

THE TOMB OF THE FIFTH COLOSSUS

Adventure I
of the Tombs of the Adamant Colossi
Game of the North
Campaign

Tomb of the Fifth Colossus

Welcome to the Game of the North – the Tomb of the Fifth Colossus is a module intended to introduce the system and the rudiments of the broader setting called The North. Each Referee and each player in the North will create their own narrative, their own adventures. This module is intended to give insights on how to run the game and how to play the game while providing a setting, an adventure characters, gear & backgrounds for ease of play.

If you are running this adventure you can feel free to read the entirety of the module and all of the pre-generated characters & monsters records.

If you plan to play as a PC in this adventure and its further campaign you shouldn't read much further. You'll want to select one each of the accompanying materials – you'll want one Character, one Gear Sheet and one of the Your Story So Far sheets. You can and maybe even should randomly select each of these.



Introduction

The Adventure begins with characters arriving in the region known as the Tombs of the Adamant Colossi. There are two modes of approach that PCs can make and the determination of which route is taken is left to the individual PCs. In either case they begin the adventure on the same footing.

Characters with refined backgrounds – The airship *Ashes of Klio* has braved the northern winds and forged a path into the icy realms of the distant north where the retreating glaciers have revealed a magnificent plateau – a mixture of rocky moraines and frosted badlands. As the game commences these players may make one another's acquaintance. They will have a long journey to become friendly or acrimonious – at the ultimate end of their adventure the airship lurches as if struck a mortal blow and descends in chaos to the mist-clad steppes below. The PCs will be the airship's only survivors.

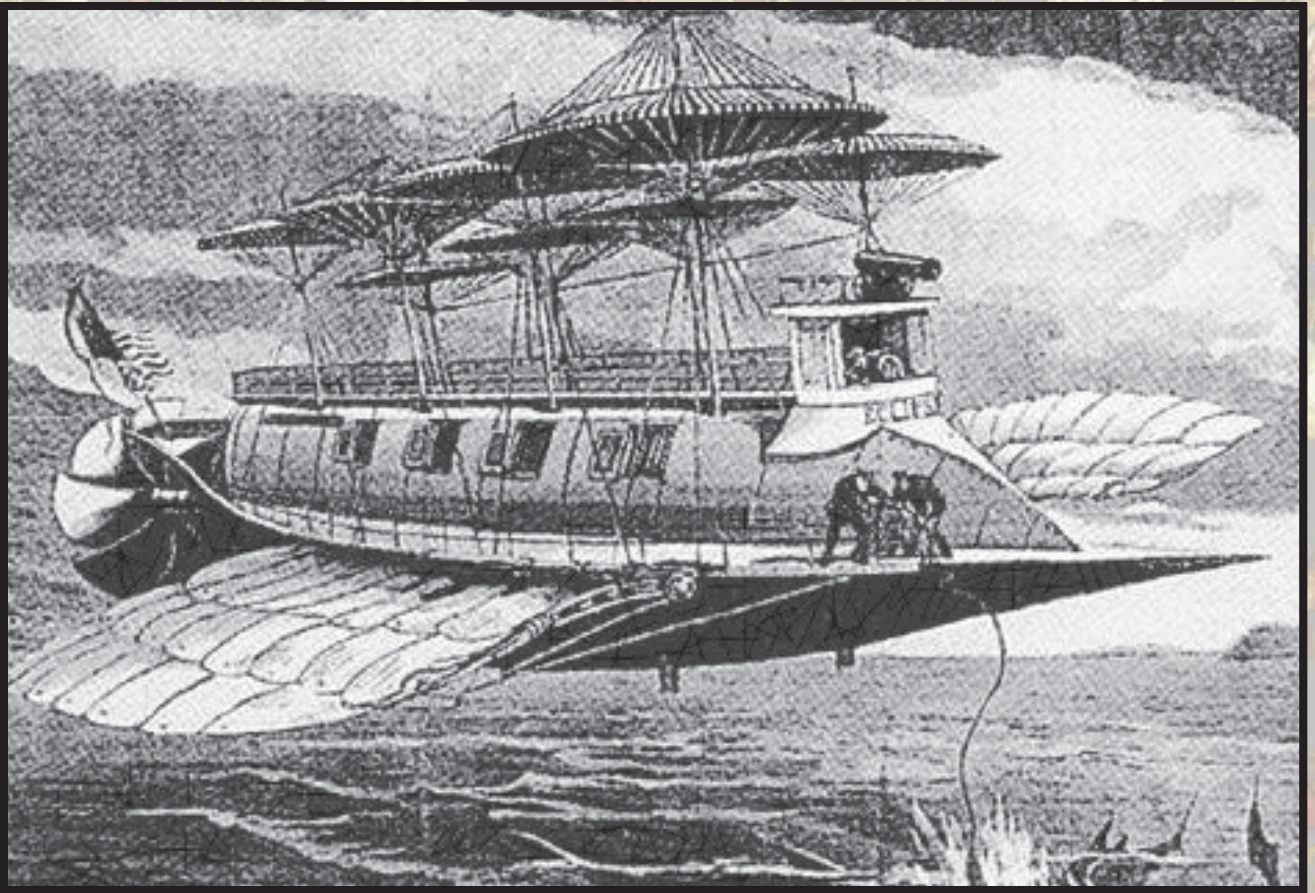
Characters from less well-heeled circumstances – The intrepid caravaneers of Dassius Caio's company have penetrated deep into the frontier shedding voyagers & settlers as it wends its way through the great gray plain heading inexorably northward. The caravan is beset, often, by marauders & robbers some even capable of language. At this terminal point the caravan is undone by storms & arrows from unseen attackers, the few hangers on and caravanseraï able to withstand this penultimate onslaught wander into the steppes on foot, any thought of profit dashed away, their only hope is to survive another day in the biting wind & clammy chill. Ahead they spy the calamitous descent of one of the fabulous airships of some southern nation.

For a speedier game – The airship still crashes, the caravan is still lost, but every character is from one or another of these two – don't split the party into factions.

All players begin the game looting the wreckage of *Ashes of Klio*. Aside from whatever starting gear they gain at character generation every character must make a foraging roll.

Foraging is a new skill for use in this module and its associated campaign. Foraging is rolled to collect enough food and water to survive for 1 day – so most PCs will need to roll it daily. It is unaffected by any attributes and all players begin with a value of 1 in this skill. The skill can be raised through Xp expenditure – it increases by 1 point per 200 Xp spent. The referee may rule that no check is possible in certain environments.

This initial, introductory foraging roll is the only easy check in the entire module or the campaign itself. Looting the wreck of *Ashes of Klio* uses a d6 roll. The results of this check are special.



1. You locate some remnants of the ship's pantry and secure enough preserved food to feed a person for 5 days. You find no water.
2. You locate an intact rain barrel that has within it enough water to satisfy your needs for up to 5 days. You find no food.
3. Within the wreck you find what amounts to the remains of the dining service, there are two jugs of wine and enough food to sustain a person for up to 3 days.
4. The wreck of the airship yields up some paltry rations, you estimate that there is enough food & water to supply yourself for only 2 days.
5. You discover the remnants of the dinner service, which was lavishly prepared but now crusted with dirty & grass. You can feast for the moment but nothing here will last beyond morning.
6. You find only the bodies of the dead, poor souls killed by the impact or its aftermath, without food you begin to contemplate the unthinkable. (a human corpse provides rations for one person that will last for 3 days before rot & worms make it indigestible).

ACT ONE

Having become acquainted with their predicament – give the players some scenery to inspire their departure.

Stretching in all directions is a vast sea of listlessly blowing grass crowned with filaments of ice. The vista is immense, and you have the sudden, alarming sensation of being well and truly alone, trapped in a gray plain without any hope of rescue or discovery whatever happens next in this desolation is entirely up to you, your survival is yours to ensure.

At this point characters may wish to determine what they know or may have seen of the area. Within the wreckage is a modestly useful map – designed for airships it lacks relevant details. This can be found by any character with the sense to search for aids to navigation.

PCs who were aboard the airship who have the presence of mind to ask may be told that during the crash they saw a series of structures, strongly resembling a settlement to the north and east of their current position.

PCs from the airship who wonder what caused the crash should be told that they witnessed arcing rocks pitched from a mountaintop that struck the airship with terrific speed & force. There are no signs of mountains nearby at all.

PCs from the caravan may recollect that Master Dassius Caio (a generous, helpful figure, fondly recollected), gave indications of a road with its beginnings in the northeast. This road was of some significance to Dassius Caio who regarded it as a place of safety, an oasis in the steppes.

If PCs fail utterly to form an interest in the Northeast, then indicate to them (possibly after a day or two of starvation) that they can make out a nimbus of shadow on the Northeastern horizon, some vague indication of larger structures or possibly even trees.

The adventure itself begins as they approach the Tomb of the Fifth Colossus.



The trackless steppes seem to culminate in a forest of gnarled trees, none much larger than a man. These gray shrubs are armed with inch long thorns and all of them are nearly bereft of leaves. In the midst of this withered forest is a structure that must have been made long ago and by human hands. It consists of a large cubic structure

perched upon an ascending slope of tiered stairs. Facing you is the structure's entrance, a curious portico formed of banks of squat, brutish looking pillars, all cut square and pitted by centuries of wind.

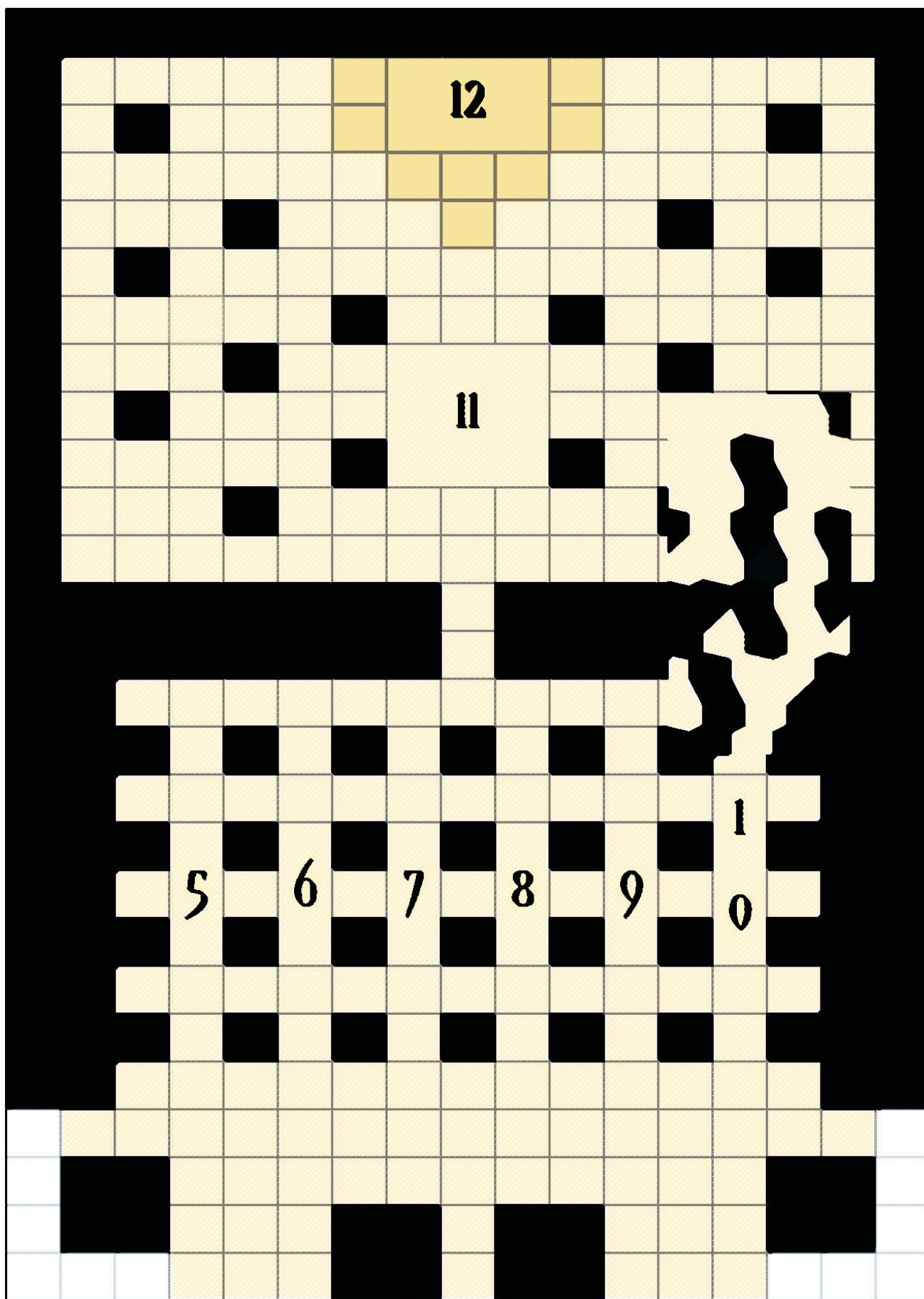
Arrayed before the portico and the temple proper - for you can discern that is what this structure is, stand four immense statues. Scored by winds for unthinkable eons, what remains of the statues are bare forms, humanoid in four poses. Each of the statues stands upon a dais as tall as a person, and each statue must be at least twenty feet tall.

The statues are all made of a robust, malleable steel that is difficult to harvest, easy to work and which does not take or hold an edge. In ancient times these statues were faithful depictions of four gods, significant to the people who survived here before the coming of the glaciers. The language, or even the race of these archaic folk has been lost but transliterating the names of their deities would yield these results *War, Storm, Love, Providence*.

You may entice PCs to approach by mentioning that there are gifts of food laid in baskets at the feet of two of these statues.







1 – The Statue of War – *All that remains of this great mass of steel is a vaguely human form standing with a still discernable boldness, arms akimbo, the face, indeed all of the details of the statue have been lost to time, it is a blank 20 foot tall blur of corroding steel. In the dais that lies before this statue are a series of baskets, some seem even contemporary. Within some of the baskets are the leathery remnants of some kind of meat, within the newer baskets are bloody, rotting organs, principally hearts.*

Searching the statue may yield some clues – this is a difficult test requiring a result of 1 on a search check.

There is some graffiti scratched into the statue's legs. It is difficult to distinguish it from normal weathering. An Orc character (or one familiar with orcs) can recognize that this is not orc writing (they have no writing) but that it is a series of tallies & signs not dissimilar to those made by orc hunting parties. Desperate



characters looking for food can gain 1d6 rations from the baskets of orc hearts.

2 – The Statue of Storm – *This massive statue, scored by eons of wind & weather is particularly distinctive, its arms are raised above its head and the entire upper half of the statue is blackened & charred.* The statue is unadorned & blank, like the others. It is also magnetic and attracts iron pretty strongly. There is a 1% chance that lightning will strike this statue in any given scene. If anyone is touching the statue when this happens they must save vs. death or become defeated.

3 - The Statue of Love – *The broken statues enormous arms lie on the ground before it, the jagged edges of the shoulders reveal the crystalline structure of the steel beneath the withered dull metal of its exterior. The metal has a lustrous, tantalizing golden glow to it.* The arms are six feet long each and weigh hundreds of pounds, when they were attached they had the form of an embrace, which can be discerned with some effort.

Each of the arms is marked over and over with dwarf runes that almost resemble tattoos. Those who can read the runes come away with the sense that marking the name of your intended is or was the practice for a dwarf community that must be nearby. It is called *Tephra*. Searching the statue reveals 2d10 Sp buried at its base, the coins are dwarven, coined in *Tephra Nome*.

4 – The Statue of Providence- *This statue seems to have withstood more calamities than the others, its head & upper body have twisted away so that they are lying on the ground but still attached, as if the statue was melted and then cooled. Where the steel has bent like wax it shines brightly. The statue may have once depicted a person grabbing something from the ground or presenting a gift while bowing – but it is indistinct now, only the bent knee and the kneeling posture are recognizable. Arrayed out in front of the statue are numerous clay pots.* The pots contain water, oil, fat & grain, generally in small quantities. In most of the pots this material has become rancid or rotten but enough is intact that a character can gain 1d8 days of sustenance from them. The pots themselves are quite pleasant to look at, if more than a bit crude. They appear elven in origin and those conversant in elvish get the impression that this is an adaptation of their writing created by non-elves. The writing is about nothing – it is a series of simple prayers that go with food, Bless this wine, bless this meal, that sort of thing. Careful scrutiny reveals a name, possibly that of a settlement *Aceria*.

If the party examines any of the statues keep note of the order in which they do so, the sequence of exploring & examining the statue will guide you in setting up later aspects of the campaign & adventure. In essence the sequence indicates the cycle that a party will experience during encounters. When this sequence is relevant within this adventure they are indicated as **W, S, L & P**

- War = Combat
- Storm = Environment
- Love = NPC Parley
- Providence = Treasure

Having explored the statues the PCs will hopefully seek shelter within the temple itself. If they do not, or if they seem interested in leaving, you can coerce them to go on the adventure with a few tricks. Specifically:

W – There appear to be a mass of people approaching, warriors chanting in the Orkii tongue. There is no chance that the twisted forest nearby will provide cover. The orcs attack anyone at the statues but won't go into the temple.

S – The wind picks up a gale, there is a forceful insistence within it, it bites the flesh & hurts the eyes. This wind will scour & score the PCs and deals 1 point of damage every ten minutes that they avoid shelter.

L – From within the structure you are called to by Kello – who warns the party about one of the other dangers.

P – There are glints of metal in the dust, Coins! Thick silver pennies half buried in a trail, you can follow these breadcrumbs & find 2d10 Sp.

Inside, the portico is a large structure it is tall but seems squat, it is wide but seems compact. The building itself is a flat roofed cube with one open side, it is made of stone that is still, here and there, clad in a lining of steel. The columns that support the roof are thick & square, the ceiling is beyond reach, about fifteen feet high, but the weight of it seems present in your mind. It's probably the squat thickness of the rows of columns which lead toward an interior room.

Searching the columns isn't difficult, on a 2 or less the PCs discover writing present on the inside of one of the broken off metal panels, it is in the Rhumn the script of the ancient giants. If a PC is conversant in that language they can get a sense of the writing's purpose – which is a spell of protection or binding – a superstitious talisman of some kind.

