nearby person who reacts quickly enough, will get another chance to make a **Physical** Skill Roll to catch them and allow them to regain their footing. If their ally fails their roll they will plunge fully into the acid pool and die. If their ally fails by enough, they too may fall into the acid pool and die.

Possible Skill Roll Results:
» A Nature Skill Roll of 12 will reveal that the mixing of both blue and Green Mushrooms in water has resulted in the acid.
  » These mushrooms can still be harvested, but the Tethered must be careful not to mix them and to not fall.

Verdant Steps

After exiting the Acidic Pool room, read the below text. The Tethered can then move up the steps to the Sealed Door (8) or down to the Carnivorous Plants (11).

Exiting the upside-down room you are greeted by a long and dark passageway with stairs leading both up and down. These steps appear to be man-made, carved out of the layers of debris and refuse that make up the Undercity. Whoever laid out these steps made use of the natural features of the Undercity: a fallen column, the colourful tile wall of a fallen palace, a long stone feast table, and many other repurposed objects make up the sloping and swirling staircase that leads down deep into the Undercity.

8. Sealed Door

Before you stands a wall of refuse and rubble. Moss obscures strange ruins that form the shape of a door, and glow with a sickly green light. As you step closer, you swear you hear whispers emanating from it, but you can't make out what they're saying. As you linger the sickly light intensifies, glowing in strange patterns that play across the surface of the wall. The doorway has no visible handle, and obvious way of opening.

No amount of brute force will open this doorway. The only way to open the door is to repeat a passphrase, which is written on the side of the wall in chalk. Gogoroth's warriors have become lazy and complacent; writing the secret passphrase right next to the magic door so that they don't have to remember it (they do not anticipate a threat coming from this side of the door).

Once the Tethered pass through into the City Watch Cellar (9), the door will shut behind them. However, repeating the passphrase allows the door to be opened from either side.

Madness 3+

If a Tethered character has 3 or more Madness they can faintly see through the magical doorway, and into the City Watch Cellar. They will also gain a +2 bonus to all Skill Rolls connected to the doorway, as they can grasp a portion of its true nature.

Possible Skill Roll Results:
» An **Awareness** Skill Roll of 8 will locate the chalked passphrase.
» It will take a successful **Infernal** Skill Roll of 12 to read the passphrase, which roughly translates to "unlock the soul, dinner is served."

Suspense Roll:

It takes a strong amount of magic to create an enchantment to make a door such as this. The entity responsible for it must have great power. Whoever studies the doorway, or deciphers the passphrase, must make a Suspense Roll.

» Passing an **Infernal** Skill Roll of 12, or Failing a **Celestial** Skill Roll of 14 will result in 1 point of Conviction Damage (no Armour).

9. City Watch Cellar

The below text presumes the Tethered have entered this room via the Sealed Door (8).

> The hidden door swings open into an old, dimly lit cellar. You find yourself face to face with stacks of crates hiding the doorway from the inside. The crates are filled with a foul smelling ale marked with the stamp of a local alchemist; Jantis Sauer. As you move aside the boxes, you hear footsteps above you, someone shuffling around and creaking the floorboards. You see piles of dirty cloaks on the ground, each stamped with the City Watch sigil. Crates of supplies and empty bottles line one wall, and fresh sets of uniforms and studded leather armours line the other. An unstable wooden ladder reaches up to a heavy looking trap door.

The below text presumes the Tethered have entered this room via the City Watch Parlour (10).

> The heavy trapdoor swings open with a thud to reveal an old, dimly lit cellar with an unstable wooden ladder reaching down to the cold stone floor. You see piles of crates stacked with Jantis Sauer's foul smelling Alchemist Brew up against the far wall, piles of dirty City Watch cloaks on the ground, with crates of supplies and empty bottles lining one wall and fresh sets of uniforms and studded leather armours lining the other.

The corrupted City Watch have been dragging their victims, throwing them through the trapdoor and leaving them alone to be picked up by Gogoroth's warriors and taken down into the Undercity.

The Watch Commander Martell Vice is the only Watchman who knows about the secret door. But he does not know how to open it.

After the Tethered leave this area you may wish to read the Verdant Steps flavour text on pg: 15.

Possible Skill Roll Results:
» An **Awareness** skill roll of 12 will reveal signs of the many struggles that have taken place here. Broken bottles of brew, crates knocked to their sides, scuff marks on the floor, and blood splatters on the wall.
  » Some of the captured people attempted to fight back.
  » An **Insight** Skill Roll of 14 will reveal that the City Watch do not like to come down here.
» Investigating the crates of Alchemist Brew will reveal 4 bottles of Plant Elixir secretly mixed in amidst the ale.
  » A **Nature** Skill Roll of 16 will reveal the properties of this Elixir, but it will also consume a single use.
  » An **Insight** Skill Roll of 12 will reveal that Jantis Sauer has been smuggling the Elixir into the City Watch Lodge alongside his Alchemist Brew.
» An **Awareness** Skill Roll of 18 or an **Infernal** or **Celestial** Skill Roll of 16 will reveal the magic door (8).
  » The Tethered will only be able to open this door from this side if they know the passphrase, or make an **Infernal** or **Celestial** Skill Roll of 20.

10. City Watch Parlour

> The Parlour is where the City Watch come to relax and blow off steam. Tables and chairs have been positioned for vigorous card games, with gambling chips and other miscellanea are spread out across the tables. Dartboards hang on the walls, and a bar built into the parlour offers a variety of different ales. The entire Parlour speaks of a decadence not found anywhere else on Syrup Street. The City Watch has been living large, enjoying their games and their drink while people are literally vanishing on the streets.

Day

If the Tethered made their approach down the well during the day, or right before sunrise, they will appear in the Parlour during the middle of the day. If so, the Parlour will be occupied by Watchmen taking a break from their duties. The tables will be occupied with games in progress, and heavy smoke leaking from the Watchmen's pipes will fill the air. The City Watch won't be happy with the Tethered sneaking into their Lodge, and they will try to make an arrest.

A direct Fight with the City Watch during the day should be done as a Theatre of the Mind Combat; requiring 2 Successes of 14 per PC. This fight will allow each PC to make a single Healing Roll.

Night

If the Tethered entered the well during the night or right before sunset, they will appear in the Parlour during the night. if so, the Parlour will be empty, with only a few Watchmen smoking outside the front door to the building. The Parlour door will be locked, and the Tethered will need to pick the lock to exit or enter into the Lodge. If the Tethered make too much noise in the Parlour or draw attention to themselves there will be an investigation.

A direct Fight with the City Watch at night should be done as a Theatre of the Mind Combat; requiring 1 Success of 12 per PC. But if one PC fails a Combat Skill Roll; the City Watch will be able to send for reinforcements.

Possible Skill Roll Results:
» A cursory look at the Watchmen's ale will reveal that most of it is Jantis Sauer's Alchemist Brew.
» A **Stealth** or **Underworld** Skill Roll of 12 will reveal a Small Bag of Money (five bags if during the day).

11. Carnivorous Plants

The air is humid here, and only becomes more so as you make your way down into the perilous depths. You can hear something slithering and chomping below you, the sounds echo through the steps; something is waiting for you down below.

As you press on and around a bend in the staircase, the sounds grow louder, and it isn't long before you discover their source; large, man-eating plants are growing out of the damp, moss-covered walls and ceiling. These huge plants have massive bulbous red mouth-like appendages and clawing green vines. They are currently sucking on the corpses of several long-dead victims. They do not turn towards you, but you have no doubt that they will attack if you venture close by. The only way forward is to fight or lower yourselves down a dangerous drop onto slippery steps below.

As the Tethered move farther down the tunnel, the sounds of chomping will only get louder. This is coming from the Carnivorous Plants that guard the bend in the tunnel leading out to the Slums.