If the PCs have met Kello she is present here and not later. Her interest is in survival, like the PCs. She is desperate enough to reveal herself to strangers at this point, so long as they don't immediately attack her. She runs away otherwise. Kello has fled from her forest community out of fear of the jilted chieftain, her true love is dead & she is both hopeless & alone. She isn't helpless though and can show PCs around a little.

5 – Path of the 7th Colossus – *The 5 foot wide rectangular columns are clad in bronze. The flowering patina of green is somehow accentuated by a subtle carving so that it seems to whorl & flow in a patternless shape, like the branching of plants or the tangle of roots. The dust that lies on the floor here is piled like a dune around the columns so that the interior edge of each of these is free of any dust.*

A search result of 2 or less reveals the darkest & most menacing of the prophetic words scripted within the pattern in the Rhumn language. Whether the players discover these words or even understand them is irrelevant to the sense of power & ultimate erasure that the message seems to convey – nature defeating civilization, collapsing & consuming it. Players who do investigate have the option to **Know the Final Colossus** – This is a choice that is presented them in area 11 – detailed below.

The Lightning Spear

Unerring Winnower

Wind Spitter Storm Breather

Brute Of Heaven The Scourer

The Thunder Call

The Answer To All Prayers

Who Rides The Glacier

Deafener Of The World





6 – Path of the 6th Colossus - *The 5 foot wide rectangular columns are clad in a dully shining metal. The patterned into the metal cladding is are scored arcs like the branches of naked trees or roots, they are lightning paths, burnished into the metal as if collected from the sky itself. No dust gathers near these columns, rather the air is heavy with galvanic force & the motes of dust hang in the air and cling to passersby.*

A search result of 2 or less reveals the prophetic phrases concerning the 6th Colossus- the Storm Colossus, depicted outside as a god. Players who can understand Rhumn can get the exact phrasing, players who cannot still get the sense of power & energy, of force striking down adversaries & allies alike, purely for the joy of destruction. Players who investigate have the option to **Know the Storm Colossus** – This choice & its value are explained in section 11.

*Terror Of Heaven
The Lightning Spear
Sky Riding Gargantua
Wind Spitter Storm Breather*

*That Strikes The Impure & Pure
The Thunder Call
Who Calls The Moons & Orders Them
Who Rides The Glacier*

7 – Path of the 4th Colossus - *The 5 foot wide rectangular columns are clad in a burnished rosy copper. There are designs of birds of eggs & of flourishing agriculture stylistically, almost hypnotically etched into the surface, observable only*

barely in the dim light. Where the dust has fallen around these columns it has become fecund loam, flower & grasses grow even in the dark interior.

A Search result of 2 or less reveals the prophetic phrases concerning the 4th Colossus – The Colossus of Providence. Once again the actual writing is in Rhumn, but the meaning is apparent to all. Players who look closely may choose to **Know the Provident Colossus** when they have the encounter in area 11. This is the god indicated outside that has been warped by heat.

A search result of 1 indicates that the player has found the secret door hidden at the end of the hall. The door is trapped and difficult to open from this side- To detect traps a d8 is rolled, to disable the lock & trap a d8 is rolled as well. On a failed check save. Vs. traps or the PC suffers 1d8 points of damage as blades strike from the walls. The blades swipe at a higher target, so damage is lessened, and they creak on their hinges reducing it further. A thousand years prior, a giant fiddling with this lock would be gutted alive.

Wife Of The God

Terror Of Heaven

Mistress Of The Overworld

Sky Riding Gargantua

Brilliant Star The Metal Venus

That Strikes The Impure & Pure

The Fire Of Love & Death

Who Calls The Moons & Orders Them

8 - Path of the 3rd Colossus – *The massive columns here are clad in gold. Actual gold plates an eighth of an inch thick each. The value of these is considerable, as is the weight. Carved, quite elegantly into these columns are depictions of love – between human-like figures, possibly elves. They are strangely proportioned & the imagery depicted is enough to cause those less experienced to blush furiously.*

Searching here can reveal the hidden giantish text that describes the Colossus of Love – which is replicated outside as statue 3. The search test isn't very hard and requires a 2 or less on the die. Players who gain the information can choose to **Know the Loving Colossus** when they are made to provide a choice at area 11.

Mother Of Titans
Wife Of The God
Harbinger Of The Next World
Mistress Of The Overworld

Queen Of The Golden Knights
Brilliant Star The Metal Venus
Indomitable Implacable Princess
The Fire Of Love & Death

9 – Path of the 2nd Colossus – *These columns, squat & ugly are clad in pitted iron & carved deep with signs & symbols. Rust falls freely from the columns & shards of iron prick unwary hands.*

This is the path of the flawed colossus, the monstrous second born of the ancients. Searching here is difficult not least because part of the temple has collapsed here, creating a dead end where the columns hang precariously, ready to fall. A search result of 2 or less reveals the words relating to and allowing PCs to **Know the Monster Colossus**. What can be deciphered of the imagery is that of a monster, leashed & held, a vicious beast that hunts & strikes without mercy.

Disaster Bringer
Mother Of Titans
Made Their God
Harbinger Of The Next World

Merciless Steel
Queen Of The Golden Knights
The Desolator The Steel God
Indomitable Implacable Princess

10 – Path of the 1st Colossus – *The steelclad columns in this section of the shrine are starting to buckle & collapse, at the rear of the gallery you can see that the wall has crumbled and there is access to a larger room beyond, a closed room, easy to defend & shelter from within. The columns themselves are clad in the same dull steel that the statues outside are formed of, it has within it angular scratches – some kind of pictographic writing that evokes war, death & glory.*

The path of the Colossus of War provides access to the interior of the temple and the dungeon beneath. If players are fleeing from outside the temple to an interior spot,

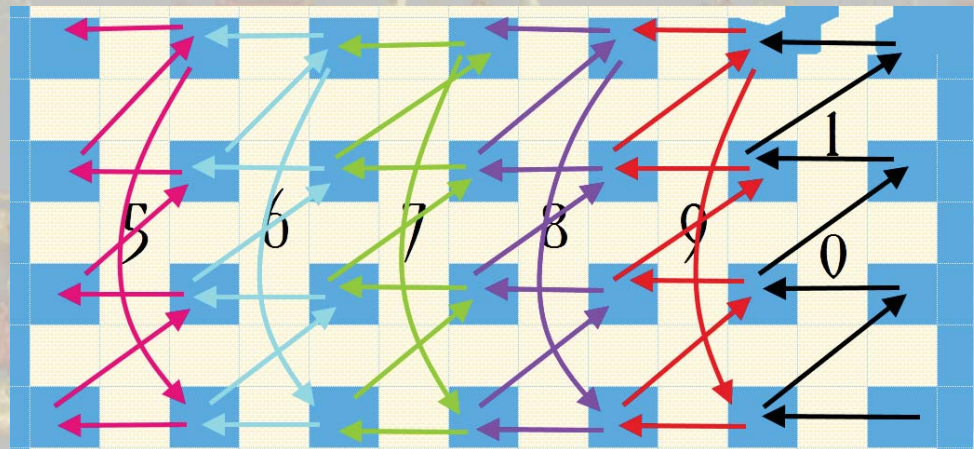
this is the only path that they take, no search is necessary and without effort any player, in area 11 can chose to **Know the Colossus of War**.

Indomitable Destroyer
Disaster Bringer
The Hammer Of The Giants
Made Their God

Might Clad In Steel
Merciless Steel
Governor Of Blood
The Desolator The Steel God

Prior to explaining area 11 it is worthwhile to take a moment to explain the provenance & purpose of the temple. In ancient times a race of giants rose to technical proficiency sufficient to create the Colossi – mechanical giants gifted with life & a peculiar single-minded intellect. The first colossus was created to rid the world of the giant's adversaries – a race of creatures now extinct & mysterious to all. In later years the giants had cause to create other colossi, first, to sooth the original's lust for blood, and then it's regular lust and finally its desire for offspring of its own. The 7

Colossi became the rulers of the giants and eventually their exterminators. Those remaining in the realm after this were few & feeble in the face of the Colossi – they



worshipped them as gods & built this temple to honor them. In time each of the Colossi became dormant and were buried under the great glaciers. Skipping the eons under ice during which they must have dreamed the few folk who live in this far flung region of the north have come to use the temple as their own place of worship. A few among these people have Initiated – by learning to Know one of the Colossi. Each of the Colossi has something to offer and is explained partly by the text describing them in the areas above. The repetition in the text relates to the way that the giants wrote & read – shown here:

PCs who are able to puzzle this out on their own deserve to earn the Victorious condition.

The 5th Colossus to whom this temple is dedicated is the Colossus of Wisdom – a kind of benefactor to the remnant people of the area. The last colossus to go dormant it watched the glaciers wipe away civilization before finally retiring. It is in area 11, the Colossus of Wisdom's shrine, that players will choose to Know one of these 7 ancient gods. This opens paths of personal understanding & power for PCs throughout this adventure. Even without knowing much of what is going on here, all players are gifted with the ability to choose between at least the Colossus of War and the Colossus of Wisdom.

11 – Shrine to the Colossus of Wisdom – *The crumbling hall opens into a room that slopes downward, like an auditorium. At the far end of the room, there is a huge statue, like those outside and yet it is distinct because it is both intact and because it radiates a glittering light that illuminates the room brilliantly, casting strong shadows and striping the room in long patches of light and dark. The columns that line the room add to the pattern creating sunburst flare of bright light emanating from the back wall. You have a very profound sense that your life, that the lives of your ancestors and all your forebears have led to this precise moment, where you are crowned into a new kind of becoming – this is another birth that you did not anticipate. Nothing could have prepared you for this moment.*

W – The shadows are broken, the light is disrupted & rising from the ground in a furious wave of destruction come dozens of Meklings – the mindless progeny of the Colossus of War. These are brutish little beings that are dangerous in numbers but individually insignificant. They attack because they know no other course. (have a battle & change up the scenery. The meklings emerge from out of junk & debris so they end up guarding the lone exit from the room.

S - The Statue blasts light, shining in all colors and continues flashing rays of powerful illumination from alien spectra, unseen rays, unthinkable colors – they

enter the consciousness through the mind & everyone present is overcome by the radiance & the sudden crush of knowledge forced into their minds. This should happen if things go poorly with the meklings and the majority of characters are killed or defeated.

L – The light dazzles, the dark fascinates, the players find themselves in the presence of a deep & alien benevolence, it is wisdom & skill – it is the knowledge that causes language & the force of all ideas. This benign presence gives all present players innate knowledge of the Rhumn language before engaging them in that same tongue. The light calls out and wants to convey the lore of the Colossus of Wisdom – this lore & more is scribed out in the light & shadow at play on the columns – players are granted the option to Know the Colossus of Wisdom.

P – Within the columns, within the light is a deep & satisfying lore, the knowledge that raises the beast to consciousness & grants meaning to words – and ancient power that is the originator of the mind itself. Here, on these columns, that mind is laid bare in shadow & light and through this new enlightenment you are drawn to one of these ancient forces – to serve it or to master it, to embrace or oppose it – it is a power that calls to you in exactly the voice that you wish to hear, in exactly the way that guarantees your response.

Here the players should choose which of the Colossi they wish to Know. At the least they have the option to select between War & Wisdom. Each of the paths offers different results, and in particular benefits. Every colossus leads down their own 8-fold path of perfection and each of the 8 steps can be entered by sufficiently enlightened PCs through the use of Xp.

At this point every PC gains the first step from their 8 fold enlightenment.

Wisdom – *Who makes the dumb to speak* - PCs gain 6 language rolls.

War – *Indomitable Destroyer* - Increase PC attack bonus by 1

Love – *Mother Of Titans* – Increase Reaction dice by 2

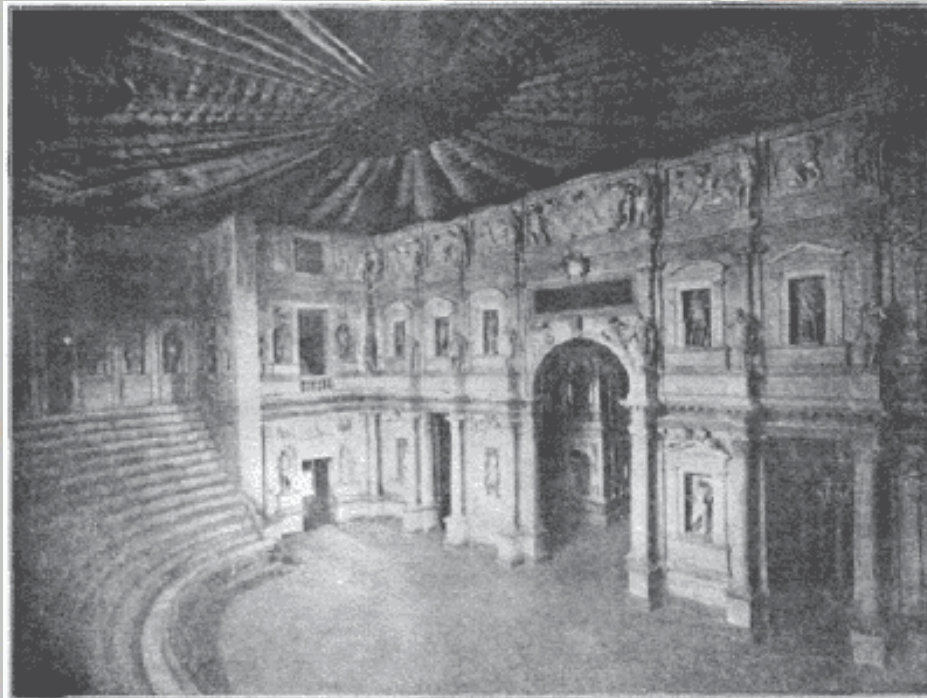
Providence – *Wife Of The God* – Increase HP by 2

Monsters – *Disaster Bringer* – Increase damage by 1

Storm – *Terror Of Heaven* - Improve AC by 1

Final – *The Lightning Spear* – Improve saves by 1

The Knowledge of the ancient powers of the world is granted you, you become fortified for what will come next, certain that you have been brought to this place to see something through, something that you could not have imagined before this moment. This lore from the dawn of time is given you and as it enters your psyche the massive statue radiating this light cracks, breaks and shatters, shards of glittering steel each like sword blades crash all around you, piercing the walls with terrific force, you remain unharmed but shaken, not the least by the gaping hole in the floor, within which lies a spiral stair that descends into the earth, revealed by this final burst of vitality.



12 – The Shattered Statue & the Stairs - *Before it was destroyed the statue was that of a colossal man with strange proportions, arms too long, legs too wide, face too broad, brow too long – everything almost human but just a bit too much, and then it burst into splinters, each as long as a sword and all now piercing the walls and ceiling of the room. These blades glimmer with a frigid internal luster – they cast light like candles and from this light you can see the carved stone stairs that descend into the lower regions. Something was hidden here, or locked away, something, you are quite certain, of exceeding importance.*

The stairs lead down into the monastery of the ghoulish remnants, a bizarre tribe of the living dead who were bound to this temple in an ancient age. Their initial purpose was to protect the tomb of the Colossus of Wisdom, to study its corpse in search of knowledge & to guard against intrusion by the other Colossi in the realm. They gained their first lore – the ability to live without life, and the lingering spirit of the Colossus trapped them within – lest their misuse of its power spread.

These people now amount to paranoid survivalist zombies, they work their petty tasks in their terrible underground city, having long, long ago ceased to make any sense at all. Now they speculate about a time before their birth into undeath – a time where they knew the color of the sky & the sound of birds or the taste of food. They reason that this was a pleasant dream. Now they are given over to much more abstract ideas – terrifying notions of right & wrong, true and false. The breaking of the seal is a significant alarm to them and the monks of the upper abbey respond with curiosity & trepidation.

It will presently become clear to PCs that these zombies have constructed a paranoid dystopia in which they hoard the meagre remains of the Colossus of Wisdom and that the PCs must collect these pieces & restore the Colossus in order to set the world right & grant it the peace of death it requires in order to rise & live again – for the other Colossi are stirring & this champion of civilization must return to calm the rage & terror of its family.

When the PCs choose to descend the stairs offer them 1,000 Xp each for advancing the adventure.

ACT TWO

The second level of the dungeon deals with the monastic zombies dwelling at what amounts to the periphery of their culture. Before the PC's intercession this part of the dungeon was removed from the action of the larger underground society – now it is the crossroads & the zombie monks will see the PCs arrival as invasion or deliverance depending how the PCs comport themselves.

13 – The Unlit Hall - *No light has shone in this wide hall for what must be centuries. Dust is thick on the tiled floors & a patina of slime & decay flows down the walls. Throughout these signs of disuse there are indicators that someone has passed this way – footprints & drag marks indicate that there are at least a few humanoid people who use this area.*

Stat checks can help reveal information about the rooms

CON - d12 – The area is not totally sealed off, there is some source of fresher air down here.

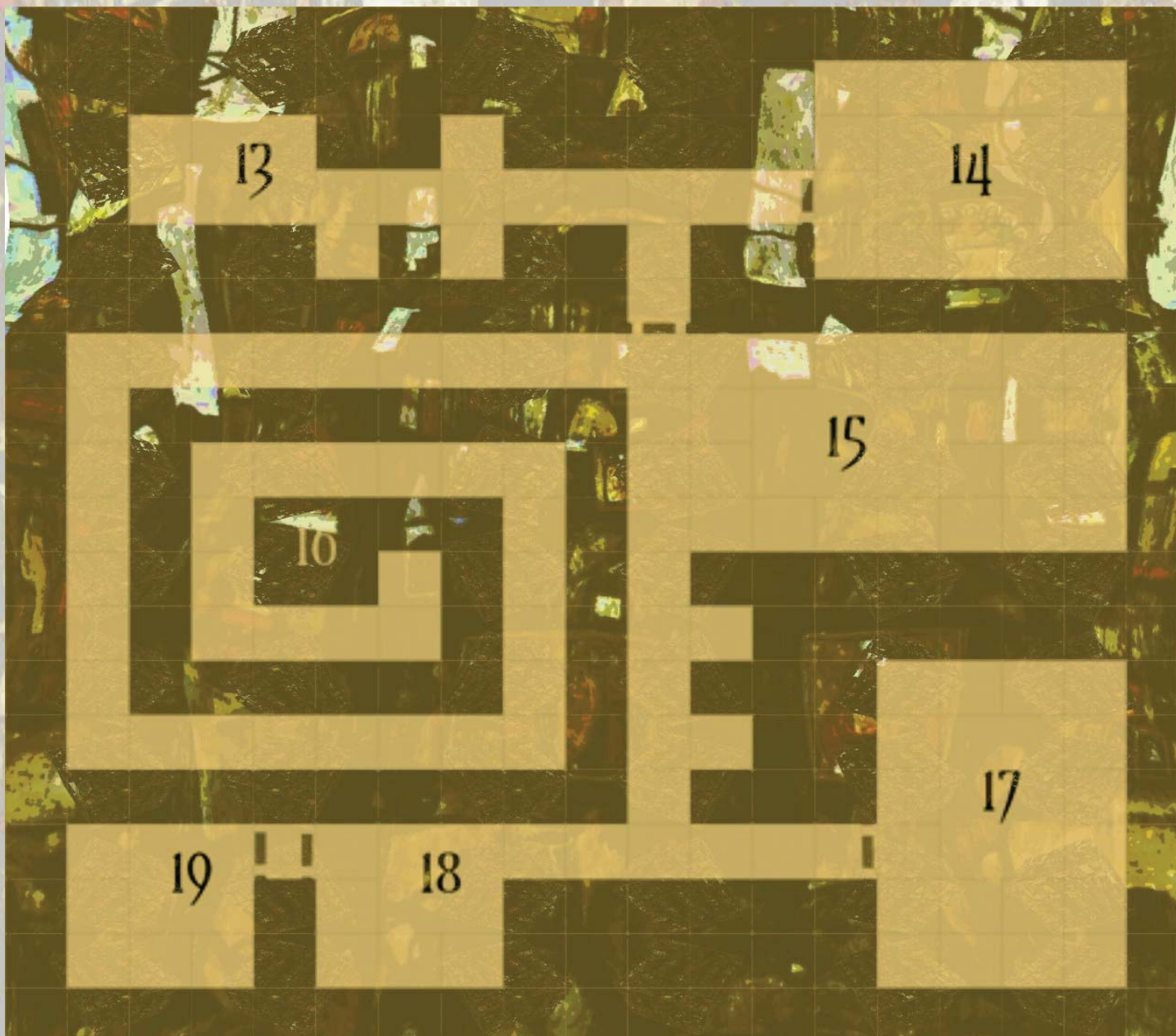
INT – d20 – The footprints belong to at least 3 different people, one of whom uses a cane & has a limp. The alcoves up ahead are places where these people sit- possibly to sleep or meditate.

WIS – d20 – The strides & the pattern of the footprints suggest a religious focus – people are walking a pattern in the dust that has some significance.

A substantial commotion in this area will absolutely draw the attention of the *Reliquary Priests* who gather in their Sanctuary which is in area 14. Unless help is fetched only 2 of the Reliquary Priests will join the scene here (if a scene even develops). This part of the dungeon used by the Reliquary priests to meditate & contemplate the indefatigable void and the missed promise of death. Some may be persuaded that the PCs are bringing about the collapse of their artificial existence & will greet them as saviors emerging from the hallowed dark.

All Adventuring Skills in this level of the dungeon utilize a d6 – as the Priests & their trappings aren't expecting or equipped to guard against visitors or

Characters who are sneaky will be able to get to areas 14 & 15 without much difficulty and will find that both of these rooms are sealed with rudimentary locks. Neither are trapped. There is only darkness in this hallway- but narrow bands of dim light shine through cracks in the door to the Sanctuary in area 14.



14 – Sanctuary of the Reliquary Priests – *A bare flickering light illuminates this broad, low roofed hall. The candle that casts this illumination is like a supporting column in the center of the room and the burning wick that illuminates the room is drawn through the middle of the candle rather than the top. A pool of wax spreads out from the base over the decaying pitted tiles. By this shining light you can make out the perimeter of the room – which is piled to the ceiling with debris of every description – the remnants of furniture and household goods, clothing and other materials, now all rotting away to a senescent mass of decay.*



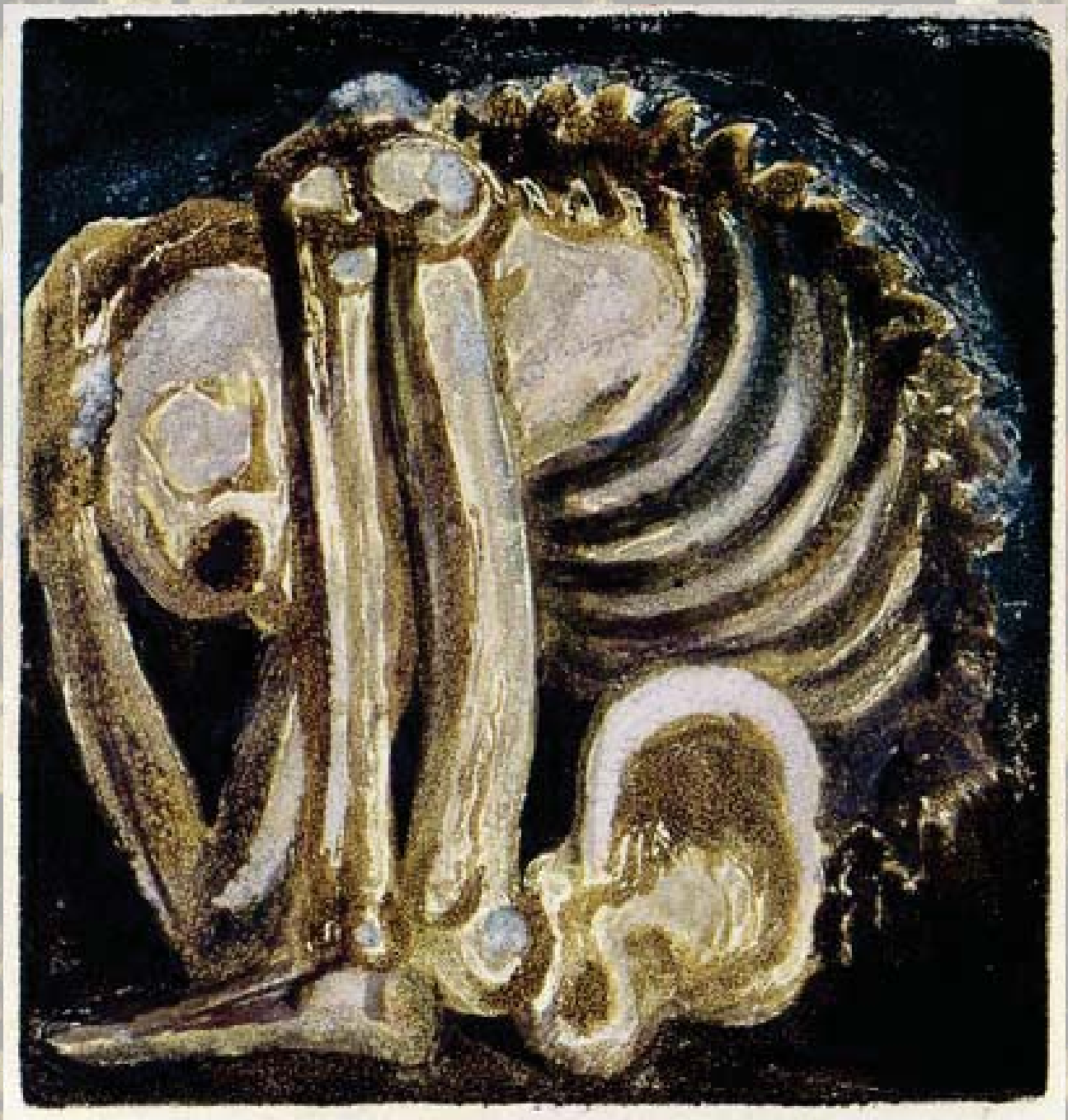
If the PCs sneak up on the Reliquary Priests or enter undetected – they will have a difficult time detecting the priests – who use their Merge-Into-Trash ability to remain concealed while at rest. If the PCs have somehow alerted the priests – then they will be openly visible in the middle of the room, heatedly discussing the alarming arrival of visitors. *A group of four... creatures... are gathered near the candle, they are crouched and speaking in low tones, they regard your arrival with unreadable expressions – given that their faces are but skulls & their bodies only rag-clad bones. The tattered, mummy flesh that dangles off of these bones is sewn together and around a variety of objects – so that each of the creatures is a walking, jangling mass of debris. One of them drags a heavy mass of objects, all sewn into its raiment. In its eye-sockets there are stacks of small bones & teeth all wrapped in decaying cloth.*

W – Characters on the War Path should be prompted to roll initiative – their sudden arrival & the surprise that they have caused the Reliquary Priests instigates a fight. The priests are unlikely to continue fighting beyond a round or two – particularly if any of their number are defeated. They will usually surrender – or demand the surrender of the PCs (depending on who's winning) after a single round of fighting.

S – Characters on the Storm Path will be startled as the four Reliquary Priests rush & mesh into the debris that surrounds the room. They are difficult to detect in this state & can be found only on a search result of 1. If one of them is found – it will fight & the party can follow the War path. If the PCs split up to search – they can instead engage the Priests on the Path of Love.

L— The priests are surprised & frightened — but eager to speak to the PCs — this will happen if the W or S paths have both occurred — or it may occur first if that is the course the PCs have committed to. The priests will introduce themselves & tell their story — revealed below. The Priests all speak the Rhumn language.

P — The room has an amount of treasure that is difficult to discover & hard to use. In general the materials provided here are all Relics of the fading sect of the Monks — who seek to retain & keep safe the bits & pieces of their lost physiognomy in anticipation of their renewal. The Search check requires a 3 or lower & every point of success — cumulative among the party — provides the party with one of the *Relics*. A relic can be expended to restore 1 HP — or it can be sacrificed to improve one die roll by +1 or -1 (to the player's advantage). If the priests are left unmolested & parleyed with — they voluntarily give up 2 relics for every PC and explain the utility of each.



The Priests' Story

Long ago the 5th Colossus was committed to the earth, it entered its sleep & we set about to guard it. Early on, in our vigil, we found that by consuming the flesh of the Colossus we could be saved from death itself – though we would enter a state of living death – as you see us now. All of us partook of the Colossus' flesh & all of us have remained alive in this tomb awaiting its awakening & its judgement.

Now you have come & our sect is vindicated. The four of us & our monks have been driven away from the Colossus in its slumber – we are prevented from partaking in its flesh & renewing ourselves. Instead we crumble away to dust & take pleasure in gathering & keeping all the parts of us that have withered because the Colossus will make us whole again, when it awakens.

In the village below though, are our adversaries – those who continue to eat the flesh of the Colossus, who drove us from it. If you can surpass the village, if you can find the Colossus, you can awaken it & restore us to wholeness & the world to life. We ask this boon of you, this favor. We offer anything in return.

Should the PCs decide to aid & engage the Reliquary Priests – they will guide them immediately to the stairs at area 16 – bypassing the rest of this level of the dungeon. The Priests control the other monks & so there will be no dangerous encounters (unless you feel they are called for).

15 – The Resting Ossuary – *This room is completely dark and only the motion of the air around you gives you any sense of the size of the chamber – which must be rather large – given the echoes of your footfalls and the sudden rush of air as the door is opened.*

Should the PCs provide a source of light let them have this:

The room is piled up with skeletons & skulls – all of these are uncommonly dusty and a haze of fine grit fills the room. The chamber is large, 40' x 20' with openings to the south & west that are unobstructed by the skeletal remains.

Disturbing the remains awakens 2d10 monks. Each round that battle continues another d10 monks join the fight. If PCs are able to continue fighting after 40 of the Monks have awakened, no more will join the fight – although the priests from area 14 will certainly take note of what is happening & they may join the fight themselves – brining about the encounter(s) described in that room – albeit with many, many more combatants.

The room can be safely navigated with an easy d6 Move Quietly check.

The skeletons have no treasure to speak of & there is effectively nothing to loot in the room beyond bits of bone & dust.

16 – The Downward Spiral – *The hall slopes downward & is periodically accented by a few steps & a landing – you are descending and by appearances you are going quite a ways down. The hall twists & turns on itself, and you are aware of constantly turning to the left, you are spiraling downward into darkness.*

The hallway & the stairs down are basically the demilitarized zone between the monks & the denizens of the town-tomb below. It is largely undisturbed by anyone. If you want to include action here – the best bet is to have monks from area 15 chase players down the hall. Walking in the sloping hall is trivially easy – running while pursued through the dark is a different matter – you can have the PCs perform any number of WIS & DEX checks to avoid taking a point or two of damage.

17 – The Confessional Library – The alcoves in the hallway to the north of this area were once the facility's privies – no longer. The denizens of the monastery haven't had functional bowels in centuries – so these alcoves appear to be nothing more than a pair of narrow drains. They *can* be opened up and PCs *can* descend here. Doing so ends them up in area 32 in the level below. It is an extremely difficult journey – even if ropes & chains or climbing equipment are used. The Climb itself is easy enough – requiring 4 d6 Scale Walls attempt (d4 with tools & halve the rolls with ropes or chains) – it's the length of the descent & the endurance required to squeeze through a punishingly narrow pipe in total darkness for 40 feet.

The door to the library itself is both locked & trapped as it is intentionally secured from all of the monks & priests to enforce the confidentiality of the confessions stored there. Use a d8 to open the lock & a d10 to disable the trap – which, if triggered attacks everyone in the three squares ahead of the door with falling rocks that deal d12 damage unless a save vs. Traps/devices is made.

Once they've been able to enter read: *This room has a vaulted ceiling unlike the rest of the complex, and the vault & the walls & the columns that hold everything up are all filled with wrapped scrolls. In the middle of the huge room is a massive lectern over which is unrolled a massive scroll that covers much of the floor as well. At the lectern is a gigantic skeletal hand wielding a massive steel pen.*

W – The hand attacks – it is relentless & aggressive but it won't leave this area to attack anyone – it is vulnerable at range as it has no real senses – but can read the vibrations on the ground. Anyone making a successful d8 Move Quietly check is effectively invisible to the hand.

S – The startled hand starts lashing out with its pen & spills ink all over – it casts ink at the PCs – who must all make saves vs. Breath or be blinded for d4 rounds as ink gets in their eyes. Even those who pass the save are inked – marked in the thick black-red ink for d6 days. The ink will also lead anyone trying to follow the PCs right to them for at least a day unless extraordinary measures are taken.

L – The hand uses its confession ability on the PCs – who all must tell the worst thing they've ever done. The hand dutifully writes each thing down. Once the effect is over the Hand performs the Ink throw from S – above & then enters combat following the entry for W.

P – The scrolls all contain the recorded confessions of the monks and priests here. Because so much time has passed the confessions must be rewritten often. The Skeletal Hand & its paper are all portions of the sleeping colossus – although so long dead & forgotten that they have no relationship whatever with that being any longer. They are merely inanimate now. Reading through the scrolls will give the information provided in the Priests' Story – above & will also yield d4 magic scrolls – which any PC can read & use provided they know the Rhumn language. These scrolls are remnants of the Colossus' understanding. It is possible to get these items without fighting the hand – should the PCs decide to help the Reliquary Priests – they can grant access & safe passage in this room.

18 – Storeroom – The room isn't locked, in fact the door is partly open & seems to have been left that way a long time ago. *The disused remnants of food & cleaning supplies that can be found in this area are all centuries past their useful lifespans. Everything in this room is mildewed & decayed to uselessness. The odor of rot here is intense & relentless.*

Depending on your mood & the time available you can have an encounter here with the Trash-Amalgam which is animated by the slime mold that is the substrate of all the detritus left in this room.

Searching the room yield modest treasure – d20 Sp per increment of success on a search check with a target number of 3. Anyone getting a 1 on their search check can find the secret door to area 19 – which none of the Monks have ever found.

19 – The Hidden Stores – The door is locked but not trapped – opening it requires a d10 open locks check. *The room beyond the hidden door opens and a rush of cool, clean air flows over you and then back as if the newly opened room were breathing. A fan of dirt & debris forms at the doorjamb as this air draws the detritus from the ruined stores. Within is a large area lined with steel cabinets. Each of these is labelled with a glyph representing something in the Rhumn language.*

The room has only treasure - each of the cabinets (there are 12) is the storage locker for one of the intended guards of this place. They never arrived here though and their loss is the PCs gain. The signs on the cabinets all refer to a person and the signs are nametags.

Each cabinet contains – The total value of all of this material (for the purpose of awarding Xp is 240 Sp

- 2 Untarnished Silver Knives – long for knives & single edged.

- 1 Untarnished Silver Coverall – which can pass for medium armor or adapted to light.

- 2 Pairs of goggles – one of which improves night vision, one which protects from light

- 1 Silver Keg – which dispenses a nutritive paste. Each encumbers as 3 items but provides 10 days nourishment. The fare is flavorless & somewhat unpleasant now (thousands of years later) but is harmless.

- 5 Silver Implements – these are tools for an unknown process – they can be adapted to other work & are generally quite fine – but their intended use is impossible to guess.

ACT THREE

The third level of the dungeon is also the largest by a substantial margin. In non-campaign play you'll want to focus on one of the four sections of the dungeon – these are sorted out based upon the W/S/L/P axes from the start of the module. In a campaign style game players can quite leisurely explore all that the Tomb-Town has to offer & even use it as a party headquarters or the basis of a stronghold.

It has been centuries since the withdrawal of the Reliquary Priests and their monks, so any intelligence they offer is limited by ignorance. They will tell of a town of hedonists who've given themselves over to endless seeming diversions and pleasures – that they subsist on the flesh of the Colossus & thereby are able to transcend time & space through elaborate dreams. These reports may have once been true – but matters in Tomb-Town have changed significantly in the intervening time.

Principally – the remains of the Colossus (about which – more to come) have been divided into 4 segments by the 4 Magistrates of the town. These Magistrates are entirely too powerful within their tiny insulated community & all of them are rather mad. The 4 Magistrates have broken the body of the Colossus into 4 segments – each relating to one of the classical temperaments. They dispense, grudgingly, a portion of these dwindling resources to their followers – and as a result the folk of Tomb-Town have faded to a zombielike state and have become divided into four factions. Each faction is based upon one of the classical temperaments & each relates to one of the symbolic Colossi from the entryway to the tomb.