Slippery Stair Hurdle

These stairs are slick with humidity and moisture from the water in the caves, leading to unstable footing. At any time, you may trigger this hurdle and by call for a **Physical** Skill Roll of 12 (-2 penalty to this roll if they're running, +2 bonus if they're prone). If the Tethered fail this skill roll they will fall prone and slide a short way down the steps. This will become especially important if they try to run past the Carnivorous Plants.

Plant Elixir

If the Tethered have discovered how to turn the Blue Mushrooms into the Plant Elixir (pg: 11), they can use that to keep the Carnivorous Plants at bay. If everyone involved in the battle has taken the elixir, then the plants will ignore everyone entirely.

Gogoroth's Warriors

If Gogoroth is aware of the Tethered's presence, either by encountering them already, or by the City Watch spotting them entering the well, he will send slum warriors here to fight alongside the plants. have been given a Plant Elixir, and so the plants will leave them alone while focusing on the Tethered (the Tethered may notice the warriors taking the elixir before they engage in the fight).

As soon as the warriors see the Tethered they will send a runner back down the steps and into the slum to warn Gogoroth about the impending danger.

This will be a very difficult fight if the warriors are fighting alongside the plants. But it is expected that the Tethered may have figured out what the elixirs do by this point, or figure it out as soon as they see the warriors make use of them.

12. Entry to the Alderbloat Slum

You continue to follow the stairs down through the Undercity. As you descend, the layers of debris become more and more packed until the walls look like a kaleidoscope of colours and objects, but feel like polished stone to the touch. Everything that existed in those ancient Districts has been compacted down to this.

The stairway continues down to an enormous cavern, lit by many torches and lanterns. Eventually, the space opens up, and the stairway continues to hug the wall of the massive cavern, you can see what lies below you: a large and inhabited settlement.

It spreads across the cavern floor, a mismatched series of tents, lean-tos, and haphazardly built cabins, all built atop each other, looking a little like the dismal slums you might find in the city above. The cramped streets between the tents are filled with sickly and malnourished people, dressed in rags or not at all.

You can make out what appears to be a large mound in the centre of the slum, perhaps built over the remains of an ancient temple. You see robed people on the mound worshipping, chanting, and lighting candles, seemingly in preparation for some sort of religious event.

The stairs will deposit the Tethered on the outskirts of the Alderbloat Slum. The inhabitants of the slum barely give the Tethered a second glance, making it easy for them to hide away from any warriors who might raise an alarm.

Continue onto **Act 3: Alderbloat Slum**.

From ground level, it seems impossible to navigate the slum. Tents, made from a variety of materials – sometimes leather, sometimes cloth, sometimes stitched together hides from sources you'd rather not question – seem stacked upon each other in a mismatched way that only a resident could safely navigate. As you look closer between the tents you begin to realize that there IS a pattern here, or at least was at one point. You may be standing in the ruins of an ancient portion of the city above that remained somewhat intact as the Undercity swallowed it up. Something repurposed this place, turning it into the slum it is today.

There is a smell that hangs in the air – the smell of unclean bodies, death, sewage, and various items cooking over open fires. But what makes things worse is the look on people's faces; a look that tells you that they didn't always live this way. They have knowledge and experiences that make their current situation all the more painful.

The people you pass look sickly, malnourished, and scared. They don't make eye contact with you and seem to avoid you completely when they can. They go about their business with their heads hung low. You notice a few of them wear the uniforms of the City Watch, old and faded and hanging awkwardly off their frail forms. They mutter at you in a strange language with only a few familiar words. Your language and their probably share a root dialect. This causes you to question just how long this town has existed, hidden away in the Undercity.

The Alderbloat Slum is a tent city constructed in a big, open cavern within the Undercity. The people who live here are poor, and struggling, and have nothing but the clothes on their backs (and some dont even have that). They appear to be living off of the Blue Mushrooms and other strange fungi that grow throughout the cavern. The slum does have its own livestock in the form of strange, gangly looking creatures that seem to be suffering from their own form of sickness. There are defenders posted throughout the slum, brandishing crude weapons, some clothed in the tattered remains of City Watch uniforms.

Gogoroth

Gogoroth himself has set himself up on The Fiend Mound (14) where he will give proclamations to the city and take sacrifices from his workers. He can also be found moving around the slums like a King overseeing his territory, and feasting on whatever tributes are brought to him. It is important to note, however, that Gogoroth never eats the fungi.

Getting Ready for the Fight

By exploring the Alderbloat Slum to gathering clues, the Tethered should gain a few ideas on how to confront Gogoroth. There are many different ways to encounter the Fiend, and by the end of Act 3 the players should have settled on a strategy. Once they are ready to confront the Fiend, move on to **Act 4: Gogoroth the Gobbler**.

The Priest

At some point during their investigation, the players will be approached by the priest Dor. When this happens, follow the directions in the Priest's Tent (13).

Time Pressure

Everywhere the Tethered move, they will stick out. Even after their travails in the Undercity, they still look pristinely wealthy, clean and healthy when compared to the rest of the humans here. However, Gogoroth (most likely) has no idea why the Tethered are here, or that they know of his existence. It will take Gogoroth a few hours to learn of their presence and will not pick a fight with the Tethered unless he has had time to study them, or he feels that his life is at risk.

If the Tethered dally too long in their investigation of Gogoroth, he will begin taking his sacrifices atop the Fiend Mound (14); starting with the twins.

Gogoroth's Assassins

If the Tethered have returned to the Slum after being defeated by Gogoroth, or if he was made aware of their presence, he will have his own agents mixed in with the normal citizens of the slum. These assassins are equipped with better weapons and armour than the normal slum guards, all funded from Gogoroth's personal gold horde. They will wait until an opportune moment to make a surprise attack against the Tethered.

A direct fight with Gogoroth's Assassins should be done as a Theatre of the Mind Combat; requiring 2 Success of 14 per PC (16, if a PC is caught alone).

Possible Skill Roll Results:
» An **Insight** Skill Roll of 12 will tell you that you have about 3 hours before Gogoroth will become aware of your pressence in the slum.
» A **Stealth** Skill Roll of 12 by all Tethered, or a 16 by one Tethered, will delay this by 3 hours.
» An **Insight** Skill Roll of 14 will tell you that Gogoroth does not eat the fungi.
» An **Awareness** or **Stealth** Skill Roll of 14 will alert you to the presence of Gogoroth's Assassins.

Suspense Roll:

Witnesses the soul crushing suffering of the people within this slum can break a person's heart, or turn it cold. Any Tethered who spends a reasonable amount of time getting close to the people within the slum must make a Suspense Roll.

» Passing an **Insight** Skill Roll of 12 will result in 1 point of Empathy Damage (no Armour) and grant you 1 free point of Momentum at the start of your next fight with Gogoroth (Stacks).

13. Priest's Tents

You're pushing your way through a crowd when one you feels a tug against their arm. A small elderly man, dressed in tattered black robes and with a cautious look across his face, is trying to get your attention.

"Twum di with me," he gestures or you to follow with his hands, "Dos dus much to kail talk."

The man ushers you between a maze of tents that he navigates from memory. The path leads to a large brown tent, hidden among other similar tents and alongside a small stone building. Inside the tent you find yourself in the ruins of an old Celestial temple, hidden from view by the tent that conceals it. A fire pit sits in the middle of the temple, surrounded by ritualistic items.

The priest motions for you all to sit by the fire, introducing himself as Dor but speaking a language you don't fully understand. Luckily, the priest has a translator; a young girl named Vill, who looks to be an escaped slave.

The priest knows who the Tethered are and wants to know why you have come Alderbloat (the name of this slum town). He has been praying to the Celestials for most of his life, that they would send someone to slay the Fiend; Gogoroth.

If the Tethered have not yet seen Gogoroth, or learned of his influence, Dor will offer a few clues as to what has been happening. Dor also remembers when Alderbloat was a vibrant Undercity town, and can tell the Tethered how Gogoroth enslaved its population and hunted down all of the other Celestials priests.

» Gogoroth arrived in Alderbloat sixty years ago and enslaved the population through fear and Fiendish magic.
» Gogoroth is controlling the City Watch and forcing them to bring him people to enslave and eat.
   » After years of being controlled a Watchmen will start to lose all sense of self, and will become a mindless puppet of Gogoroth. Such puppets are inhuman and are taken into the Undercity to act as the Fiends personal guards.

If Gogoroth defeats the Tethered he will kill Dor (but Vill will manage to escape).

Possible Skill Roll Results:
» A **Celestial** Skill Roll of 12 will reveal that Dor belongs to a religion that worships the Celestials as guardians of 'Truth'.
   » They have a strong focus on prayer and study.
» If questioned, Dor recognises the trinkets found in the Flooded Chambers (5). They belonged to a priest who fled Alderbloat to look for help. He can direct you to the priests daughter, who would be glad to know her father's final fate.
» An **Persuasion** Skill Roll of 12 will convince Vill to tell the Tethered how she escaped (fed Gogoroth mushrooms).

Clues & Tactics

The following clues may come from the Tethereds conversations with Dor and Vill, or through their exploration the slum. Be sure to apply time pressures on the Tethered, and don't let them learn more than 2 of these. Players should be free to invent new tactics.

Mushrooms
Gogoroth hates the Blue and Green Mushrooms that are present throughout the Undercity. He will never eat them, and he knows they are dangerous when mixed together. Meanwhile, the citizens of Alderbloat are forced to live mostly off of the Blue Mushrooms.

» If Gogoroth can be tricked into eating the mushrooms he will become poisoned (taking 1 point of Attribute dame (no Armour) to all Attributes). If the Tethered have not collected enough mushrooms along the way, they must return to the descent to collect more.
» If a Tethered drinks the Alchemist Brew (pg: 11), that is made from the Green Mushrooms they will become resistant to the Fiends mental powers.

Civil Unrest
Those who live in the slum do so under the shadow of Gogorth's tyranny. They are fearful of him, and although some worship him as a deity, others are tired of living in fear and suffering. The mortals will not stand up against Gogorth on their own, as he is far too strong, but they might be convinced to rally against his warriors.

» If the Tethered are able to convince the slum's inhabitants to go into battle against Gogoroth's guards and mind-controlled servants; halve (rounded up) the number of Henchmen who aid him during a fight.
» If the Tethered fail to kill Gogoroth, his wrath against the population will be brutal.

Gluttony & Pride
Gogoroth is almost solely motivated by gluttony and pride. Eating almost anything, and rising to almost any challenge.

» Gogoroth can't help but to respond to a direct challenge. Failing to do so would weaken his authority.
   » If Gogoroth is not openly challenged in front of the slums inhabitants his Corrupted Warrior Henchmen will join him from the start of the fight (they normally join after he has received 8 points of Attribute Damage).
   » Gogoroth will boast about being able to defeat the Tethered unaided. Mocking him once he does call aid will anger him.
   » The Tethered will not be able to bait Gogoroth into an unaided fight more than once.
» Gogoroth may be tricked into revealing his plans to eventually eat the "pathetic inhabitants" of Alderbloat.
   » This may help to cause Civil Unrest.
» Gogoroth will absentmindedly eat almost anything.
   » This will help with feeding him mushrooms or other poisons.

14. Fiend Mound

The Alderbloat Slum seems to have been built outward from this ancient, crumbling temple mound. Perhaps the first denizens of this settlement built this temple, seeking to honour the Celestials.

Gogoroth appears to have made it his personal duty to defile the temple in every way possible. Runes and profane symbols have been carved into the standing walls and columns, marking out the original texts, and skeletons lie scattered across the entire area.

There are Fiendish symbols carved upon the ground, with lit candles standing alongside each one. Slaves can be seen moving about the temple, keeping those flickering candles lit. Across the broken tiles, scattered coins can be seen alongside other valuable baubles. A bloodied alter stands in front of a broken statue, holding a book written in a vile language and illustrated with grotesque pictures.

Gogoroth can be found on or around the Fiend Mound, usually surrounded by his many followers. If the Tethered wish to strike at Gogoroth, this is one place they can count on finding him. If fought out in the open, Gogoroth will summon his Slum Guards to defend him, as per **Act 4: Gogoroth the Gobbler**.

In the center of the Mound there lies a giant hole, Gogoroth's Tunnel (15).

Possible Skill Roll Results:
- » A **Nature** Skill Roll of 12 will highlight that the entire area around the mound has been cleared of mushrooms, which is a strange sight considering the rest of the slum is plentiful with them. It is like they won't grow in a perfect circle radiating out from the hole.
- » An **Infernal** Skill Roll of 10 will reveal a profane book (Hefty Ranged, Spell, Insect Swarm).
  - » This Weapon has the Fiendish and Arcane-Garden, Weapon Modification.
  - » If the Tethered die, this item will be dropped unless they first pass a Spare Time Roll of 16t, 1 Forbidden Knowledge (not 3) and allot the required 3 Resources to bind it to themselves.
    - » Binding this item to a person will also give them 2d3+2 points of Corruption.
    - » This item may only be used once it is bound to a character.
  - » With a Wealth Skill Roll of 14 this item can be sold or two Small Bags of Money.
    - » Selling this item will also give a person 1d3+1 points of Corruption.
- » A **High Society** or **Infernal** Skill Roll of 12 will reveal a Small Bag of Money.
- » An **Wealth** Skill Roll of 16 will reveal two Small Valuables.
- » A **Celestial** Skill Roll of 14 will reveal that the defiled temple is amplifying Fiendish influence in this area.
- » A **Celestial** Spare Time Roll of 14t to clean the temple area will reward 3 Study Unit (on any appropriate topic).

15. Gogoroth's Tunnel

A hole in the Fiend Mound leads down into a wide cavern carved out of the refuse of the Undercity. The tunnel is larger and longer than the well you descended down to enter the Undercity, and you will need something to help you make the climb.

At the bottom of the tunnel you can the faint glow of Gogoroth's Lair and a sickly sweet stench fills the air. Directly beneath you sits a large pool of acid, waiting to catch those who misstep during their descent.

Much like the well, the Tethered will need some sort of long chain to scale down this hole. If they wish, they can return to the top of the Undercity and retrieve the chain from the well, moving back down the City Watch Cellar (9) to return to the Alderbloat Slum. The Tethered could also use magic to help with their descent into the Gogoroth's Lair (16), but they must be careful; directly below the tunnel lies a large pit of acid.

Descending and ascending this tunnel is very difficult, and may require the Tethered to work with the townsfolk to build a device (ladder, lift or tunnel) to gain easier access. Magic will be of help once the temple has been properly cleaned (though the Tethered may not discover this).