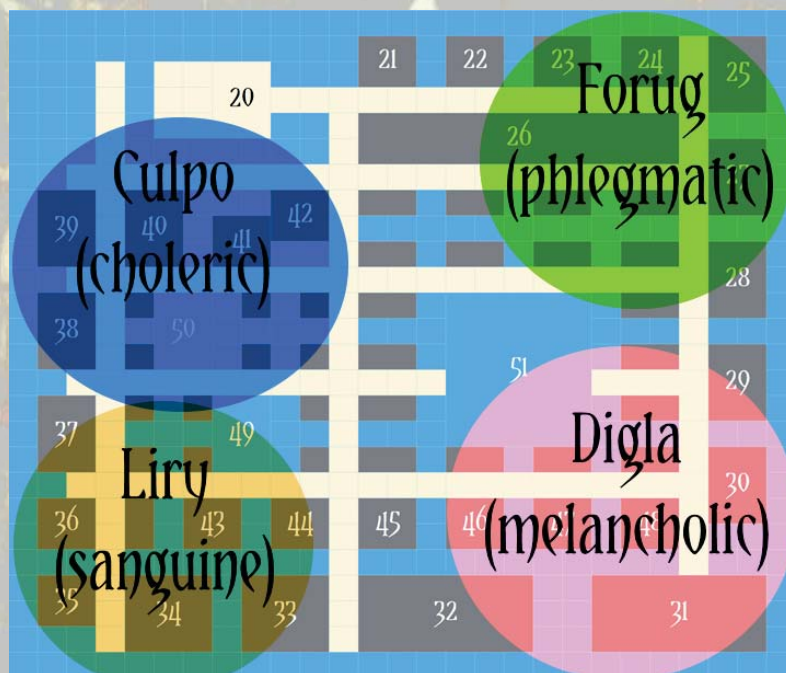
Magistrate Culpo(runkusfaab) – leads the Choleric neighborhood of Tomb-Town. These folk are lost in a constant dream of combat – they are absurd & pompous warrior types whose battles all take place in their own fantasies. Power & their own imagined martial prowess is the basis of their identity & they are constantly aggrieved by the other tribes who they bully – but never really combat. The arrival of outsiders is the fulfillment of many of Culpo & his minion's dark fantasies – now they can finally kill, finally demonstrate their 'heroism'. **Parties on the War-path will tend to deal first & most with Culpo's side.**

Magistrate Digla(blawomasuf) – is the leader of the Melancholic neighborhood of Tomb-Town. The Melancholics are brooding, emotional & constantly in search of something about which to focus inappropriate, excessive feelings. The Melancholics are in perpetual search for validation, love, enemies, anyone that they can pin their strongest drives & desires to. They plot relentlessly against the other sides but are mainly satisfied to manipulate the others into pointless conflict with each other. Outsiders will fascinate Digla & her minions – and they will absolutely be drawn into a web of low-stakes intrigue & parlor mysteries. **Parties on the Love-path will tend to engage with Digla's side first.**

Magistrate Forug(immisticsch) - is the leader of the phlegmatic side of Tomb-Town. This side & their leader are impossibly lazy & uninvolved. Distracted to the point of actual obliviousness the Phlegmatics all try to remain constantly in a state of dreaming. Their fantasies are not romantic or engaging – but rather all revolve around escape, freedom & especially solitude. The one thing any of the Phlegmatics can't stand is to be bothered by other people. Their innate response is to merely wander away. When cornered or coerced (easily done) they will relent and offer anything that's demanded of them if only they can be left in peace. Their avoidance & indolence dissolves whenever they are put into the top position – and as a result they are the most scheming of

the sides – fully willing to get the PCs to exterminate all of the other sides – who they regard as the source of their discontent. **Parties on the Storm-path will likely meet NPCs from Forug's side.**

Magistrate Liry(almonavfershulp) – leads the Sanguine side of Tomb-Town. This side is caught up in the bliss & joy of complete insanity. By experimenting with doses & preparations of the Colossus' flesh, Liry has managed to create a permanent mental state in the Sanguinites – all of whom are in a persistent state of focused & attentive joy. They are all hyperaware & supremely focused on every detail around them – because every detail delights & interests them. They greet each person they meet with undisguised, unbridled joy & each departure is likewise a reason to smile. Everything gives them pleasure and nothing seems to upset them. Owing to this state – they are tricky to engage with and seem both extremely likeable but extremely untrustworthy. **Parties on the Providence-path will meet Liry's side in Tomb-Town first.**



Each side controls one of the corners of Tomb-Town & each side is opposed to all others. Importantly to the PCs – each side has a component of the Colossus of Wisdom. **By this point the PCs should have come to understand these significant elements of the story & what their options are going forward:**

- 1 – The Colossus is trying to awaken – awakening the colossus can grant them significant insights & alter the course of history.
- 2- The flesh of the Colossus grants long-life & euphoric knowledge. Consuming the flesh can grant them life everlasting (though a peculiar type of life).
- 3 – There is no going back – there's no route

back to the surface the way that they came.

20 – The Vestibule – Descending from above is the wide spiraling stair from area 16 on the level above. The Zombies of Tomb-Town can see with or without light so there's not much to be had in the whole town – though it is not completely dark. There are always a few lights & sparkles emanating from the southern edge of town & there are periodic fires burning at the northwestern corner. *The irregular stairs empty out into a wider area, an entire room with an upward sloping ceiling & an downward sloping floor – the room opens out in all directions like a widening funnel – so that the far end of the room is four times as large as the end you are within. There is a dim light throughout the room provided by some unseen, uncertain source. The air itself seems to glow in this room and nothing within it casts any shadow.* The room has markings, decorations & what amounts to museum-like displays that would explain the existence & history of the Colossi, were it not so thoroughly vandalized. The dioramas have been used like doll-houses for centuries and there have been strange additions – dolls & figures made of rock or hair. Playing with one of these dollhouses is **Zolo(parfinembid)**. Zolo is a member of

whichever side suits the party's direction and his playing with the dolls reflects his allegiance. If the party is on the War-path he has the figures threaten and boast, if they are on the Love-path he has them carry out romances & so on. Zolo is very distracted, regardless of what the PCs do – and short of them outright charging him – he is unlikely to immediately notice them – allowing the party to get a sense of his disposition.

Unless the PCs intentionally sneak up on him though (d10 move quietly check) – he will notice them and respond with alarm He will talk to them and ask them to wait while he gets someone in charge. Zolo has been keeping guard here because all of the sides in Tomb-Town are wary of an intervention by their ages-old enemies – the Reliquary Priests. He never expected (and in fact most of the zombies in Tomb-Town deny the very existence of) outsiders from beyond the tomb. He wants to go and get his magistrate to meet the PCs and decide what needs to be done.

Depending on the side a few things could happen:

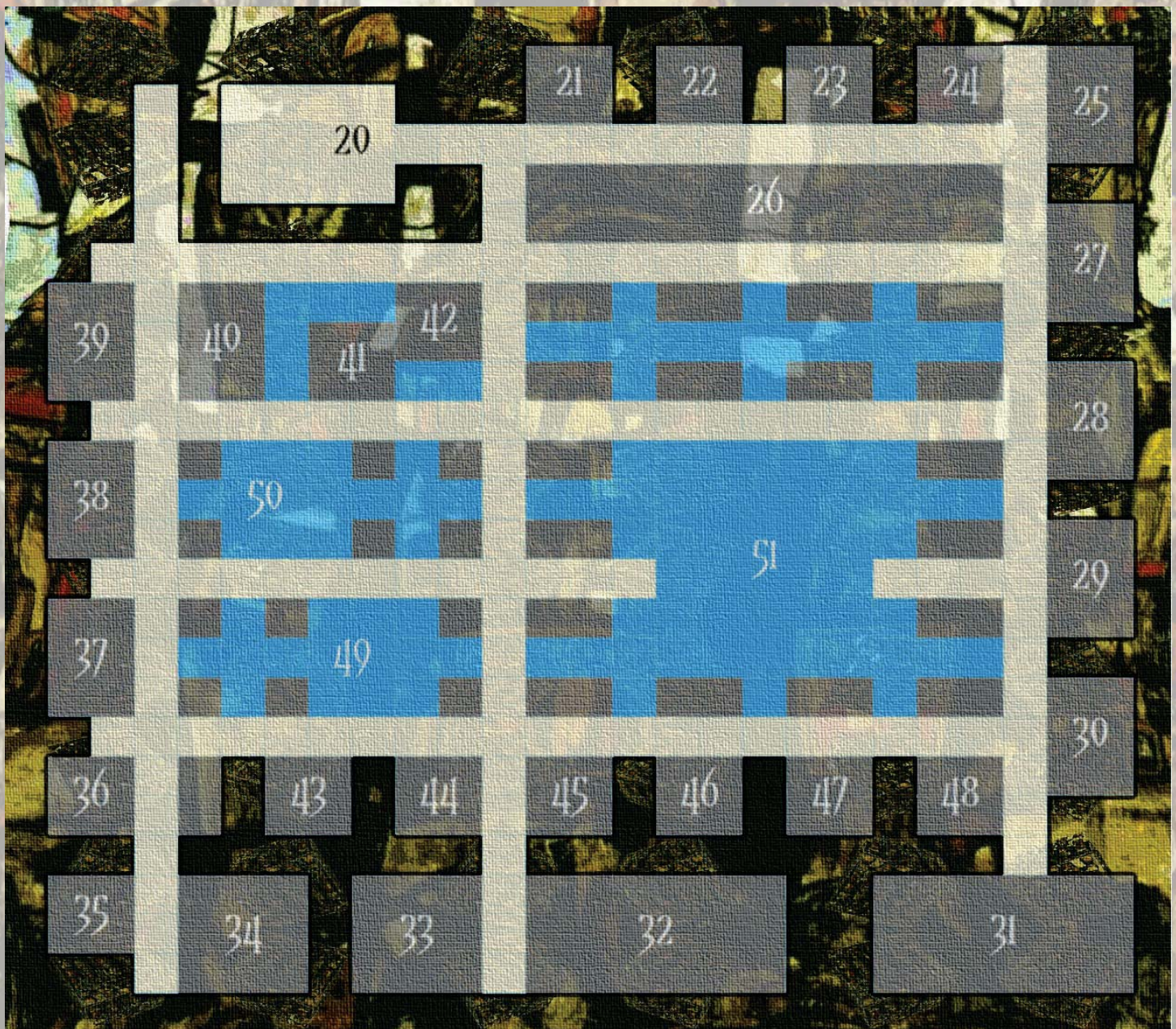
W – Zolo wants to go and get Culpo & a squad of his 'warriors' they return and start trying to order around the PCs using cop tactics. (Culpo & d4 choleric zombies per PC).

S – Zolo wants to go and get Forug. He leaves, but doesn't return, leaving the PCs to either wait (potentially for a few days before rumors of their arrival trickle to the other sides) or to wander freely on their own.

L – Zolo is fascinated & wants to bring the PCs to meet Digla – who he is certain will love them. He will try to lead them directly to the Sanguine court at area 31 – participating in any encounters on the way.

P – Zolo is thrilled beyond belief to meet the PCs and wants to let his friends know there are new people to meet. He is very attentive & interested in anything they say & excited as well to bring Liry around to see. He'll return with Liry and d6 Sanguine Zombies per PC.





21 – The Abandoned Guardhouse – The brief walk to this area from room 20 is particularly scenic – let the players know: *The widening room with all the dollhouses empties out into a kind of roadway. Spread out to the south & east is a strange twilight-town seemingly laid out in an orderly fashion – a grid of roads with perpendicular intersections – you lose its width & breadth in the darkness. The structures in the town – the buildings – are all of a type – squat rounded cubes all of poured & polished concrete, all of a type you’ve not seen before.* It’s quite difficult for characters to see much more than four or five squares beyond their position though the limited illumination from the two southern corners tends to hint at the structure of the town – the exact dimensions are unknowable. The cavern, in which the town exists is only 15 feet high – throughout & is quite uniform, the structures within are all only about half as high – most of them are partly above & partly below the roadway. The sole exception to this rule is the Guardhouse at area 21 – which goes from floor to ceiling. *This fixed column of polished concrete is 20’ to a side, though most of its sides are merged into the surrounding rock. Along its front that lies along the road it has a few tall narrow windows & a single door of barred steel.* The guardhouse was long ago intended to be the gateway to the tomb – a place where those with tasks & jobs to do would make themselves known & gain entry. It has never actually served that purpose –

rather – it has remained shut up & locked since the beginning. Opening the door is quite difficult – it has a magical trap placed upon it that causes a loud alarm to blare out through the town for endless minutes - a well-known feature which will cause locals to plead with PCs to leave the door alone. Disabling the alarm requires a d10 Disable Device check. Opening the lock requires a d8 check.

This large, open room is fixed with a series of lofts attached by scaffolds – all of these are made of a polished steel alloy that has only barely rusted. The lofts face out toward the street & the scaffolds grant access to the higher sections – though there aren't floors or levels to speak of – the room itself is large & open with a massive desk standing in its center. The desk is locked & trapped identically to the front door – including the loud alarm. Inside the desk are many faded, unreadable documents that are impossibly fragile as well as some dried out writing tools – including inks & copper quills. There is also a magical wand (a handout is provided with its details). All told the treasure here is worth 1,400 Sp.

22 – The Romantic's Hideaway – *This is a bare, squat building like any of the others with one difference- the walls are painted in strange graffiti – much of it vaguely obscene – you have a peculiar sense of distaste looking at it, but can't actually be certain of what you're looking at.* They're looking at what amounts to zombie pornography – this is where the few lovers among the Tomb-Towners come to have their illicit meetings. There are d6 zombies on the roof here (of a variety of sides- include as many of the 4 sides as you can). They are not engaged in anything particularly unseemly – but they will reminisce about bygone times, before their flesh rotted away and when they were able to engage in more conventional pleasures on a constant basis. The interior of the building is open – the door has been broken off & lost long ago – the house within has the appearance of a dingy boudoir & opium den – though it is vacant at this moment.

The room contains treasure that is difficult to find – requiring a roll of 1 (and a willingness to have very dirty hands). Successful searches reveal a quantity of silver & diamond dust contained within a discarded bit of skull – the dust is worth 200 Sp.

23, 24, 25 – Phlegmatic Zombie Squats – Each of these buildings is structurally similar enough to be characterized with a single description – *Like the other structures in the strange subterranean town this is a block of polished concrete with minimal, slit windows & a single door. It is very distinct in that it has an intact door-several – in fact, which are arranged like a barricade so the entryway into the building is all but covered up and the road is partly impassible.*

Inside these homes are divided up with a lot of broken & repurposed furniture as well as some hanging curtains made of cloth & beads & debris. The people within are distractedly playing games, sleeping, lazing about & occasionally singing or talking – mainly to themselves but periodically they are having conversations. The discussions between the Phlegmatic Zombies are surprisingly interesting – they talk about pioneering in peculiar dreamworlds- strange & intricate biomes & a wide variety of esoteric topics- including magical theory. A lot of what they talk about is committed to paper & most of these squats have a goodly amount of paper & books – most of which are only partly complete.

26 – The Formatory Core – The ancients devised a mechanism that could transmute rock into other materials – it is the source of the material possessions held by the folk of Tomb-Town (as well as the paper & ink in area 17 above – it's fed through the ceiling). The formatory is a large inscrutable machine – it seems to be nothing more than a large house-sized box with a lens aperture at one end from which any inorganic item can be drawn. The actual operation of the device is very complicated – but **Magistrate Forug** still knows how to use the thing.

If anyone in Tomb-Town has something – they got it from him & the Formatory Core. He's not all too generous with its bounty though – as he knows it is near the end of its useful life and that no-one can make it work once it fails. The Formatory Core can only produce unliving materials – though it can create approximate inorganic matter – like wood & paper – they aren't really wood or paper as commonly understood – however if they move & act like wood & paper they may as well be. The materials it produces don't have any moving parts but they are normal & functional. Forug can make something to order – and may even be persuaded to do so (in particular the machine can make water – though not food). However, there is a cumulative 5% chance that the machine will fail whenever it is used. In theory it can be used only 20 times before it fails & needs maintenance. Roll a d20 when the machine is called upon & each time it is used roll again – if the die roll is equal to or less than the number of times it's been used in the adventure -then it fails. If at any point you roll a 1 – the machine fails & will not work ever again.

This is an important building – which is immediately apparent based upon the line of people waiting to get in. Undead people – skeletal people, Tomb-Towners. They stand in line & wait to enter – the line moves quite slowly – imperceptibly in fact. The structure itself is squat and blocky with rounded corners & edges. It is much longer & wider than the other structures in the town & all along its walls are scrawled graffiti – really just words – lists, long lists of materials, items, trinkets. The lists of objects seem improbable & endless.

The building has two doors – the one to the south with the long, long line & one near the northwest corner – where the Phlegmatic Zombies come & go. Sneaking in the back way is a d8 hide in shadows check – entering there give access to the back room where the Formatory core is – as is Forug – who makes this place his lair. He is always surrounded by two Phlegmatic Zombies as well as two Choleric Zombies who are his guards.

The other door opens into a waiting room – which is packed with different zombies of different types all queued up and waiting their turns.

W – Forug is in no mood for nonsense & shuts the place down – prompting a fight- 6d6 Zombies start to fight & will bring the PCs into their riot if they like it or not. The fight can be ended if the doors are shut – and Forug will be well disposed toward any of the PCs who manage to bar the doors & drive away interlopers. He explains the use of the machine & offers to use it for the PCs. If they fight him & his bodyguards – they won't be able to use the machine at all – and if they kill him no-one in Tomb-Town will like them.

S – The zombies waiting in line start fighting amongst themselves – a Melancholic zombie has started the fight – instigating it between three different Choleric & Sanguine zombies – the fight starts to spill out into the streets & could involve the PCs – unless they want to be peacemakers. If they make peace & get to the bottom of the ruckus – they'll be introduced to Forug who'll appreciate their help. If they do nothing the argument escalates into a fight & scene W, above, occurs.

L – If the Players enter the back door & meet Forug or if they'd met phlegmatic Zolo (in which case he is present here) – they are immediately invited to talk to Forug. Forug believes that the Formatory Core can be used to fix the Colossus of wisdom – he displays the upper torso & leg of the Colossus which he has hidden among his stacks of newly made junk. He'll try to get the PCs to go about fetching the other parts of the Colossus to bring back to the Formatory.