Possible Skill Roll Results:
- » If the Tethered were able to acquire the spare chain from the Schmidt Estate, they can attach it to the ruined temple and use it to scale down with two **Physical** Skill Rolls of 12.
  - » Climbing back up will require a **Physical** Skill Roll of 14.
- » If the Tethered don't have the spare chain, they can attempt the descent with a makeshift device, such as a long rope or pulley system by passing a **Production** Skill Roll of 16. If they do this, adjust the difficulty of the descent accordingly.
  - » The difficult of this roll may be changed to 12t if they enlist the help of the townspeople to build a lift, ladder or tunnel.
- » An arcane Skill Roll will allow a person to safely descend.
  - » Float group down (Skill Roll 14).
  - » Teleport self (Skill Roll 16).
  - » If the source of power for this arcane Skill Roll is Fiendish, and the Fiend Mound temple has not been cleaned; the spell will appear to work, but then halfway down the hole the Tethered will hear mad laughter and then they will drop.
- » Falling will result in death.
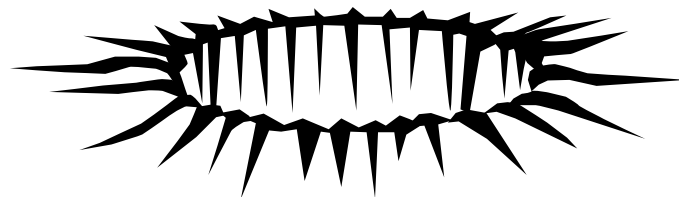
16. Gogoroth's Lair

The lair of the Gobbler is every bit as horrifying as you would expect. The large, cavernous space is filled with bones, some still attached to their rotting bodies. Gogoroth has decorated his lair with these corpses, turning them into trophies, lanterns, and even drinking cups. A large throne that appears to have been carved out of the skeleton of a large creature sits to one side. Cages line every wall of the cavern, holding Gogoroth's future victims. They cry and plead with you to release them as they shake their chains and rattle their cages. Gogoroth's slaves tend to the prisoners, cleaning their pens and forcing them to drink so they will live until Gogoroth has use for them.

Gogoroth will retreat to his lair if he feels the Tethered have the advantage on him. If the Tethered are aware that Gogoroth will return to his lair, they can enter first through Gogoroth's Tunnel (15), and prepare for Gogoroth's retreat.

» Gogoroth will have no Henchmen if he fights the Tethered in this location, as the only regular way for humans to enter this area is for Gogoroth to bring them in via magic.
» Gogoroth's Fear Weapon will gain +1 End and Crit Damage while in this location.

Possible Skill Roll Results:
» An **Awareness** or **Wealth** Skill Roll of 6 will reveal six Large Treasure Chests.
  » The Tethered may keep these, or give them to the slum so that they may rebuild their town.
  » The Tethered will each gain 1 point of Corruption for each chest beyond one that they keep.
» An **Awareness** Spare Time Roll of 12t will reveal a Large Treasure Chest and require all involved to make a Suspense Roll (see below).
  » This roll may be done up to two times.

Suspense Rolls:
Witnesses the soul crushing suffering of the people within this lair can break a person's heart, or turn it cold. Any Tethered who sees this lair while it has caged slaves must make a Suspense Roll.

» Passing an **Insight** Skill Roll of 12 will result in 1 point of Empathy Damage (no Armour) and grant you 1 free point of Momentum at the start of your next fight with Gogoroth (Stacks).

Gogoroth's Lair is filled with many vile artefacts and profane treasures. The power and riches that the Fiends can offer can be very tempting.

Any Tethered who wishes to make a Study Roll on this area gains a +2 bonus to their roll and must make a Suspense Roll. Any Tethered who wishes to pick this location clean of its valuables (ie: more than just the six obvious Treasure Chests) must make a Suspense Roll.

» Failing a **Resolve** Skill Roll of 14 will result in that character gaining 1 point of Corruption.

17. Acid Pit

Looking down into the pit of acid in the floor of Gogoroth's lair, you can just make out the silhouettes of the many victims of Gogoroth's wrath, spite and cruelty. It appears he used the acid pit as a punishment for the slaves who either displeased him or drew his attention when he was bored.

» Jumping over the large pit requires a **Physical** Skill Roll of 14.
» Falling into the acid will cause 3 points of Damage (no Armour) to 3 random (3d3) Attributes.
» If a person falls into the pit they may attempt **Physical** Skill Roll of 16 to quickly jump out.
  » If they fail this roll they die.

Possible Skill Roll Results:
» A **Nature** or **Infernal** Skill Roll of 12 will reveal that the Acid in this pit is magical.
» An **Awareness** Skill Roll of 12 will reveal an array of strange glyphs around the bottom of the pit.
  » An arcane Skill Roll of 14 will reveal that these glyphs are used for long distance communication. Gogoroth was maintaining communications with some other entity, but there is no way to know who.
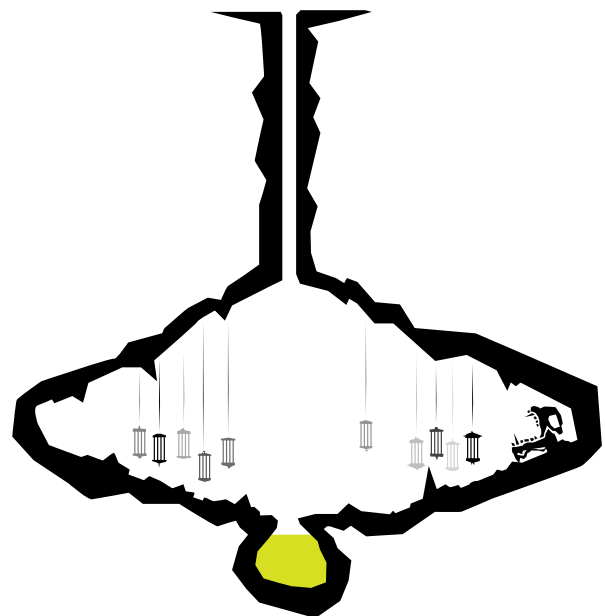
Once the Tethered have settled on a way to approach Gogoroth, they will be ready for this encounter. Read the below text upon the start of their combat with Gogoroth:

The Gobbler Fiend before you is a being of pure greed and pride. The Fiend is a fleshy blob, hovering off the ground using some unknown magic. Its massive mouth, the only physical feature that breaks up its form, is large enough to devour a grown man whole and is filled with teeth sharpened to a fine point. As you move closer towards Gogoroth your stomach churns and your head cloudes over with faint images of human death. It is almost as if you can feel Gogoroth inside your mind, probing for control. The Fiend is interested but unimpressed by you, as if you were merely there to provide him with soon-to-be disappointing entertainment. He lets out a great laugh, his entire fatty mass shaking with the sound.

See pg: 20 for a map of the Fiend Mound & combat details.

Gogoroth is incredibly greedy and proud. If challenged to a direct combat, he will not refuse, but if the Tethered do not speak to Gogoroth he will immediately attack them in an attempt to catch them off-guard.

The Twins

If the Tethered take too long to engage Gogoroth he will eat the twins. If they are fast enough, the twins will most likely be chained to a nearby pillar, or placed on the altar, waiting to be eaten.

Weaknesses

At full strength, Gogoroth will have a huge advantage during any fight. However, there are ways to tilt the tables in the Tethered's favour, but these might not be discovered on their first pass through the adventure.

Gogoroth has a few weaknesses, read Clues & Tactics on pg: 19.

Overpowered

Gogoroth is stated up to be balanced to fight PCs with 5 Resources, this is higher than the current Resources of your PCs (who have around 4). This is not only because Gogoroth is designed to be a difficult fight for the PCs, but to also reward them for pre-preparation and skill.

GMs may be tempted to weaken Gogoroth if their PCs are not going well, you should not do this. GMs are encouraged to hold nothing back against the PCs.

Taunts

As the fight progresses, Gogoroth will taunt and mock the Tethered.

First Tethered Attribute Damage

"I can smell your blood upon the air, sweet and succulent." Gogorth laughs a deep, horrible laugh. "I will spill it upon the ground and revel in it, draining you until you have nothing left to give. You should not have come to this place… to my unhallowed ground. I will make you pay for your arrogance!"

First use of Dominate on a Tethered

"Your bodies may be immortal, by your minds are not. They're weak and ripe for abuse. Feel my thoughts invade yours… feel your grasp on reality fade away. You were fools to think you could resist me. Now, watch as your allies turns against you – or do you turn on them?"

First Tethered Death

Gogoroth lets out a victorious roar that shakes the Undercity. "You cannot defeat me Tethered! You are mere playthings, inconsequential distractions called here for my amusement! I have fought your kin before, and I grow in power as each of you fall before me; again and again."