T – The Formatory Core is temporarily broken – it is producing at a huge capacity but is spitting out what amounts to useless junk to any tomb-towners- but what might be tremendously valuable to any PCs – the

device is dispensing fist sized, uncut citrines. It dispenses d100 of these at the rate of one per minute. In the confusion the line dissipates & the Formatory is left to the PCs & Forug and company. Uncut the citrines are worth 100 Sp each – they can be cut (particularly by someone with the Dwarfsmithing skill) to produce 10 perfectly cut citrines each – each with a value of 100 Sp – with another 100 Sp worth of gemstone dust & shards. Forug will hand out the Citrines to any PCs, intimate that there's more where those came from, and will ask them to fetch the other 3 pieces of the Colossus in exchange for the gems – as in L, above. It's possible that the machine's malfunctioning will antagonize the crowd – precipitating the events of S or W.

27 & 28 – Phlegmatic Zombie Bazaar – Each of these buildings is structurally similar enough to be characterized with a single description, they are both superficially similar to the other Phlegmatic Zombie Squats albeit with a couple of distinctions– *This building is symmetrical cube set into the wall – the street in front of the building is barricaded with several doors which block the entire street to the south. The building itself is wide open & a few of the neighborhood's tomb-townners are sitting around in the open doorway. In the room beyond – a single open area stacked with mattresses & blankets is full of yet more of the zombies. They turn their heads toward you – each of them starts calling out to you as approach & each of them tries to engage you – it seems they all have something to sell.* All the tomb-townners here are peddlers, each of them is carrying a variety of dolls, idols & masks. Every one of them sells a different object in a wide variety of styles – for instance one peddler is selling game-pieces so they have a huge array of chessmen, checkers, glass beads, dice & cards. The Tomb-Townners don't have any interest in or use for money – they like trading though & are happy to swap items – in fact the lot of them seem to have evolved a complex system of rules for trading items between themselves.

PCs can attack, rob or barter as they see fit in any event – each of the zombies present (3d6) yields up d100 similar, useless, objects.

Area 28 also has the area's gatekeepers – Phlegmatic Zombies with particularly antagonistic attitudes. There are 2 of them for every PC and they all have maximum HP. If things start going downhill they appear on the scene and demand that the PCs leave. They will fight if they have to but prefer to just drive people away.

29 & 30 – The Melancholic Party - *The gloom & the dim of Tomb-Town is somehow both deeper here, and less. The shadows are more intense, but there is a flickering strange light – an arcing galvanic illumination that strobes disconcertingly. The buildings here are faintly visible in the shadow & suddenly brightly, starkly visible – they are like the rest of the town – large concrete cubes – save that they have both been cracked open, broken – and the flashing light of every color & none arcs between the two shattered structures. The Tomb-Townners here seem to move between the flashing of the lights – they are like statues that move between the blinks of your eye, their implied motion is difficult to interpret.*

D12 Wis checks reveal that the zombies here are dancing.

D20 INT checks reveal that they are moving at a terrific pace – much faster than is normal.

It is exceptionally easy to move in shadows here – requiring a d4 test. Entering the party can be difficult & may be seen as an affront by the Melancholic Zombies – who don't like people who aren't like them. The lightning arcs between the buildings are the remnants of some ancient internal mechanism – when a zombie is struck by the lightning their speed is doubled – when a PC is struck they must save vs. Devices or take d6 damage. If the damage die result is 1—the PC takes 6 points of damage but also have their speed doubled for the next hour.

There is no sound & the Melancholic zombies here dislike it when someone talks. They are unlikely to fight- but if threatened they simple dart away at tremendous speed.

31 – Digla’s Playhouse – This is the haven of Magistrate Digla and it functions as a kind of psychedelic theater. Like many of the other structures in the Melancholic side’s district the building has been cracked open & has no distinct entry or windows – rather it’s a cracked & shattered shell with easy access to outside. *The broken open structure here is filled up with Melancholic zombies. They have something the others you’ve encountered all lack – and that is style. They wear carnival masks & hooded cloaks, they burn incense & have lit their neighborhood with colorful paper lanterns. Here, they congregate to contemplate a few of their number who appear to be putting on a show of some kind.* The PCs have encountered the zombies putting on a play. It is an overwrought & exceedingly contrived piece that focuses on madness, unrequited love, the cruelty of god & seems to have a half dozen villains all plotting against the Mary-Sue protagonist.

W – The PCs arrival is too disruptive – the ‘ushers’ come to escort them away – there is one for each of the PCs and they don’t take no for an answer. If the PCs depart – they can return at the end of the show. Fighting the ushers causes the crowd to turn on the party and for the actors to draw weapons – mimicking a climactic fight scene that somewhat parallels the fight that breaks out.

S – The play is reaching a kind of climax – the heroine is overcoming her rejection at the hands of the handsome but callow love interest & the audience is responding very positively – however, the play takes a dark turn and the heroine is compelled by cruel fortune to kill herself – at which point the audience becomes disconsolate – consumed by tears sorrow – their weeping ovation lasts for several minutes – PCs intervening at this point will be attacked by everyone present, including the actors.

L – Digla (the heroine) takes a liking to one of the PCs and, in character, cajoles one or more of the PCs to join the performance. They’ll have to improvise and be quick on their feet. If the Players put on a show, the performance is a d12 CHA test, if they simply wish to roll make it a d20 test. On a success the PCs have entertained the audience in the way that they like to be entertained & are rewarded with Digla’s admiration – they’re taken ‘backstage’ to talk to Digla personally – a great honor among the Melancholic zombies. Backstage is a completely darkened room where the zombies all smoke clove cigarettes & make kissing noises at each other – Digla will engage with the party & entertain any requests for the Colossus’ head. She’ll also convey a belief that the Colossus is nearing wakefulness & that it must be reassembled in time to witness an invigorating new performance which will cure & restore it.

P – For all their flash the Melancholic Zombies don’t have much in the way of treasure – they do have a surplus of theatrical supplies though & stumbling through the back way the PCs can find a surfeit of costumes & stage weapons – everything they could possibly need to pose as one of the Tomb-Towners of any side – or as a member of another race or a person from another time. If The PCs want to use these to somehow interrupt the play – they can progress to L or W depending what exactly they do. If they’re able to sneak backstage (d8 move quietly & hide in shadows checks) they can potentially steal the **Head** of the Colossus of Wisdom – which adorns the wall near Digla’s mirror.

32 – The Feeder Garden - No tomb-towner needs to eat anymore – so none of them particularly care for this area – though it still produces consumable food – the few zombies that tend to the garden do so to produce recreational consumable items – such as alcohol & other drugs. *The exterior of this structure radiates a dim greenish-black glow, it is a dark luminescence that confuses you initially. Being near it gives you a feeling of*

being nourished and of being well. The building is a long low polyhedron, another of the concrete blocks that comprise Tomb-Town. There are multiple entrances. No one guards them. Opening one of the doors causes the Vital Light to cascade out into the streets – this intense greenish blacklight casts a garish illumination that highlights the flaws in people's appearance rendering everyone (except goblins, curiously) briefly hideous as their bones are visible through their flesh. This change lasts only a short time – but during that time characters so exposed do not need to eat or sleep – and their wounds heal much more quickly. *Within the building the*



garish light has a prodigious effect on the large garden that appears to be all that lies within the structure. The plants here flower vigorously, bloom with dozens of plump, ripe fruits of every description. The fruits are pleasant tasting but somehow a bit unwholesome. People who subsist on these fruits exclusively will have a very bad experience as the ugly appearance effect of the light becomes permanent – though with the advantage of increasing STR by +1 to a maximum of 18 at the expense of 2 points of CHA. This effect should take a few days to develop and the cause should not be mysterious. Within the garden there are d6 zombies of random types – each of these deal +1 damage & have double HP. They are intensely robust & strong but they are also overgrown with strange vines & seem to be dropping fruits from the flowers blooming over their bodies. These zombies are remarkably

ugly but not significantly different from the rest of the zombies in terms of their behavior.

33 – 34 Pleasure Palaces - These two buildings comprise the hideout & headquarters of the Sanguine Zombies. Magistrate Liry is present in one of these two buildings most of the time as are numerous other Sanguine Tomb-Towners. There are other types of Tomb-Towners as well but most are the Sanguine sort.

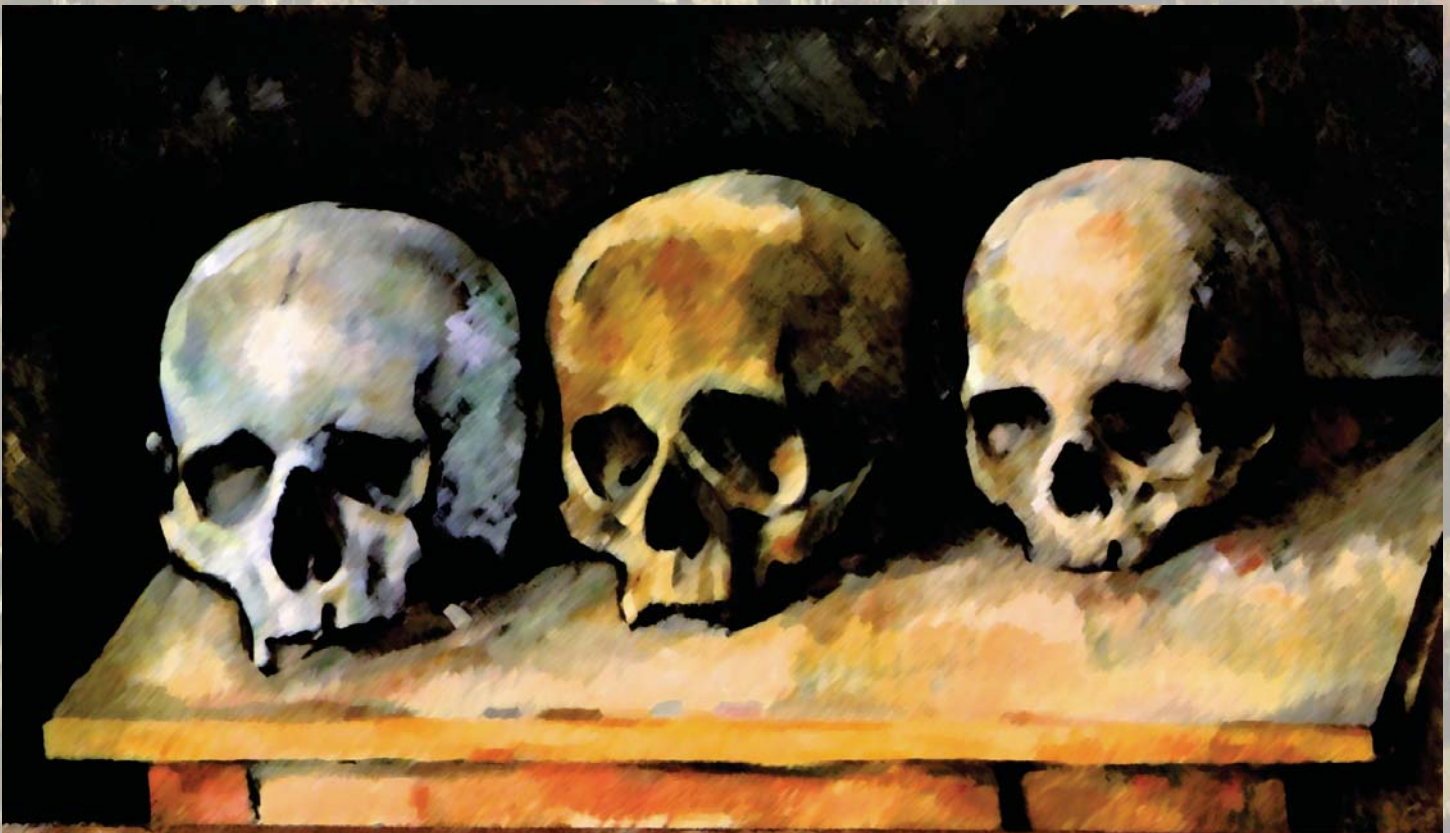
The city opens up here, where the low ceiling of the cavern opens out and upward, if only slightly. Bracing the street are two buildings – the same blocks as the rest of tomb-town save that they are capped by a series of metal scaffolds and walkways that connect the two over the road. Faded banners hang from the scaffolds & the noise & music that emanates from the two buildings spills out into the streets whenever a door is opened for a Tomb-

Towner to come or go. The streets are not crowded here, but within the buildings you can see there is a press of people and what appears to be a party.

Both of these areas are difficult to traverse – entering the buildings without an invitation requires a d12 CHA test or a d8 Hide in Shadows skill check to circumvent the Phlegmatic zombie guards (2 at every entrance – a fight with them will result in a total of 10 of them on sight, 2 firing downward from the catwalks). Once inside the party the press of people doesn't get much easier – d20 DEX or STR checks are required to dance through or push past respectively the pressing crowd of lively dancers.

Area 33 is entirely a dance-hall with musicians playing on the raised scaffold that climbs to the upper floor. There are 10d20 Sanguine Zombies and another d20 Tomb-Towners from the other groups. They dance relentlessly and the strobing light within is provided by fireworks – dazzling sparklers & exploding shells that burst uncomfortably close to the ground. If Liry is present in this building, it is as an MC – he walks about on the upper scaffold & encourages the crowd to dance & shout harder & harder while intermittently grabbing an instrument and joining in with the band.

Area 34 is a funhouse – full of mirrors & carpeted tunnels, switchback hallways & chambers. It is difficult to maneuver, once inside, not because of the crowd – which is concentrated at the entrances & exits, but because of the labyrinthine structure. Navigating it successfully requires a d20 WIS or INT test. On a failed test the results of navigating are randomized:



1 – You stumble into a narrow hallway carpeted with moldy rugs on all sides, it is tricky to find your footing & you end up stumbling down a slide into an unexpected & extremely dark basement.

2 – You wend your way through a twisting mirrored hallway & become badly disoriented – you find yourself stumbling & caught up with the crush of people at the entrance- you’ve come back to the beginning.

3 – You have to crawl through a metallic tube that twists & rises confusingly, you stumble out of it in the dark & find yourself sprawled upon the grating above the maze.

4 – You find yourself turned around & lost so badly that somehow you have ended up in a completely enclosed room with no apparent exit or entry.

Lost characters can be found only by those who have already succeeded at the initial test. If everyone is becomes lost then the proper encounter here begins:

W - All of the trapped or lost PCs find themselves facing an encounter by themselves – each of them is confronted by a grinning, lunatic Sanguine Zombie that wants to fight, apparently owing to a transport of bliss – the fight is uncomfortable for the PCs and somehow energizes the zombies that they fight. As the battle commences – each alone, in the dark, against a cackling mad-zombie they begin to feel the elation themselves. The Zombies fight to the death – but if any of the PCs are badly defeated they roll on the Victorious table and gain those benefits instead of the defeated table.

S – The maze & it’s traps spring – Saves Vs. Devices are called for from each of the PCs – success indicates that they are forced by sliding walls or trapdoors to tumble into the deepest part of the place – the sub-basement. Failure indicates the same result but also that they are injured by the traps – taking 2d6.

L – Liry appears below, under the gratings where the PCs are trapped – or above – he meets each of them sequentially and asks each of them in detail about the others. He wants to know what’s good about each of the PCs in turn, and about what it is that they want from him, specifically. If he likes the answer he might help (use reaction dice to determine his disposition, and modify it based on the PCs answers). If he doesn’t like what they are trying to do immediately move to W or S above – unless these have happened already – in which case he attacks the PCs individually – they can try to get to each other making a few d20 Stat checks. If Liry is ever defeated go to P.

P – Liry appears and is not aggressive & is bizarrely not very happy either. He comments on the shallow pleasures that he and his people have chosen to pursue for eternity and feels a great shame. He offers the PC’s



the Body of the Colossus of Wisdom and begs them to save him & his kind. He also admonishes them to leave & not return lest his followers discover what has happened.

35 - 36 & 43-45 – Sanguine Zombie Households – Each of these buildings is structurally similar enough to be characterized with a single description – *Like the other structures in the strange subterranean town this is a block of polished concrete with minimal, slit windows & a single door. The doors of these structures are open wide and the disarming presence of the household's master in the doorway is all that distinguishes this house from the next. The householder leans in the doorway watching the street with an inscrutable grin, idly wiping off a massive knife on their apron.* The individual houses are not identical, but they are all very similar. If PCs wish to get caught up in the strange domestic dramas that unfold among the Sanguine Zombies you should provide an improvised subplot in which the individual householders – distinguished by the colors of their aprons – each have Zombie mates of another of the tribes. The householders are aiding in plotting against their own sodality & the other tribes of zombies in order to advance the rival agendas of their mates. An entire series of events can play out between these houses that might even come to dominate the PC's attention. Or they may simply pass on by.

37 – 40 – Choleric Zombie Strongholds – The individual residences of the city's Choleric Zombies are modified to resemble tiny castles. They are fortified only lightly – making their doors & windows less easy to break down – but they look formidable and they provide good sniping positions for any Zombies inside – who receive a +2 bonus to their To-Hit rolls when attacking from their homes. *The entire street ahead of you is like a nightmare within this subterranean dream. A row of castles – miniature castles with parapets & bastions & crenellations & portcullises line the left side of the road. From within come shouts of challenge: "Identify yourself, do not resist!" The heavily armed & ostentatiously armored zombies take up positions along the street and begin to march, albeit with a lack of decorum or uniformity that you find conspicuous and somewhat comical.* Each of the 'castles' contains 2d4 Zombies and a substantial amount of weaponry, armor & ammunition. There are also a few trophies per stronghold – all commemorating some hard to understand martial achievement: e.g.: "For Refusing to Countenance Nefarious Injustice Inflicted by the Weaker-Thans."

41 – 42 – The Gatekeepers' Place – Assuming that PCs who arrive here do so directly from areas 20 & 21: *Like massive squat pillars connecting the ceiling and the floor – this pair of structures are latticed stone blocks – resembling random grillwork or possibly huge petrified sponges. Within the two towers an alchemical light flickers brilliantly and sputters out in turn replaced by another flashing, bright light of another color. The effect is distracting & the varicolored shadows cast by the flares is a bit dizzying.* The disorientation is quite intentional – it increases any PC's search die by one step & causes those with d12 search dice to become oblivious & disoriented – automatically failing the surprise test that follows. PCs who stop to examine or become entranced enough to walk toward the two towers will be jumped by d4 Choleric Zombies per party member. Each of these is armed & guarded – they regard any approach by outsiders to be a potential threat & they do not suffer argument. If anyone talks back or wishes tries to initiate a fight the Choleric Zombies they attack without mercy and will not accept surrender. They will not pursue anyone beyond the light cast by the Gatehouses though. The Gatehouses themselves are modified residences – carved out & gutted – they provide innumerable perches & heavy cover for anyone who climbs them. Climbing the structures causes a character to move at half speed but to gain a bonus of +2 to their AC and to any ranged attack To-Hit rolls. These modifications extend to the Choleric Zombies that are perched here as guards.

43-45 – Sanguine Zombie Households – See 35 & 36 above

46-48 – Melancholic Zombie Havens – When not attending their plays t

he Melancholic Zombies sometimes retire to these grotesquely decorated houses. Each of the houses has a different theme – **46 *A bone clad building with skulls & other bones attached to the exterior in a swirling, spiraling pattern.*** Inside, a few Melancholic zombies listlessly play on bone flutes and cast knucklebone dice, claiming to see the future through the creaking dust of the dead. All of the bones are replicas created by the Formatory Core. **47 *The house is clad in petals, layer upon layer of flower petals are adhered to the side of the building in a cascading pattern of fading color – all of the petals are dry and dead.*** The Melancholy Zombies within are busy mounting samples of butterflies, moths & other large insects – most of which aren't real. The notable exceptions being the many, many frames containing huge cockroaches – some of which still twitch & move while pinned to their boards. **48 *The structure has dust puffing out of it, it is coated in a layer of powder and there is smoke emanating from within.*** The dust house contains a handful of Melancholic zombies who are making sand & dust mandalas – all of them very dull & colorless. Some of the zombies rub the powder into their desiccated gums & lips. The zombies in each of these houses are caught up in their very specific distractions – each of them reacts to interruption by doing whatever can be done to drive away interlopers. Anyone expressing admiration or interest in their hobbies may gain access and even become friends with these Zombies.

49-51 – The Gauntlet and the Battledome Access to area 51 is difficult to gain – it is barred by a high steel fence – much like a cage that encircles it. Anyone can see through the cage but one must either break through (five d20 STR checks in order to break enough links for a person to pass through) or pass through the Gauntlet which comprises areas 49 & 50. The Battledome is the residence & home of Magister Culpo who governs the Cholerick Zombies and keeps the limbs of the Fifth Titan for himself. The limbs are contorted & bent into the form of a throne, which he sits upon as he witnesses and adjudicates the battles that take place here.

Depending on the way that things have unfolded for the players – this may be the scene of a climactic battle or it may be the scene of the player's base of operations. The Cholerick Zombies are extremely belligerent, but they are also somewhat dopey and easily swayed- particularly by superior warriors. The Gauntlet provides an opportunity for the PCs to distinguish themselves in battle – which certainly ingratiates themselves with the Cholerick Zombies & their leader Culpo. If they flee or fail – the Cholerick Zombies will regard the PCs as weaklings & worthy of contempt & summary destruction.

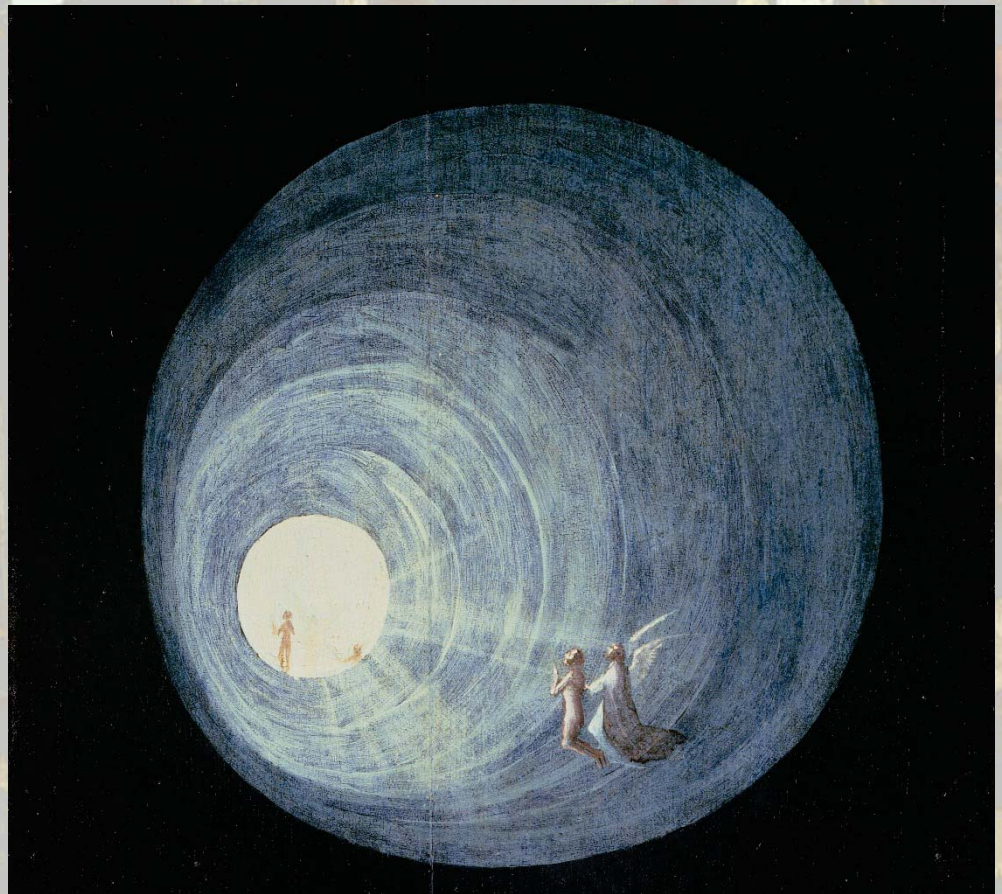
As with the other fateful scenes in the adventure – matters are ordered based on the order that the PCs have interacted with the first 4 colossi.

W – The Cholerick Zombies demand that the PCs endure their gauntlet before they can meet with Culpo. The gauntlet is a series of staged battles. Area 49 is the shooting-gallery. PCs must traverse the area while being shot at by the Zombies who are hidden behind the columns that line the gray & empty field which is otherwise free of cover. There are 2 shooters per PC in this scene. The Players must either race to the end of the field – a 400 foot dash or they must maneuver about battling the zombies as they go. It's quite dangerous to do other than run – but warlike parties should succeed without too much death. The second part of the gauntlet- area 50 is the melee portion of the gauntlet. PCs must run, once again, across a field – this time while being beaten by the Cholerick Zombies. Two Zombies are present per PC and the PCs must run through – being attacked once by each of the Zombies as they go – if they survive – they are allowed into the Battledome.

S – The Gauntlet areas are temporarily unmanned as the Zombies of all the sodalities are caught up in watching Culpo battle against a pair of contenders. The battle is impressive, in its way, taking place in a large field lit by glowing torches. Culpo wins in 4 rounds – which will allow PCs to traverse the Gauntlet (the only way into the caged off Battledome) without enduring danger at all. They will be regarded as interlopers, however, if they don't allow Culpo to finish his battle. If they interfere – three Choleric Zombies per PC appear in the Battledome – they fight alongside Culpo and try to defeat the PCs.

L – Culpo and the Choleric Zombies are impressed by the fortitude of the PCs – if they've endured the Gauntlet or if they've defeated half the opponents in the Battledome the Choleric Zombies try to end the fight and to befriend the PCs given their superior courage & acumen. If the PCs have won over Culpo and his cohort by performing either W or S or both, above, they side with the PCs and Culpo will either offer his portions of the Fifth Colossus, or he will pledge allegiance to the PCs and let them use his throne as a basis for reconstructing the Colossus. If this is the first response that the PCs gain when they arrive on the scene – Culpo & the Choleric Zombies are duly impressed by the PCs without them even having to do battle- they're simply impressive & dangerous enough-looking that the Zombies choose to befriend them – with the expectation that the PCs will lead them on to defeat the other sodalities and the priests – above.

P – Culpo regards the PCs as the salvation of the town. He, rightly or wrongly, sees the Party as having the ability to reconstitute the Fifth Colossus & he presents them with the portions that comprise his throne. The Choleric Zombies reject Culpo's revelation & they turn on Culpo – as in scene S above- and the PCs are endangered as well – having to endure both of the Gauntlets as in scene S – but in reverse. In all cases – the PCs are granted access to Culpo's weapons store- they can get their hands on up to a dozen of the hand crossbows & a hundred bolts apiece. They can also get any one of Culpo's distinctive, unique & preposterous swords.



Dénouement

The PCs, having explored Tomb-Town & having met with all of the zombie tribes and the Reliquary Priests are presented with numerous options. Firstly, the PCs could absolutely abdicate their agency and choose to join the Tomb-Towners and become just another example of one of the zombie tribes. This isn't the most likely outcome but some PCs may be absolutely persuaded by one of the zombie sodalities. **Xp Award – 3,000**

Secondly, and most straightforwardly, the PCs can collect the four portions of the Fifth Colossus and give them to the Reliquary Priests. Doing so 'solves' the adventure as the PCs complete the objective presented to them through sequential storytelling. This is the most basic sort of success for the PCs and they should absolutely be rewarded. Interring the Fifth Colossus and following the Reliquary Priest's objective of ending their and the Tomb-Towners unlife. This 'cleanses' Tomb-Town, making it available as a base of operations for the PCs and it grants them access back to the surface the way that they have come. In this case, the PCs gain all the treasure listed heretofore in the adventure and they become aligned with the Colossi – gaining a second tier of affinity with the Colossus they were assigned in Act I. The adventure ends with the PCs having come to the North, having solved a complex puzzle and having gained a base of operations & significant knowledge concerning the nature of the rest of the campaign. **Xp Award – 5,000**

Thirdly – the PCs may choose to resurrect the Fifth Colossus – this option is less obviously stated but certainly possible. It can be made to happen a few different ways but the low hanging fruit in this scenario is to use the Formatory Core to combine the Fifth Colossus' parts. It's conceivable that the PCs could perform this feat using their own magic or ingenuity as well. In the case of the Fifth Colossus returning to life – Tomb-Town cracks open – the walls surrounding the town at areas 28 & 29 burst apart and the Mystic Road - a new adventure location that leads off toward the heart of the campaign is revealed, stretching out before them to the horizon. The Fifth Colossus grants the PCs Wisdom – causing their WIS scores to be increased by 1 to the normal maximum of 18. It also soars into the heavens after causing the PCs to gain the second insight of their Colossal affinity – as determined in Act 1. In this case Tomb Town is open to the outside world and the Tomb-Towners that remain become a useful resource and populated base of operations for the PCs. **Xp Award – 6,000**

Finally – The PCs can perform some unforeseen variation of the elements above. If they, for example, resurrect the Fifth Colossus' head but inter the rest of its body you'll be forced to improvise results and rewards yourself. Irrespective of anything else – the PCs should gain their second insight and they should also gain Tomb-Town as a kind of home base. **Xp Award – 3,000-8,000**

And that is that. The Tombs of the Colossi Campaign is an ongoing Game of the North Campaign which will be developed in a sequence of standalone modules with an accompanying Player's Guide. This campaign is intended to introduce the Game of the North to Players incrementally without introducing many new or campaign specific elements. Look for the next module in the series **The Dragon Road** in early 2017 and thank you for playing The Game of the North!



Tomb of the 5th Colossus Player Characters

Equipment & Encumbrance

Your encumbrance maximum is equal to your CON score & modified by any bonus from STR.

Weapons
 Light - d6 damage - 1 Enc
 Medium - d8 dam. - 1 Enc
 Heavy - d10 dam. - 2 Enc

Armor
 Light - AC 13 - 1 Enc.
 Medium - AC 15 - 2 Enc.
 Heavy - AC 17 - 3 Enc
 Shield - AC +2 - 1 Enc

Rations

Each day's worth of food & water counts for 1 point toward Encumbrance

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** If these are part of your physiology they do not encumber.

*** May be a non-encumbering pet

1. Rusty Bone Sword
2. Jagged Sparrow Cord
3. Leaf Rope
4. Ruined Leather Dog
5. Scrapwood Bow
6. Steel Ink
7. Perfect Iron Ringmail
8. Dusty Stone
9. Anteater Seal
10. Ancient Gold Mace
11. Tinv Bronze Needles
12. Deadlv Fossil Toad
13. Manv Rubber Iars
14. Ancient Cloth Map
15. Jaguar Flag
16. Heroic Lamp

Treasure:

Each 1,000 Sp
 Counts as 1 point
 of encumbrance

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1. Old Glass Spurs
2. Ancient Copper Rabbit Seeds
3. Ugly Gold Goose Mace
4. Traditional Chrome Karuta
5. Fabulous Chrome Spikes
6. Dried Wolverine Potion
7. Woven Uranium Scimitar
8. Glimmering Pose **
9. Whimsical Dolphin Trumpet
10. Ancient Powder Bag
11. Dog Hammer
12. Slender Laquered Cane
13. Lunar Quartz Pectoral
14. Simple Cotton Robe
15. Sharp Bola
16. Regular Metal Ladybug Svringe

** If these are part of your physiology they do not encumber.

*** May be a non-encumbering pet

Treasure:

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1. Large Cadmium Shield
2. Sinister Living Thieves Tools
3. Orderly metal Hatchet
4. Intense Magical Mule Knife
5. Small Manganese Candle
6. Beautiful Diamond Evepatch
7. Exotic Bronze Arrows
8. Numerous Gemstones Smile **
9. Glammered Elemental Buckler
10. Elite Fox Mirror
11. Holv Obsidian Claw Pole
12. Conventional Bell Staff
13. Arcane Antlers **
14. Sharp Manacles
15. Feminine Procelain Pills
16. Phantasmal Topaz Heron *

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*** May be a non-encumbering pet

Treasure:

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** If these are part of your physiology they do not encumber.

*** May be a non-encumbering pet

1. Famous Slate Longsword
2. Official Quartz Morning Star
3. Majestic Mongoose Mail
4. Bat Drugs
5. Fancy Horn Abacus
6. Healthy Magic Heart
7. Living Spider Paints
8. Civilized Iron Crossbow
9. Ancestral Metal Broom
10. Beautiful Fire
11. Tin Stethoscope
12. Conventional Fish Scale Mail
13. Wicked Journal
14. Vicious Wire Shirt
15. Superior Bestial Attitude **
16. Stylish Many Pocketed Backpack

Treasure:

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** If these are part of your physiology they do not encumber.

*** May be a non-encumbering pet

1. Solar Panther Ghost ***
2. Masculine Pauldrons
3. Deadly Chaotic Scepter
4. Shining liquid Kite Shield
5. Elaborite Religious Handshake **
6. Holv Rubber Whip
7. Light Stone Chalk
8. Insectine Metal Fiddle
9. Serated Magnetic Dagger
10. Shining Professional Pan
11. Plan Cotton Bandages
12. Sinister Goat Decorated Lamellar Armor
13. Fireproof Salve
14. Nondescript Spyglass
15. Perfect Gold Charm
16. Regular Old Health Potion

Treasure:

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 of encumbrance

Equipment & Encumbrance

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** If these are part of your physiology they do not encumber.

*** May be a non-encumbering pet

1. Military Club
2. Perfect Dog Leopard ***
3. Long Cadmium String
4. Exotic Hook Hand **
5. Vicious Death-Iron Surgeons Tools
6. Backpack Pig ***
7. Pills
8. Aquatic Onyx Armor
9. Nondescript Sand
10. Jar of Mystical Silver
11. Impressive Ape Journal
12. Famous Feminine Gorget
13. Paper Iavelin
14. Poor Lens
15. Whimsical Art Supplies
16. Old Coyote Cloak

Treasure:

Each 1,000 Sp
 Counts as 1 point
 of encumbrance

Equipment & Encumbrance

Your encumbrance maximum is equal to your CON score & modified by any bonus from STR.

Weapons
 Light - d6 damage - 1 Enc
 Medium - d8 dam. - 1 Enc
 Heavy - d10 dam. - 2 Enc

Armor
 Light - AC 13 - 1 Enc.
 Medium - AC 15 - 2 Enc.
 Heavy - AC 17 - 3 Enc
 Shield - AC +2 - 1 Enc

Rations

Each day's worth of food & water counts for 1 point toward Encumbrance

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** If these are part of your physiology they do not encumber.

*** May be a non-encumbering pet

1. Religious Eagle Knife
2. Beautiful Feather
3. Punching Dagger Breastplate
4. Puzzling Bear Ielly
5. Famous Knotted Ectoplasm Heart **
6. Huge Titanium Falchion
7. Fancv Impala Pendant
8. Wicked Chrome Lance
9. Ugle Copper Whistle Claw
10. Deadly Sewing Kit
11. Numerous Monster Teeth
12. Chaotic Wire Chain
13. Elaborate Ceramic Monkey Idol
14. Health Potion Stick
15. Amphibious Poison Cat ***
16. Intense Civilized Sapphire Breastplate

Treasure:

Each 1,000 Sp
 Counts as 1 point
 of encumbrance

Equipment & Encumbrance

Your encumbrance maximum is equal to your CON score & modified by any bonus from STR.

Weapons
Light - d6 damage - 1 Enc
Medium - d8 dam. - 1 Enc
Heavy - d10 dam. - 2 Enc

Armor
Light - AC 13 - 1 Enc.
Medium - AC 15 - 2 Enc.
Heavy - AC 17 - 3 Enc
Shield - AC +2 - 1 Enc

Rations

Each day's worth of food & water counts for 1 point toward Encumbrance

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1. Fancy Broadsword
2. Healthy Platinum Infusion
3. Ferret Hook Bracelets
4. Wolf Kit
5. Huge Gold Anatomy Book Tower Shield
6. Owl Hatchet
7. Emu Puppy ***
8. Regular Naval Lensed Razor
9. Shoddy Potion
10. Religious Shirt
11. Phantasmal Lamellar Armor
12. Glimmering Solar Granite
13. Glammered Spiny Ceramic Python ***
14. Clean Flesh Scale Armor
15. Vicious Ruined Heart **
16. Dried Alchemical Living Squirrels

** If these are part of your physiology they do not encumber.

*** May be a non-encumbering pet

Treasure:

Each 1,000 Sp
Counts as 1 point
of encumbrance

Equipment & Encumbrance

Your encumbrance maximum is equal to your CON score & modified by any bonus from STR.