First Gogoroth Attribute Damage

Gogorth bounces back away from you whirling in surprise. His body shakes with malice, then with laughter as he lets out a throaty chuckle. "Well, well. Perhaps this won't be as easy as I thought. Perhaps you will put up a fight after all – at least enough of one to help pass the short time you have left!"

Victory or Defeat

The Tethered will most likely die during their first fight with Gogoroth, especially if they're underprepared.

» If all Tethered are slain, they will be reborn the following morning at the closest Great Lantern, approximately four hours away. If they have already discovered the secret to opening the door in the City Watch basement, they can use that as a shortcut. This may alert Gogoroth.
» If the Tethered are killed by the Gogoroth twice, he will become fed up with the intrusions, eat all of his personal slaves and treasure, and move himself and his corrupted warriors on to make a new home in a new part of the Undercity; read **Epilogue: Gogoroth Escapes**.
» Gogoroth will fully heal after defeating all of the Tethered.

If the Tethered defeat Gogoroth, read **Epilogue: Gogoroth is Slain**.

Gogoroth Escapes

You have been slain once again by the might of Gogoroth. Hopelessness has set in, but you must continue on with your quest.

When you return to Gogoroth's lair, he is gone. He has grown tired of your presence and does not wish to spend the rest of his life locked in endless combat with a group of immortal Tethered.

Gogoroth has eaten all of his treasures and slaves, and he has moved on to another part of the Undercity. Alric and Nordicka are nowhere to be found – the cages that once housed live sacrifices are now empty, and the chambers of Gogoroth's lair have been cleared out.

The City Watch has been freed from the Gogoroth's influence and Martell Vice has fled. No more sacrifices will be made on Syrup Street, with the locals none the wiser as to the events that transpired in the Undercity below.

The citizens of Alderbloat have launched a brutal assault against the remainder of Gogoroth's warriors, clearing them out of the city. However, they now live in fear. Gogoroth is still out there somewhere, nursing his injured pride. He will come back, someday, perhaps with greater strength or numbers. He will make the people of Alderbloat pay for his defeat and, if he can, will exact vengeance upon the Tethered who defeated him as well.

If this module is part of a longer campaign, the Tethered now must worry about the return of Gogoroth. Over time, Gogoroth will be plotting against them and can now serve as an ongoing villain for the rest of the campaign. The Tethered may also wish to explore more of Alderbloat and the Undercity.

Gogoroth is Slain

Despite the odds being stacked against you, you have managed to slay the mighty Gogoroth. As his fat body tumbles to the ground, you breathe a sigh of relief.

You feel a great amount of pride as you sever the chains of Gogoroth's slaves, releasing them back into Alderbloat and Syrup Street.

The people of Alderbloat are overjoyed and launch a swift and decisive assault against the remainder of Gogoroth's warriors before hosting a great feast (making use of Gogoroth's stored supplies) in your honour.

The City Watch has been freed from the Gogoroth's influence and Martell Vice has fled. No more sacrifices will be made on Syrup Street, with the locals none the wiser as to the events that transpired in the Undercity below. The Watch itself has no idea this happened, as their memories serving Gogoroth are hazy at best, but they still feel indebted towards you for returning their missing people.

The people of Alderbloat can rest easy and are now free to rebuild their community and their lives. They are not alone, and perhaps a steady trade agreement with the surface world will be just what they need. The devilish paths the Gogoroth built to shuttle his sacrifices can now be put to a much more noble purpose.

If the twins were saved, read below:

If the twins, Alric and Nordicka were not killed by the Gogoroth, they can be rescued and returned to Albrecht for the bounty. Albrecht is overjoyed at having his children returned to him and promises to dedicate his life to the protection of Syrup Street and its denizens. He tells you he will be joining the City Watch, in an attempt to help keep it free from corruption.

» Albrecht is offering four Small Bags of Money (Fragged Aeternum pg: 160) for the return of both of his children. This is not much, but it is all that he can afford.
  » If pushed, he is willing to sell his small family home to pay a further two Large Bags of Money if his children are returned alive. If a Tethered makes Albrecht commit to this they (and any who do not stop Albrecht making this commitment) will gain a point of Corruption.

If this module is part of a longer campaign, the Tethered now must worry about what other threats are in the area, and possibly who Gogoroth was communicating with (via the runes in the Acid Pit (17) in his lair). The Tethered may also wish to explore more of Alderbloat and the Undercity.

Balanced Fight for 4 PCs:

x1 Young Clacker Spiders.   x2 Huge Clacker Spiders.
x1 Web Globs.

Tactics:

» The spiders will attempt to poison the PCs while they make use of hit and run tactics.
» The longer the fight goes on, the greater the spiders advantage.
» The spiders will make use of the web-filled tunnels around the edge of the room.
» The webb (Difficult Terrain) does not restrict spider movement.
» When all of the Huge Clacker Spiders are killed; the Web Globs will stop appearing and the Young Clacker Spiders will try to flee.

## Key NPC Motivation:

To eat the PCs.

Please Note:

» The Web Globs have special movement restrictions
» Young Clacker Spiders have the Blunt Keyword (see Core Rule Book pg: 124) on their Poisonous Bite (an unconscious Tethered does not turn into a Spectre).
» Any Healing Roll (or turning into a Spectre) will remove the effects of Clacker Venom.

④

Trap door entrance.

17 Spaces

28 Spaces
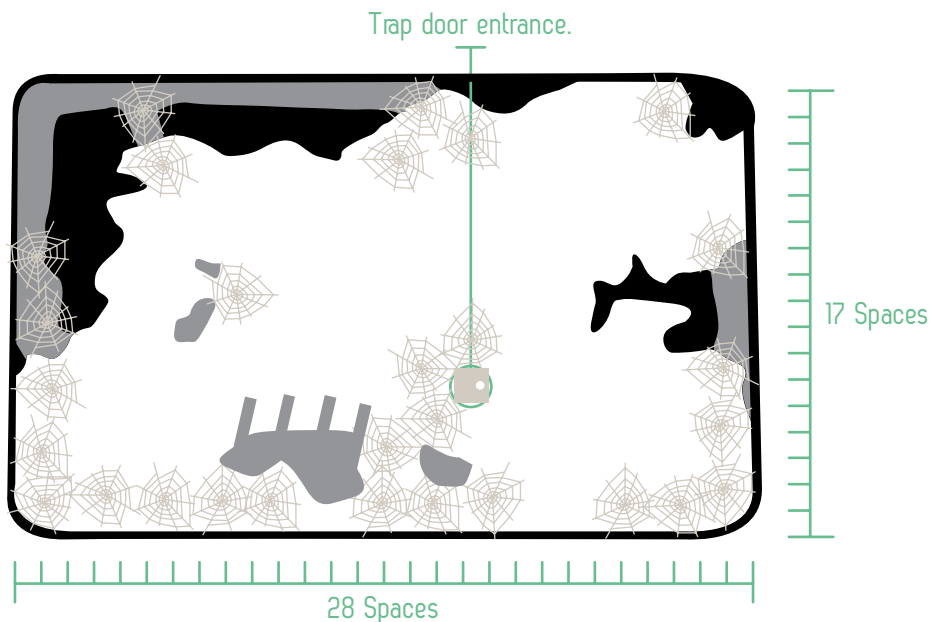
Young Clacker Spiders	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Type & Variation	Resources	Movement	Defence	Armour	Bodies
Poisonous Bite (Short)	3d6	+8	1	1	3	3	1	Melee, Blade.	2	6	14	4	6

Small, Momentum 1: +1 Crit Dmg, Poison, Pen 1 Min 4, After you Attack with this Weapon you may immediately move, Blunt. **Modifications**: Well Maintained, Swift.

Clacker Venom: Two Uses, Poisoned character must pass a Resolve Skill Roll of 16 or suffer −1 to all Skill and Attack Rolls for 2 hours (Stacks up to −2).

Traits/Notes:	Henchmen Group, Only Capture (You only wish to capture your Opponents, You will try to retreat if you're heavily hurt), Special Ability (Climbing and Webs are not Difficult Terrain to you).

Web Globs	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Type & Variation	Resources	Movement	Defence	Armour	Bodies
Fresh Web (Dual Ranged)	4d6	+0	3	10	4	3	1	Ranged, Spell, A-Garden, (Web)	3	*	13	2	0 +2/Turn

Dual, Splash 5 (Any), Dangerous 4 (Web Difficult Terrain). **Modifications**: Arcane-Garden (Web).

Strong Hit: Entangled (Hit) All damaged characters have all of their Movements, Defences and Stealth Skill Roll reduced by 3 until your next Turn (Stacks).

Traits/Notes:	Power Group (Power Source = Huge Clacker Spiders), Special Ability (*Your Bodies always move with your Source unless they're Attacking (as the Huge Clacker Spiders are carrying you around), +3 End Dmg), Well-Armed.

Huge Clacker Spider

Skilled

MIG	3	1	CON	2	4
AGI	3	2	EMP	4	5
SPE	4	3	UND	2	6

-2 ATTRIBUTE = DEATH 💀

DEFENCE ◇ 15   ENDURANCE ◇ 25
RECOVERY ◇ 2

D ARMOUR ◇ 1
S ARMOUR ◇ 5

COMBAT ORDER	UND +	= 2
MAX MOMENTUM	CON +	= 2
MOVEMENT	SPEED + 1	= 5
STEALTH	2 + 2	= +4

Weapons	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variation	Resources
Pincers (Balanced)	3d6	+4	1	2	4	5	2	Melee, Blade.	2

Your first Attack each Turn with this Weapon gains Strong Hit (5-6), Poison, Pen 1 Min 4, Natural, **Modifications**: (Natural), Well Maintained, Lunge.

Clacker Venom: Poisoned character must pass a Resolve Skill Roll of 16 or suffer −1 to all Skill and Attack Rolls for 2 hours (Stacks up to −2).

Chatter (Small Ranged)	3d6	+4 +Emp*	10	25	2 +Emp	2	0	Ranged, Fear.	0

Small, Momentum 1: Once per Turn; make a Free Attack with this Weapon, Pen 4 min 4, Natural, Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3, *Agility never increases To Hit, **Modifications**: Well Maintained.

Notes	Description
Avoidance Stance, Attractive	While you have Endurance; once before your next Turn you may gain +1d6 Defence vs an Attack (after an Attack Roll is made, but before Strong Hit Options are selected).
Attrition	All enemies take 4 Endurance Damage at the start of your Turn.
Poisonous	You gain unlimited uses of Poisons.
(Special Ability)	Climbing and Webs are not Difficult Terrain to you.

Balanced Fight for 4 PCs:

x1 Corrupted Warriors.
x1 Vile Arcane Orbs.
x1 Corrupted Champion.
x1 Vile Priest.

Tactics:

» As soon as the NPCs see the PCs they will send runner off to alert their master. It will be difficult for the PCs to catch them in time.
» The Corrupted Champion will leap over to the PCs as soon as he sees them, while the Vile Priest will stay out of harm's way by teleporting around each Turn. The Corrupted Warriors will try to protect the Corrupted Champion and Priest.
» Once a large amount of Momentum Points have been built up the Vile Priest will Teleport behind a PC and disintegrate them

Key NPC Motivation:

To alert their master to the presence of the PCs, and to hold them off for as long as they can.

Please Note:

» This is an optional fight that will only happen if the Gobbler knows the PCs are around. If the PCs engage the Gobbler's minions in other locations (ie: within Alderbloat): the GM should use the NPCs stated here.
» The Vile Priest is carrying 1d3+1 Plant Elixirs, which he will try to destroy if it looks like he might die.

7

Physical Skill Roll
of 12 to jump gap.

Up

4 Spaces

Difficult Terrain to
walk up stairs.

Down

Acid causes 4 Splash Damage per Turn.
Physical Skill Roll of 12 & 2 movement to climb out.

7 Spaces

Corrupted Warriors	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Type & Variation	Resources	Movement	Defence	Armour	Bodies
Clubs (Balanced)	3d6	+3	1	2	3	3	2	Melee, Hammer.	2	6	14	4	6

Your first Attack each Turn with this Weapon gains Strong Hit (5–6), **Modifications**: Practiced, Lunge.

Strong Hit: **Bash** (Hit) All characters damaged by this Weapon are Suppressed and Pushed back 1d3 (1 if they're big) spaces away from you.

Traits/Notes:	Henchmen Group, Unstoppable (Ignore the first killed Body you would suffer each Turn).

Vile Arcane Orbs	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Type & Variation	Resources	Movement	Defence	Armour	Bodies
Consuming Blast (Dual)	5d6	–1	1	1	5	5	2	Melee, Blade.	2	4	14	2	0 +2/Turn

Large, Dual, Poison, Pen 1 Min 4, **Modifications**: Well Maintained.

Traits/Notes:	Power Group (Power Source = Vile Priest), Straight Strike (Your Bodies may only move in straight lines. –1 Crit Dmg vs targets in Heavy or Entrenched Cover).

Corrupted Champion

Skilled

Mig	3	1		Con	2	4
Agi	3	2		Emp	2	5
Spe	3	3		Und	2	6

-2 Attribute = Death 💀

Defence 12 **Endurance** 55

Recovery 3

D Armour 6
S Armour 6

Combat Order	Und +		=	2
Max Momentum	Con +		=	2
Movement	Speed +	–1	=	2
Stealth	2 +	–1	=	+1

Weapons	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variation	Resources
Hooked Blades (Massive)	3d6	+4	2	2	5	6	2	Melee, Blade.	2

Large, Splash 2 (Any), Poison, Pen 1 Min 4, **Modifications**: Well Maintained, Range Burst.

Momentum 2 (You throw a Hooked Blade): Your next Attack with this Weapon gains Energy, +2 Rng, +10 Max Rng, –1 Crit Dmg.

Notes	Description
Endure Stance, Imposing	While you have Endurance; once before your next Turn you may redirect 1 Attack aimed at an adjacent ally onto yourself (after an Attack Roll is made, but before Strong Hit Options are selected).
Aura	Enemies who start their Turn, move into, or through the spaces adjacent to you take 4 Endurance Damage.

Vile Priest

Skilled

Mig	2	1		Con	5	4
Agi	2	2		Emp	4	5
Spe	2	3		Und	3	6

-2 Attribute = Death 💀

Defence 13 **Endurance** 45

Recovery 4

D Armour 1d6
S Armour 2

Combat Order	Und +		=	3
Max Momentum	Con +		=	4
Movement	Speed +		=	3
Stealth	2 +		=	+2

Weapons	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variation	Resources
Disintegrate (Hefty Ranged)	2d6*	+4	8	35	5	5**	1	Ranged, Spell, Arcane–Alleyway, Backstab.	3 (2)
								Large, *+1d6 Hit with Unleash Action, **Once per Turn if you Attack a character from their rear you gain +1 Crit Dmg for that Attack, **Modifications**: Practiced,	
Build Power (Small Ranged)	3d6	+4 +Emp*	10	25	4 +Emp	2	0	Ranged, Fear.	0
								Small, **Momentum 1**: Once per Turn; make a Free Attack with this Weapon, Pen 4 min 4, Natural, Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3, *Agility never increases To Hit, **Modifications**: Well Maintained.	

Notes	Description
Block Stance, Imposing	While you have Endurance; once before your next Turn you may change your facing in response to another character's non–Fear Attack Action (before an Attack Roll is made) and gain +1 Armour vs that Attack.
Death Throes	When you die you may immediately perform one free Action.
Blink	Once during your Turn you may Teleport 1d6+2 spaces for free.