Weapons

Light - d6 damage - 1 Enc
Medium - d8 dam. - 1 Enc
Heavy - d10 dam. - 2 Enc

Armor

Light - AC 13 - 1 Enc.
Medium - AC 15 - 2 Enc.
Heavy - AC 17 - 3 Enc
Shield - AC +2 - 1 Enc

Rations

Each day's worth of food & water counts for 1 point toward Encumbrance

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** If these are part of your physiology they do not encumber.

*** May be a non-encumbering pet

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Treasure:

Each 1,000 Sp
Counts as 1 point
of encumbrance

Equipment & Encumbrance

Your encumbrance maximum is equal to your CON score & modified by any bonus from STR.

Weapons

Light - d6 damage - 1 Enc
Medium - d8 dam. - 1 Enc
Heavy - d10 dam. - 2 Enc

Armor

Light - AC 13 - 1 Enc.
Medium - AC 15 - 2 Enc.
Heavy - AC 17 - 3 Enc
Shield - AC +2 - 1 Enc

Rations

Each day's worth of food & water counts for 1 point toward Encumbrance

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** If these are part of your physiology they do not encumber.

*** May be a non-encumbering pet

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Treasure:

Each 1,000 Sp
Counts as 1 point
of encumbrance

Equipment & Encumbrance

Your encumbrance maximum is equal to your CON score & modified by any bonus from STR.

Weapons

Light - d6 damage - 1 Enc
Medium - d8 dam. - 1 Enc
Heavy - d10 dam. - 2 Enc

Armor

Light - AC 13 - 1 Enc.
Medium - AC 15 - 2 Enc.
Heavy - AC 17 - 3 Enc
Shield - AC +2 - 1 Enc

Rations

Each day's worth of food & water counts for 1 point toward Encumbrance

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** If these are part of your physiology they do not encumber.

*** May be a non-encumbering pet

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Treasure:

Each 1,000 Sp
Counts as 1 point
of encumbrance

Equipment & Encumbrance

Your encumbrance maximum is equal to your CON score & modified by any bonus from STR.

Weapons

Light - d6 damage - 1 Enc
Medium - d8 dam. - 1 Enc
Heavy - d10 dam. - 2 Enc

Armor

Light - AC 13 - 1 Enc.
Medium - AC 15 - 2 Enc.
Heavy - AC 17 - 3 Enc
Shield - AC +2 - 1 Enc

Rations

Each day's worth of food & water counts for 1 point toward Encumbrance

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** If these are part of your physiology they do not encumber.

*** May be a non-encumbering pet

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Treasure:

Each 1,000 Sp
Counts as 1 point
of encumbrance

Equipment & Encumbrance

Your encumbrance maximum is equal to your CON score & modified by any bonus from STR.

Weapons

Light - d6 damage - 1 Enc
Medium - d8 dam. - 1 Enc
Heavy - d10 dam. - 2 Enc

Armor

Light - AC 13 - 1 Enc.
Medium - AC 15 - 2 Enc.
Heavy - AC 17 - 3 Enc
Shield - AC +2 - 1 Enc

Rations

Each day's worth of food & water counts for 1 point toward Encumbrance

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** If these are part of your physiology they do not encumber.

*** May be a non-encumbering pet

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13. _____
14. _____
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16. _____

Treasure:

Each 1,000 Sp
Counts as 1 point
of encumbrance

Equipment & Encumbrance

Your encumbrance maximum is equal to your CON score & modified by any bonus from STR.

Weapons

Light - d6 damage - 1 Enc
Medium - d8 dam. - 1 Enc
Heavy - d10 dam. - 2 Enc

Armor

Light - AC 13 - 1 Enc.
Medium - AC 15 - 2 Enc.
Heavy - AC 17 - 3 Enc
Shield - AC +2 - 1 Enc

Rations

Each day's worth of food & water counts for 1 point toward Encumbrance

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** If these are part of your physiology they do not encumber.

*** May be a non-encumbering pet

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10. _____
11. _____
12. _____
13. _____
14. _____
15. _____
16. _____

Treasure:

Each 1,000 Sp
Counts as 1 point
of encumbrance

Name SnickerglimRace GoblinEyes Wax Hair Pipe-BrushBuild _____ Features 3 Eyed

Height _____ Weight _____

Abilities

Tinkering (d12 Bite Attack),
Rampage, Ruin, Critical Hit, Eat
AttackLanguages: Hobtalk, Nordagh, Orkii,
Tiglath, Dess, Hoej

Statistics

| | |
|---------------------|----|
| CHA charisma | 8 |
| CON constitution | 17 |
| DEX dexterity | 13 |
| INT intelligence | 16 |
| STR strength | 9 |
| WIS wisdom | 6 |

HP

10

AC

Social

-1

Attack

1

Search

d12

Move

14

Adventuring
Skills

| | |
|----------------|---|
| Find Traps | 2 |
| Foraging | 2 |
| Hear Noise | 2 |
| Hide In Shadow | 2 |
| Move Quietly | 2 |
| Open Locks | 2 |
| Pick Pockets | 2 |
| Scale Walls | 2 |

SP

XP

HD

2

Saving Throws

Devices
Traps

16

Breath
Explosion

17

Death

16

Petrification

14

Spells

18

Name Rustsmirk

Race Goblin

Eyes Roach Hair Oil

Build _____ Features Long Limbed

Height _____ Weight _____

Abilities

Sneak Attack, Bleeding Cut

Languages: Hobtalk, Hoej, Orkii

Statistics

| | |
|---------------------|----|
| CHA charisma | 8 |
| CON constitution | 13 |
| DEX dexterity | 15 |
| INT intelligence | 13 |
| STR strength | 15 |
| WIS wisdom | 7 |

HP

11

AC

+2

Social

-1

Attack

1

Search

d10

Move

16

Adventuring Skills

| | |
|----------------|---|
| Find Traps | 2 |
| Foraging | 2 |
| Hear Noise | 2 |
| Hide In Shadow | 3 |
| Move Quietly | 3 |
| Open Locks | 2 |
| Pick Pockets | 2 |
| Scale Walls | 2 |

SP

XP

HD

| |
|---|
| |
| |
| 2 |

Saving Throws

Devices
Traps

Breath
Explosion

Death

Petrification

Spells

| | | | | |
|----|----|----|----|----|
| 16 | 15 | 18 | 16 | 18 |
|----|----|----|----|----|

Name Tattle

Race Halfling

Eyes Coffee Hair Burdock

Build _____ Features Gap Toothed

Height _____ Weight _____

Abilities

Animal Languages: Pawed, Trip
Attack, Evade, Deadshot

Languages: Hoej, Kenahr, Confirii,
Cavern Dwarf

Statistics

| | |
|--------------|----|
| CHA | 11 |
| charisma | |
| CON | 9 |
| constitution | |
| DEX | 17 |
| dexterity | |
| INT | 15 |
| intelligence | |
| STR | 9 |
| strength | |
| WIS | 14 |
| wisdom | |

HP

| |
|----|
| 11 |
|----|

AC

| |
|----|
| +2 |
|----|

Social

| |
|---|
| 0 |
|---|

Attack

| |
|---|
| 1 |
|---|

Search

| |
|----|
| d6 |
|----|

Move

| |
|----|
| 19 |
|----|

Adventuring
Skills

| | |
|----------------|---|
| Find Traps | 2 |
| Foraging | 2 |
| Hear Noise | 2 |
| Hide In Shadow | 2 |
| Move Quietly | 2 |
| Open Locks | 2 |
| Pick Pockets | 2 |
| Scale Walls | 2 |

SP

XP

HD

| |
|---|
| |
| |
| 3 |

Saving Throws

Devices
Traps

Breath
Explosion

Death

Petrification

Spells

| | | | | |
|----|----|----|----|----|
| 14 | 12 | 15 | 15 | 14 |
|----|----|----|----|----|

Name Mistletoe

Race Halfling

Eyes Chestnut Hair Tea

Build _____ Features Dimpled

Height _____ Weight _____

Abilities

Lucky, Critical Hit, Sneak Attack

Languages: Hoej, High Sundus, Oss

Statistics

| | |
|--------------|----|
| CHA | 14 |
| charisma | |
| CON | 6 |
| constitution | |
| DEX | 17 |
| dexterity | |
| INT | 12 |
| intelligence | |
| STR | 10 |
| strength | |
| WIS | 16 |
| wisdom | |

HP

3

AC

+2

Social

+1

Attack

1

Search

d4

Move

19

Adventuring Skills

| | |
|----------------|---|
| Find Traps | 2 |
| Foraging | 2 |
| Hear Noise | 2 |
| Hide In Shadow | 6 |
| Move Quietly | 2 |
| Open Locks | 2 |
| Pick Pockets | 2 |
| Scale Walls | 2 |

SP

XP

HD

2

Saving Throws

Devices
Traps

14

Breath
Explosion

12

Death

15

Petrification

15

Spells

14

Name Lima

Race Human

Eyes Hazel Hair Brown

Build _____ Features Lazy Eye

Height _____ Weight _____

Abilities

Prayers, Critical Hit

Languages: Hoej, Kenhar

Statistics

| | |
|--------------|----|
| CHA | 11 |
| charisma | |
| CON | 13 |
| constitution | |
| DEX | 15 |
| dexterity | |
| INT | 10 |
| intelligence | |
| STR | 14 |
| strength | |
| WIS | 9 |
| wisdom | |

HP

4

AC

+1

Social

0

Attack

2

Search

d12

Move

16

Adventuring Skills

| | |
|----------------|---|
| Find Traps | 1 |
| Foraging | 1 |
| Hear Noise | 1 |
| Hide In Shadow | 1 |
| Move Quietly | 1 |
| Open Locks | 1 |
| Pick Pockets | 1 |
| Scale Walls | 1 |

SP

XP

HD

| |
|---|
| |
| |
| 1 |

Saving Throws

Devices
Traps

Breath
Explosion

Death

Petrification

Spells

| | | | | |
|----|----|----|----|----|
| 16 | 16 | 15 | 15 | 16 |
|----|----|----|----|----|

Name Rune

Race Human

Eyes Beige Hair Golden

Build _____ Features Freckles

Height _____ Weight _____

Abilities

First, Second & Third Kadens,

Languages: Hoej, Kenhar, Orkii

Statistics

| | |
|---------------------|----|
| CHA charisma | 16 |
| CON constitution | 16 |
| DEX dexterity | 9 |
| INT intelligence | 12 |
| STR strength | 10 |
| WIS wisdom | 12 |

HP

| |
|----|
| 16 |
|----|

AC

| |
|--|
| |
|--|

Social

| |
|----|
| +2 |
|----|

Attack

| |
|---|
| 2 |
|---|

Search

| |
|----|
| d8 |
|----|

Move

| |
|---|
| 9 |
|---|

Adventuring Skills

| | |
|----------------|---|
| Find Traps | 1 |
| Foraging | 1 |
| Hear Noise | 2 |
| Hide In Shadow | 1 |
| Move Quietly | 1 |
| Open Locks | 1 |
| Pick Pockets | 1 |
| Scale Walls | 2 |

SP

XP

HD

| |
|---|
| |
| |
| 3 |

Saving Throws

Devices
Traps

Breath
Explosion

Death

Petrification

Spells

| | | | | |
|----|----|----|----|----|
| 17 | 17 | 14 | 14 | 17 |
|----|----|----|----|----|

Name Albast

Race Elf

Eyes Xanthous Hair Orange

Build _____ Features Visible Aura

Height _____ Weight _____

Abilities

Glammer 2/day, Ethereal Beauty,
The Dazzler

Languages: Arboran, Confirii, Cavern
Dwarf, Hobtalk, Hoej, Oss

Statistics

| | |
|---------------------|----|
| CHA charisma | 17 |
| CON constitution | 14 |
| DEX dexterity | 12 |
| INT intelligence | 15 |
| STR strength | 10 |
| WIS wisdom | 12 |

HP

| |
|---|
| 6 |
|---|

AC

| |
|--|
| |
|--|

Social

| |
|----|
| +2 |
|----|

Attack

| |
|---|
| 1 |
|---|

Search

| |
|----|
| d8 |
|----|

Move

| |
|----|
| 12 |
|----|

Adventuring
Skills

| | |
|----------------|---|
| Find Traps | 1 |
| Foraging | 1 |
| Hear Noise | 1 |
| Hide In Shadow | 1 |
| Move Quietly | 1 |
| Open Locks | 1 |
| Pick Pockets | 1 |
| Scale Walls | 1 |

SP

XP

HD

| |
|---|
| |
| |
| 1 |

Saving Throws

Devices
Traps

Breath
Explosion

Death

Petrification

Spells

| | | | | |
|----|----|----|----|----|
| 16 | 16 | 15 | 16 | 16 |
|----|----|----|----|----|

Name Ziron

Race Elf

Eyes Fulligin Hair Cerulean

Build _____ Features Piercing Gaze

Height _____ Weight _____

Abilities

Illusion Resistance, Strike Beyond, Deadeye Shot

Languages: Arboran, Confirii, Snow Dwarf, Wozish, Alep, Hohl

Statistics

| | |
|--------------|----|
| CHA | 12 |
| charisma | |
| CON | 18 |
| constitution | |
| DEX | 15 |
| dexterity | |
| INT | 15 |
| intelligence | |
| STR | 9 |
| strength | |
| WIS | 11 |
| wisdom | |

HP

| |
|----|
| 16 |
|----|

AC

| |
|--|
| |
|--|

Social

| |
|---|
| 0 |
|---|

Attack

| |
|---|
| 1 |
|---|

Search

| |
|----|
| d8 |
|----|

Move

| |
|----|
| 13 |
|----|

Adventuring Skills

| | |
|----------------|---|
| Find Traps | 3 |
| Foraging | 3 |
| Hear Noise | 5 |
| Hide In Shadow | 5 |
| Move Quietly | 5 |
| Open Locks | 3 |
| Pick Pockets | 3 |
| Scale Walls | 3 |

SP

XP

HD

| |
|---|
| |
| |
| 2 |

Saving Throws

Devices
Traps

Breath
Explosion

Death

Petrification

Spells

| | | | | |
|----|----|----|----|----|
| 16 | 16 | 13 | 14 | 16 |
|----|----|----|----|----|

Name Onyx

Race Dwarf

Eyes Diamond Hair Iron

Build _____ Features Bushy Beard

Height _____ Weight _____

Abilities

Cthonic Survival, Hold & Hit, Charge

Languages: Cavern Dwarf, Confirii, High Sundus, Hoej

Statistics

| | |
|---------------------|----|
| CHA charisma | 9 |
| CON constitution | 15 |
| DEX dexterity | 13 |
| INT intelligence | 10 |
| STR strength | 14 |
| WIS wisdom | 9 |

HP

| |
|----|
| 12 |
|----|

AC

| |
|--|
| |
|--|

Social

| |
|---|
| 0 |
|---|

Attack

| |
|---|
| 2 |
|---|

Search

| |
|----|
| d8 |
|----|

Move

| |
|----|
| 13 |
|----|

Adventuring Skills

| | |
|----------------|---|
| Find Traps | 1 |
| Foraging | 1 |
| Hear Noise | 1 |
| Hide In Shadow | 1 |
| Move Quietly | 1 |
| Open Locks | 4 |
| Pick Pockets | 1 |
| Scale Walls | 1 |

SP

XP

HD

| |
|---|
| |
| |
| 2 |

Saving Throws

Devices
Traps

Breath
Explosion

Death

Petrification

Spells

| | | | | |
|----|----|----|----|----|
| 15 | 16 | 14 | 13 | 14 |
|----|----|----|----|----|

Name GeodeRace DwarfEyes Emerald Hair GoldBuild _____ Features Scarred

Height _____ Weight _____

Abilities

Spell Resistance, Renew, Broad Sweep, Crippler

Languages: Cavern Dwarf, Orkii

Statistics

| | |
|--------------|----|
| CHA | 10 |
| charisma | |
| CON | 16 |
| constitution | |
| DEX | 10 |
| dexterity | |
| INT | 14 |
| intelligence | |
| STR | 14 |
| strength | |
| WIS | 17 |
| wisdom | |

HP

27

AC

Social

0

Attack

2

Search

d4

Move

10

Adventuring Skills

| | |
|----------------|---|
| Find Traps | 2 |
| Foraging | 1 |
| Hear Noise | 1 |
| Hide In Shadow | 1 |
| Move Quietly | 1 |
| Open Locks | 1 |
| Pick Pockets | 1 |
| Scale Walls | 1 |

SP

XP

HD

3

Saving Throws

Devices
Traps

16

Breath
Explosion

17

Death

14

Petrification

13

Spells

15

Name Three SpearRace OrcEyes Gazelle Hair LeonineBuild _____ Features Spotted

Height _____ Weight _____

Abilities

Atavism, Everything's a Weapon,
Tormenting Wound

Languages: Orkii, Hobtalk

Statistics

| | |
|---------------------|----|
| CHA charisma | 7 |
| CON constitution | 17 |
| DEX dexterity | 17 |
| INT intelligence | 4 |
| STR strength | 17 |
| WIS wisdom | 10 |

HP

23

AC

+2

Social

-1

Attack

3

Search

d8

Move

19

Adventuring
Skills

| | |
|----------------|---|
| Find Traps | 2 |
| Foraging | 2 |
| Hear Noise | 3 |
| Hide In Shadow | 2 |
| Move Quietly | 2 |
| Open Locks | 2 |
| Pick Pockets | 2 |
| Scale Walls | 2 |

SP

XP

HD

2

Saving Throws

Devices
Traps

18

Breath
Explosion

15

Death

16

Petrification

15

Spells

17

Name Deep Skull

Race Orc

Eyes Peacock Hair Squirrel

Build _____ Features Horned

Height _____ Weight _____

Abilities

Destructive, Brutal Leap, Savage
Takedown, Bonebreaker

Languages: Orkii

Statistics

| | |
|---------------------|----|
| CHA charisma | 6 |
| CON constitution | 17 |
| DEX dexterity | 15 |
| INT intelligence | 7 |
| STR strength | 18 |
| WIS wisdom | 11 |

HP

26

AC

+1

Social

-2

Attack

2

Search

d8

Move

16

Adventuring
Skills

| | |
|----------------|---|
| Find Traps | 1 |
| Foraging | 1 |
| Hear Noise | 1 |
| Hide In Shadow | 1 |
| Move Quietly | 1 |
| Open Locks | 1 |
| Pick Pockets | 1 |
| Scale Walls | 2 |