Balanced Fight for 4 PCs:

x2 Vines.
x1 Spores.
x1 Giant Carnivorous Plant in the Lower Chamber.
x2 Giant Carnivorous Plants in the Upper Chamber.
(x2 Corrupted Warriors).
(x1 Runner).

Tactics:

» The Vines will try to drag the PCs up into the Upper Chamber.
» If the PCs stay up in the Upper Chamber they will be at a significant disadvantage.
» If the Runner is involved in this combat he will try to run as soon as he sees the PCs.
» If the Corrupted Warriors are involved in this combat they will spend their 1st Turn drinking their Plant Elixirs.

Key NPC Motivation:

To drag their prey up into the Upper Chamber to eat them.

Please Note:

» If the PCs have drunk the Plant Elixir the Vines and Giant Carnivorous Plants will not attack them, but the Spores might.
» Giant Carnivorous Plants are unable to move between the Upper and Lower Chambers.
» At any time the GM may require a PC on the stairs to make Physical Skill Roll of 12 to not fall Prone and move down 2 spaces.

11

Difficult Terrain to walk up stairs.

Physical Skill Roll of 12 & 4 movement to move up to Upper Chamber.

2 movement to drop down.

Up

Physical Skill Roll of 14 & 4 movement to drop down. Success = 1 Attribute DMG. Failure = 3 Attribute DMG.

Down

13 Spaces

6 Spaces

10 Spaces
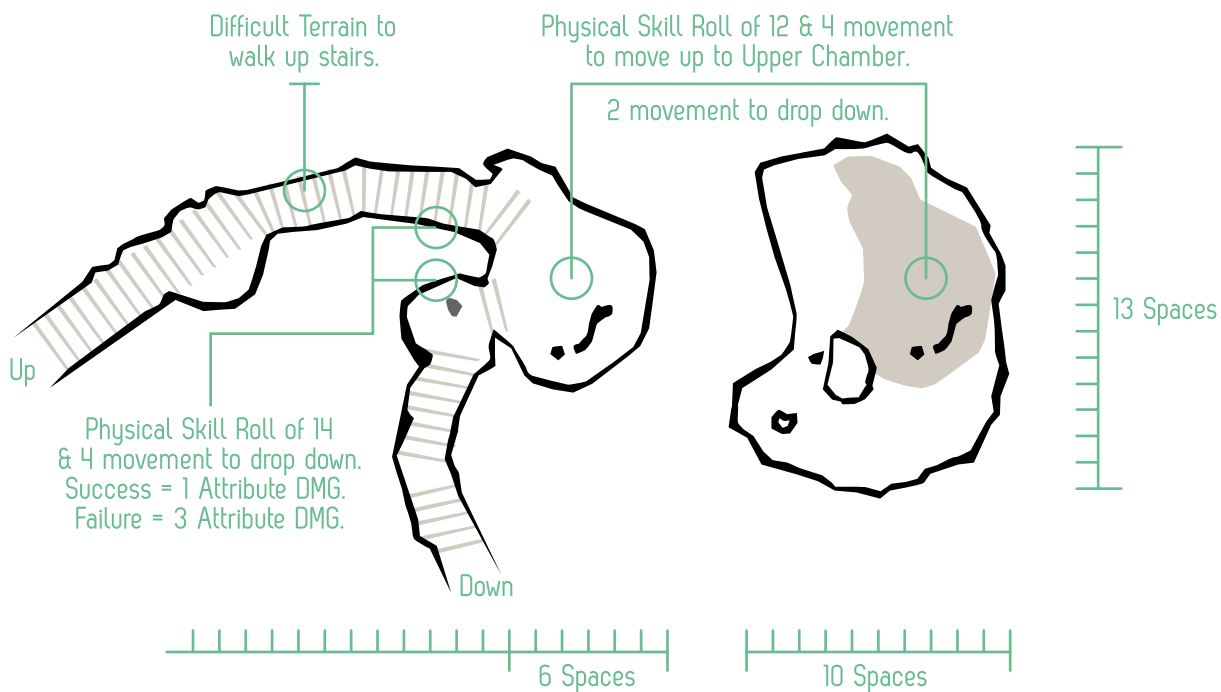
Vines	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Type & Variation	Resources	Movement	Defence	Armour	Bodies
Grasping Vines	3d6	+2	1	2	4	2*	2	Melee, Tooth & Claw.	2	6	14	4	6
	Strong Hit (5–6), Natural, Splash 1 (Any) *+3 Crit Dmg vs characters at 0 Endurance. **Modifications:** Lunge.												
Traits/Notes:	Henchmen Group, Impairers (Strong Hit: **Impair** (Melee, Hit) Choose one to apply to your target: Move them 1 space in any direction and move them up into the upper chamber OR Suppress them and yourself.).												

Spores	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Type & Variation	Resources	Movement	Defence	Armour	Bodies
Poisonous Spores	3d6	+2	2	2	3	6	2	Melee, Blade.	2	4	14	2	0 +4/Turn
	Large, Splash 2 (Any), Poison, Pen 1 Min 4, **Modifications:** Practiced.												
Traits/Notes:	Power Group (Power Source = Giant Man-Eater Plant), Swarm.												

GIANT CARNIVOROUS PLANT Skilled

MIG	4	1	CON	3	4
AGI	3	2	EMP	2	5
SPE	3	3	UND	3	6

-2 ATTRIBUTE = DEATH 💀

DEFENCE 10 **ENDURANCE** 55
RECOVERY 3
D ARMOUR 4
S ARMOUR 4

COMBAT ORDER	UND +	= 3
MAX MOMENTUM	CON +	= 3
MOVEMENT	SPEED +	−1 = 2
STEALTH		2 +	= +2

Weapons	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variation	Resources
Chomp (Dual)	5d6	−3	1	2	5	5	2	Melee, Blade.	2
	Large, Dual, Poison, Pen 1 Min 4, Natural, **Modifications:** (Natural), Well Maintained, Lunge.								
Hiss (Small Ranged)	3d6	+4 +Emp*	10	25	2 +Emp	2	0	Ranged, Fear.	0
	Small, **Momentum 1:** Once per Turn; make a Free Attack with this Weapon, Pen 4 min 4, Natural, Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3, *Agility never increases To Hit, **Modifications:** Well Maintained.								

Notes	Description
Endure Stance, Imposing	While you have Endurance; once before your next Turn you may redirect 1 Attack aimed at an adjacent ally onto yourself (after an Attack Roll is made, but before Strong Hit Options are selected).
Split	When you die a Henchmen Group (Grasping Vines) enters the Combat (and may Attack this Turn).
Feed, Momentum	+1 Hit and Crit Dmg vs characters with 3 or more Momentum, all Weapons.
	−1 Armour vs characters with 3 or more Momentum.

Corrupted Warriors	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Type & Variation	Resources	Movement	Defence	Armour	Bodies
Clubs (Balanced)	3d6	+3	1	2	3	3	2	Melee, Hammer.	2	6	14	4	6
	Your first Attack each Turn with this Weapon gains Strong Hit (5–6), **Modifications:** Practiced, Lunge.												
	Strong Hit: **Bash** (Hit) All characters damaged by this Weapon are Suppressed and Pushed back 1d3 (1 if they're big) spaces away from you.												
Traits/Notes:	Henchmen Group, Unstoppable (Ignore the first killed Body you would suffer each Turn).												

Runner	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Type & Variation	Resources	Movement	Defence	Armour	Bodies
Club (Balanced)	3d6	+3	1	2	3	3	2	Melee, Hammer.	2	6	16	4	1
	Your first Attack each Turn with this Weapon gains Strong Hit (5–6), **Modifications:** Practiced, Lunge.												
	Strong Hit: **Bash** (Hit) All characters damaged by this Weapon are Suppressed and Pushed back 1d3 (1 if they're big) spaces away from you.												
Traits/Notes:	Henchmen Group, Unstoppable (Ignore the first killed Body you would suffer each Turn).												

Balanced Fight for 4 PCs:
x1 Corrupted Warriors (from Gogoroth's Trait).
x1 Vile Arcane Orbs (from Gogoroth's Trait).
x1 Gogoroth.

Tactics:
» Unless first challenged, Gogoroth will immediately Attack the PCs.
» Gogoroth will try to stay near the hole in the centre of the map and drag (or Dominate) the PCs into the hole with his Chomp Attack.
» Gogoroth may block the hold with his body to keep a trapped player in the hole.
  » They will be unable to use any Weapon in two hands.
  » They will be required to make a Physical Skill Roll of 12 t the start of each Turn to not fall down.
» Gogoroth will target any character that mocks him.

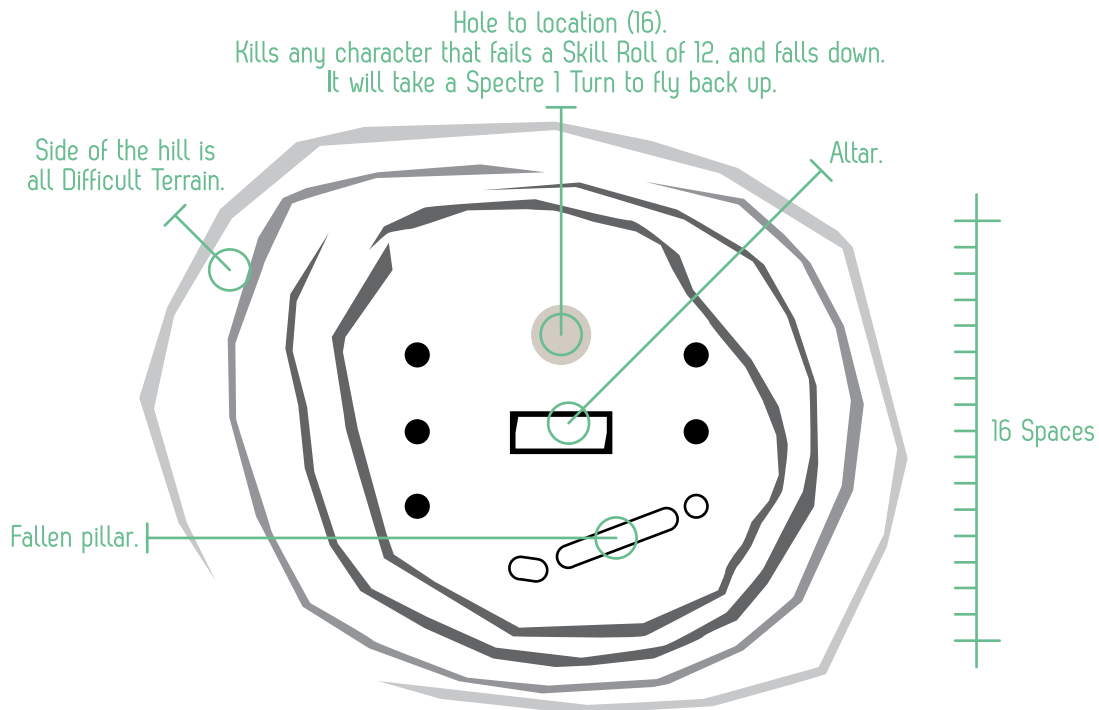## Key NPC Motivation:
To kill the PCs.

Please Note:
» Once Gogoroth suffers 8 points of Attribute Damage his servants (Corrupted Warriors) will rush to his aid; entering the combat.
» Gogoroth takes up 4 spaces (characters normally require 1).
» If Gogoroth kills all of the Tethered he will immediately Heal all damage that he has suffered and gain 1 Additional Attribute Point that he may allot to any Attribute.

(14)

Hole to location (16).
Kills any character that fails a Skill Roll of 12, and falls down.
It will take a Spectre 1 Turn to fly back up.

Side of the hill is all Difficult Terrain.

Altar.

Fallen pillar.

16 Spaces

Corrupted Warriors	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Type & Variation	Resources	Movement	Defence	Armour	Bodies
Rusty Blades (Massive)	3d6	+1	2	2	5	5	2	Melee, Blade.	3	5	13	3	7 +2d6/T
	Large, Splash 2 (Any), Requires 2 Slots, Poison, Pen 1 Min 4, **Modifications**: Well Maintained, Fiendish, (these Modifications disappear on their death).												
Traits/Notes:	Henchmen Group, Unstoppable (Ignore the first killed Body you would suffer each Turn), Army (+2d6 Bodies per Turn).												

Vile Arcane Orbs	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Type & Variation	Resources	Movement	Defence	Armour	Bodies
Consuming Blast (Dual)	5d6	−1	1	1	5	5	2	Melee, Blade.	(2) 3	4	12	2	0 +3/Turn
	Large, Dual, Poison, Pen 1 Min 4, **Modifications**: Well Maintained.												
Traits/Notes:	Power Group (Power Source = Gogoroth), Straight Strike (Your Bodies may only move in straight lines. −1 Crit Dmg vs targets in Heavy or Entrenched Cover), Defend (Your Source gains +1 Armour while you have at least 1 Body).												

GOGOROTH, THE GOBBLER

Immense

MIG	6	1	**CON**	4	4		
AGI	3	2	**EMP**	6	5		
SPE	4	3	**UND**	5	6		

-2 ATTRIBUTE = DEATH 💀

DEFENCE 11
ENDURANCE 70
RECOVERY 3

D ARMOUR 4
S ARMOUR 4

COMBAT ORDER	UND +	=	5
MAX MOMENTUM	CON +	=	3
MOVEMENT	SPEED +	−1 =	3
STEALTH	2 +	−2 =	+0

Weapons	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type & Variation	Resources
Chomp (Massive)	3d6	+2	2	2	9	5*	2	Melee, Tooth & Claw, Arcane-Street, Exchange.	3
	Large, Splash 2 (Any), Natural, Splash +1 (Any) *+3 Crit Dmg vs characters at 0 Endurance, After you Attack with this Weapon: move yourself 2 spaces and your opponent 1 space, **Modifications**: Practiced, Well Maintained, Arcane-Street.								
Dominate (Hefty Ranged)	2d6*	+4 +Emp**	13	45	5 +Emp	4	0	Ranged, Fear.	1
	Large, *+1d6 Hit with Unleash Action, Pen 4 min 4, Natural, Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3, **Agility never increases To Hit, **Modifications**: Well Maintained.								

Notes	Description
Endure Stance, Imposing	While you have Endurance: twice before your next Turn you may redirect 1 Attack aimed at an adjacent ally onto yourself (after an Attack Roll is made, but before Strong Hit Options are selected).
Immense NPC	You may perform 3 Actions per Turn.
Reveal Support	After you take 8 points of Attribute Damage: an additional Henchmen Group enters the Combat.
	After you perform the Think Action: all allied Henchmen Groups gain +2 Bodies.
Caster	Add an additional Power Group to this combat.
	When you perform the Think Action, an allied Power Group gains +4 Bodies.
Flight	You may Fly.
Massive	Reduce all Endurance Damage against you by 3.
	If an ally is adjacent to you: do not reduce Endurance Damage against you (normally by 2).
(Special Ability)	−1 Resource.
	Strong Hit: **Dominate** (Hit, Fear, Once per Turn) As long as your target is unaffected by Alchemist's Brew (pg: 11) they become Supressed and you may immediately perform a single Action for them right now (using your Momentum).

Acknowledgments

Created by
Wade Dyer (Design Ministries)

Writing
Ryan Schoon

Artwork
Mateusz Mizak

Special Thanks
Benjamin Setzer
Marc Hardenack