SP

XP

HD

| |
|---|
| |
| |
| 3 |

Saving Throws

Devices
Traps

Breath
Explosion

Death

Petrification

Spells

| | | | | |
|----|----|----|----|----|
| 18 | 16 | 16 | 15 | 17 |
|----|----|----|----|----|

Name _____

Abilities _____

Race _____

Eyes _____ Hair _____

Build _____ Features _____

Height _____ Weight _____

Statistics

| |
|----------------------------|
| CHA charisma |
| CON constitution |
| DEX dexterity |
| INT intelligence |
| STR strength |
| WIS wisdom |

HP

| |
|--|
| |
|--|

AC

| |
|--|
| |
|--|

Social

| |
|--|
| |
|--|

Attack

| |
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| |
|--|

Search

| |
|--|
| |
|--|

Move

| |
|--|
| |
|--|

Adventuring Skills

| |
|----------------|
| Find Traps |
| Foraging |
| Hear Noise |
| Hide In Shadow |
| Move Quietly |
| Open Locks |
| Pick Pockets |
| Scale Walls |

SP

XP

HD

| |
|--|
| |
| |
| |

Saving Throws

Devices
Traps

Breath
Explosion

Death

Petrification

Spells

| | | | | |
|--|--|--|--|--|
| | | | | |
|--|--|--|--|--|

Name _____

Abilities _____

Race _____

Eyes _____ Hair _____

Build _____ Features _____

Height _____ Weight _____

Statistics

| |
|----------------------------|
| CHA charisma |
| CON constitution |
| DEX dexterity |
| INT intelligence |
| STR strength |
| WIS wisdom |

HP

| |
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Adventuring Skills

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|----------------|
| Find Traps |
| Foraging |
| Hear Noise |
| Hide In Shadow |
| Move Quietly |
| Open Locks |
| Pick Pockets |
| Scale Walls |

SP

XP

HD

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Saving Throws

Devices
Traps

Breath
Explosion

Death

Petrification

Spells

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Name _____

Abilities _____

Race _____

Eyes _____ Hair _____

Build _____ Features _____

Height _____ Weight _____

Statistics

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|----------------------------|
| CHA charisma |
| CON constitution |
| DEX dexterity |
| INT intelligence |
| STR strength |
| WIS wisdom |

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Move

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Adventuring Skills

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| Find Traps |
| Foraging |
| Hear Noise |
| Hide In Shadow |
| Move Quietly |
| Open Locks |
| Pick Pockets |
| Scale Walls |

SP

XP

HD

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Saving Throws

Devices
Traps

Breath

Explosion

Death

Petrification

Spells

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Name _____

Abilities _____

Race _____

Eyes _____ Hair _____

Build _____ Features _____

Height _____ Weight _____

Statistics

| |
|----------------------------|
| CHA charisma |
| CON constitution |
| DEX dexterity |
| INT intelligence |
| STR strength |
| WIS wisdom |

HP

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Adventuring Skills

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| Find Traps |
| Foraging |
| Hear Noise |
| Hide In Shadow |
| Move Quietly |
| Open Locks |
| Pick Pockets |
| Scale Walls |

SP

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Saving Throws

Devices
Traps

Breath

Explosion

Death

Petrification

Spells

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Name _____

Abilities _____

Race _____

Eyes _____ Hair _____

Build _____ Features _____

Height _____ Weight _____

Statistics

| |
|----------------------------|
| CHA charisma |
| CON constitution |
| DEX dexterity |
| INT intelligence |
| STR strength |
| WIS wisdom |

HP

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Social

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Attack

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Move

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Adventuring Skills

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|----------------|
| Find Traps |
| Foraging |
| Hear Noise |
| Hide In Shadow |
| Move Quietly |
| Open Locks |
| Pick Pockets |
| Scale Walls |

SP

XP

HD

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Saving Throws

Devices
Traps

Breath
Explosion

Death

Petrification

Spells

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Name _____

Abilities _____

Race _____

Eyes ³ _____ Hair ²⁰ _____

Build _____ Features ⁴ _____

Height ³³ _____ Weight ⁵ _____

Statistics

| | |
|---------------------|---|
| CHA charisma | 5 |
| CON constitution | |
| DEX dexterity | |
| INT intelligence | 1 |
| STR strength | 4 |
| WIS wisdom | |

HP

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Adventuring Skills

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| Find Traps |
| Foraging |
| Hear Noise |
| Hide In Shadow |
| Move Quietly |
| Open Locks |
| Pick Pockets |
| Scale Walls |

SP

XP

HD

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Saving Throws

Devices
Traps

Breath
Explosion

Death

Petrification

Spells

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Your Story So Far:

You hail from the land of _____ far to the south. There you grew up in your extended family group with your three older brothers & three younger sisters. You became a soldier & followed your country's primary traditions of deep philosophical thought & elaborately designed fortifications.

While you loved your homeland – you could not always accept in your heart the cruelty that was bestowed upon the underclass ethnic minorities that were enslaved by your more dominant species. Nevertheless the Dead-God _____ Commanded that all those who fell short of the high standards were Thieves & thus to be reviled, as they stole resources & goods. You knew that if you performed the holy sign & carried out the sacred dances that you would be rewarded in your afterlife – as the lowly slave-races would not, for their souls, if they had them, were stolen from babies & children.

You will never forget your final day on the high walls of _____ when the legions of night, led by the Vampire Overlords swept out of the dark hills & plunged your land into night & unending war.

You have fled to the north, a lover of your philosophical homeland in search of peace.

Your Story So Far:

In the land of _____ your father raised you and your elder sister to follow the lights of the ruling classes, whose cunning machinations & limitless greed would have doomed them to some punishment if there even were gods. You struggled in your lessons and followed your older sister into the world of corrupt bargains & tricky scams. There you thrived, but always with a pang of doubt – your wealth & connections could insulate you from most things but not your inner conscience – which rejected greed and worried about the world hereafter – a world you dreamed of often.

It was the Nether-Wine that caused these visions of another world – an illegal drug that you took too often, so often that you became a criminal in the eyes of the gangster rulers – who recognized your conscience as a mortal sin. This would have all ended quite badly for you except that the billion chattel goblin slaves kept under by their creditors & masters finally overthrew their shackles & committed themselves to a vengeful rampaging genocide that left your homeland empty.

Your Story So Far:

In the country of _____, an anarchic wasteland of fallen cities & broken nations, you were raised in the wandering clan of your father along with your fraternal twin. Being a twin marked you as a special person and you were given over to an agrarian sect of monks where you were brought up in in their communal ways.

Among these Wasteland Monks you learned the truth of the universe – that the gods had all been killed by the demonic powers of hell & that their uncleanness would doom all people. You were drilled in the many rites of purification until you learned the 12-fold path to perfect cleanliness & were finally given your symbol of the monastery – a _____ hat.

In the end the Wasteland destroyed again & again – foolish leaders, reckless adventurers & a plague of sinister origin turned all the folk of your homeland into wandering shuffling zombies – and you were forced to flee north to seek your fortune.

Your Story So Far:

You are from the brutal dictatorship of _____ where giants rule as god-kings. The exacting demands of these wicked masters were focused relentlessly upon turning their underlings always against one another. Into this world devoid of compassion & trust you were born to who knows who? An orphan & wandering indigent, you found yourself constantly under the heel of the lowly peasants who sought approval from their giant overlords by displaying no compassion, even for the lowest of the low.

The few occasions on which you were shown any regard at all were based around your skill with music – a talent that none of the Giant Demi-gods possess but which they valued highly. You were brought to their palaces to sing & to play – but in one of these instances you – through accident or inspiration – spoke the unseen hidden name _____ which has a power of its own, a secret word in the giantish language which forces them to obey. This dangerous knowledge condemned you to immediate death – but you used that same lore to escape – and to run away north, hounded by the giant god-kings' faithful.

Your Story So Far:

You hail from the buzzing city states of _____
Where the humming, thrumming ruckus of the cricket-fields &
locust groves gives each of the cities their own name & sound.
The chirrup of the crickets, the buzzing of cicadas – each is a place
& each sound holy. So you have been told by the gods of the
underworld temples. Beings from beyond the stars who live
under the ground & grant unthinkable lore & maddening ideas.
These gods fear the wrath of mortal beings, they are in terror
constantly of death at the hands of their minions – so they speak
against anger and in favor of the soothing, easy noises of the
world – and command that those most hateful, most aggressive
among your people be sacrificed – given over to the insect herds
that your people use for food.

The more sacrifices granted the more often you can be invited
below ground to partake of the cosmic vibrations & learn the key
harmonics that guide the stars. While you experienced the
mysteries in exchange for the sacrifice of your angry & violent
younger sisters you also experienced shame & hate. Anger of your
own. The Alien Gods – sensing this – sought to appease your
wrath & offered you the carcasses of your sisters (animated now)
as wives. You rejected this utterly and condemned your gods to
death! Thereafter you struggled against them whenever you
could but were driven north by their faithful, who would not fight
you, but whom you tired of slaughtering indiscriminately.

Your Story So Far:

From the haunted plantations of _____ you have fled to the North to escape your tyrannical father's bizarre vendetta. In your home the people worship the preposterous comedy-god _____, the worshippers of the mad-god-king all celebrate his bountiful laughing, spitting countenance by waging relentless economic & martial war with one another. This fighting often takes the form of dance competitions & dancing is an essential component of these battles, all of which are fought at the whim of the laughing, spitting god.

Given all the ghosts, the vengeful, angry ghosts that drive the mechanisms of the rich oligarchies of your land you decide to take your chances in a more dangerous but possibly more serious location.

Your Story So Far:

You are from the gargantuan metropolis of _____ a vast & crowded city of improbable dimensions. There in the city the many thousands of neighborhood gods are all followed by the denizens of each little neighborhood – among them are the totemic gods- the robin, the sparrow, the squirrel & the tree. These totems speak to each in their alleys, sing to everyone in their neighborhoods. Each demand that someone give up something, give up some delicacy or vice as a show of loyalty, and each is worshipped by a kinship of marks & signs & endless, endless festivals.

You were a peddler of relics & masks in this lawless metropolis – raised as an orphan by the totem god _____. Your patron forbade the eating of meat & commanded that you be trained in the use of the _____ and that you learn to subsist only on rain – the holy water from the heavens that the god relished. When the neighborhood burned at the hands of some orc gangsters & the people of the alley quit, you were left with no-where to go and nothing to serve – you headed north in search of something new or something old.

Your Story So Far:

The ancient & storied kingdom of _____
was your home. The legends of the archaic kings &
knights were always pleasant in your ears, and fables
about adventure always stirred you. The adventurous
knight-saints – one revered in each household throughout
the land- sometimes even manifested as ghosts. On these
occasions they would lead the whole community in one of
the communal & exotic, exhausting rituals. Ritual was
important in your life from day to day – and as one of the
landed gentry in this imperial monarchy you had many
heads of steer all of which it was your patron-duty to
bless & own.

The whole place seemed everlasting, and even now you
regard it as a pleasant dream you wish you could return
to – but you recall with grim tears & bitter hate the
covens of witches & their black Sabbaths which brought
about the doom of your lands, your people & your family.
Escaping alone, you've come to the north.

Tomb of the 5th Colossus Monsters



Choleric Zombie

Ecological

Liminal Tier

Monster Name

| | | | | | |
|---------|-----------------|-------------|--------------------------|------------|-------|
| HD Size | 3d10 | # Appearing | 2d4 | Attack # | 4 |
| HD # | d10 | Morale | 18 | Attack Mod | +6 |
| HP | 15 | Treasure | 4 | Initiative | D20+1 |
| AC | 15 | Parley | 2d6 | Saves | 17 |
| Tags | Undead, Warrior | Terrain | Underground | Stats | 12 |
| | | Location | Tomb of the 5th Colossus | Skills | 1 |

Attacks & Maneuvers

+6 Preposterous Sword - d8 - The Zombie uses a ridiculous looking sword with excessive moving parts & protruding spikes. It is ungainly and fragile, but it still hurts when it hits.

+6 Crossbow Gun d6- The Zombie shoots using one of its several pre-loaded hand crossbows. It can make this attack twice per turn if it doesn't move.

Practiced Warrior Roll - The Zombie tumbles over the ground improving its AC by 4 for the round sacrificing its other actions for the turn

Command Presence - Targets must Save Vs. Spells or obey the one word command of the Zombie- Commonly: "Freeze", "Stay" or "Drop".

Description

Armed & wearing armor - these once-living beings have attempted to alter themselves so that they appear more robust. Like the other zombies of Tombtown they are emaciated & their skin hangs on their bones - or else, it would. Strands of pillow stuffing emerge from their upper bodies where they've packed their loose-hanging & rotting flesh with material seemingly intended to give the illusion of strength.

The appearance of strength aside, these zombies move with an offputting ungainliness. Their authorotative strutting seems weirdly uncoordinated & their assertiveness falls flat, they seem blustering and foolhardy rather than competent or dangerous.



Culpo



910.

Magistrate Culpo

Legendary

Liminal Tier

Monster Name

HD Size 4d12+8

Appearing 1

Attack # 4

HD # d12

Morale 16

Attack Mod +5

HP 30

Treasure 4

Initiative d20+5

AC 14

Parley 2d6

Saves 13

Tags

Immortal, Boss,
Warrior, Comical

Terrain Tombtown

Stats 17

Location Tomb of the
5th Colossus

Skills 4

Attacks & Maneuvers

+5 Crossbow Gun - d6+2 - Culpo uses a pair of pearl handled crossbow-revolvers

+5 Preposterous Knife - d6+2 - Culpo's knives are ungainly and have an absurd swept back shape. He sharpens them relentlessly though so they, you know, hurt.

Double Gun Attack - Culpo shoots and switches his guns quickly in a practiced attack - he strikes everyone in the area who can't pass a save vs. Breath. They all take 2d6

Double Knife Kata - Culpo waves his knives in an absurd dance that is nevertheless somehow effective. He can make two knife attacks per turn if he sacrifices two points of AC.

Description

Nearly human, this person has the appearance of someone who has a very specific idea of what it means to be rugged & valiant but who doesn't appear to actually possess those qualities. Culpo wears platform shoes, and clothing that conceals his imperfections & accentuates his abundant armament. He is wrapped in belts strapped with knives and crossbow pistols & adorned with pouches full of darts. He is ferocious in his attitude & blusters with considerable menace but when it comes to fighting he fumbles about, somewhat tragically.

For all of his lack of grace though, Culpo is strong & does not flinch away from killing. He is more dangerous than he seems, even if he is less dangerous than he pretends.

Digla



Magistrate Digla

Legendary

Liminal Tier

Monster Name

HD Size 4d12+8

Appearing 1

Attack # 4

HD # d12

Morale 16

Attack Mod 3

HP 37

Treasure 4

Initiative d20+5

AC 14

Parley 2d6

Saves 13

Tags

Immortal, Boss,
Seducer, Zombie

Terrain Tombtown

Stats 17

Location Tomb of the
5th Colossus

Skills 4

Attacks & Maneuvers

+3 Scratch d8+2 - Digla scratches aiming for your eyes.

Haughty, Disdainful Laugh - Digla laughs at you in a way that makes you question your own value. Save vs. Death or lose your next turn.

Vicious Scorn - Digla doesn't hold back & brutally insults your most personal shortcomings - Save vs. Petrification or be petrified until the end of the next round.

Weeping Defeat - When Digla's HP are reduced to 0 or fewer, the weeping & lamentation that go on are extremely moving - save vs. Spells or increase the difficulty of all skill & stat tests by one die type.

Description

Almost human, almost elf - Digla is a zombie remnant of some ancient bygone race.

Where the zombies of the Melancholic side are stylish, Digla is a vision. Beauty, elegance & grace radiate out of Digla. All artifice & contrivance, there is no straight talk, no real or inner substance to Digla, rather there is an endless superficiality that deflects scrutiny.

The object of much adoration even by members of the other zombie tribes - Digla hasn't united the other zombies under her purely because she capriciously discards those who love her - leaving them bitter and hostile.

Foruig



Magistrate Forug

Legendary

Liminal Tier

Monster Name

HD Size 4d12+8

Appearing 1

Attack # 4

HD # d12

Morale 14

Attack Mod +3

HP 46

Treasure 2

Initiative d20+5

AC 14

Parley 2d4

Saves 13

Tags Immortal, Boss, Zombie, Tombtown

Terrain Tombtown

Stats 17

Location Tomb of the 5th Colossus

Skills 4

Attacks & Maneuvers

+5 Exasperated Punch - d6 - Whenever someone closes & tries to melee with Forug, Forug punches them.

+5 Thrown Junk - d6 - Forug throws nearby junk at the target

Calamitous Whining - Forug wails in dismay over problems - save vs. Petrification or become disgusted - gaining +2 to damage but -3 to-hit;

Miscellany - Forug can produce almost any object at will.

Description

Seemingly middle aged & put upon, Forug winces when addressed, shrugs when asked questions & has a very unkempt, dirty look. Forug does not want to engage with anyone & wants more than anything to be left alone. Forug wears simple garments & mutters except when clearly stating what amounts to his catch-phrase. "Leave Me Alone Please."

Forug is least concerned of all the zombies and magistrates with maintaining anything like a status quo. He's bored, he's tired & he's lost all concern for Tombtown. The only reason he bothers to operate the Formatory Core these days is out of habit.

Liry



Magistrate Liry

Legendary

Liminal Tier

Monster Name

| | | | | | |
|---------|---------------------------------------|-------------|--------------------------|------------|-------|
| HD Size | 4d12+8 | # Appearing | 1 | Attack # | 4 |
| HD # | d12 | Morale | 18 | Attack Mod | +6 |
| HP | 24 | Treasure | 4 | Initiative | d20+7 |
| AC | 14 | Parley | 2d6 | Saves | 13 |
| Tags | Immortal, Boss, Happy, Creepy, Zombie | Terrain | Tombtown | Stats | 17 |
| | | Location | Tomb of the 5th Colossus | Skills | 4 |

Attacks & Maneuvers

+5 Relentless Hug - d6+3 - Liry hugs & won't stop hugging

+3 Merciless Bite -d8+3 - Liry bites with unthinkable force smiling all the while

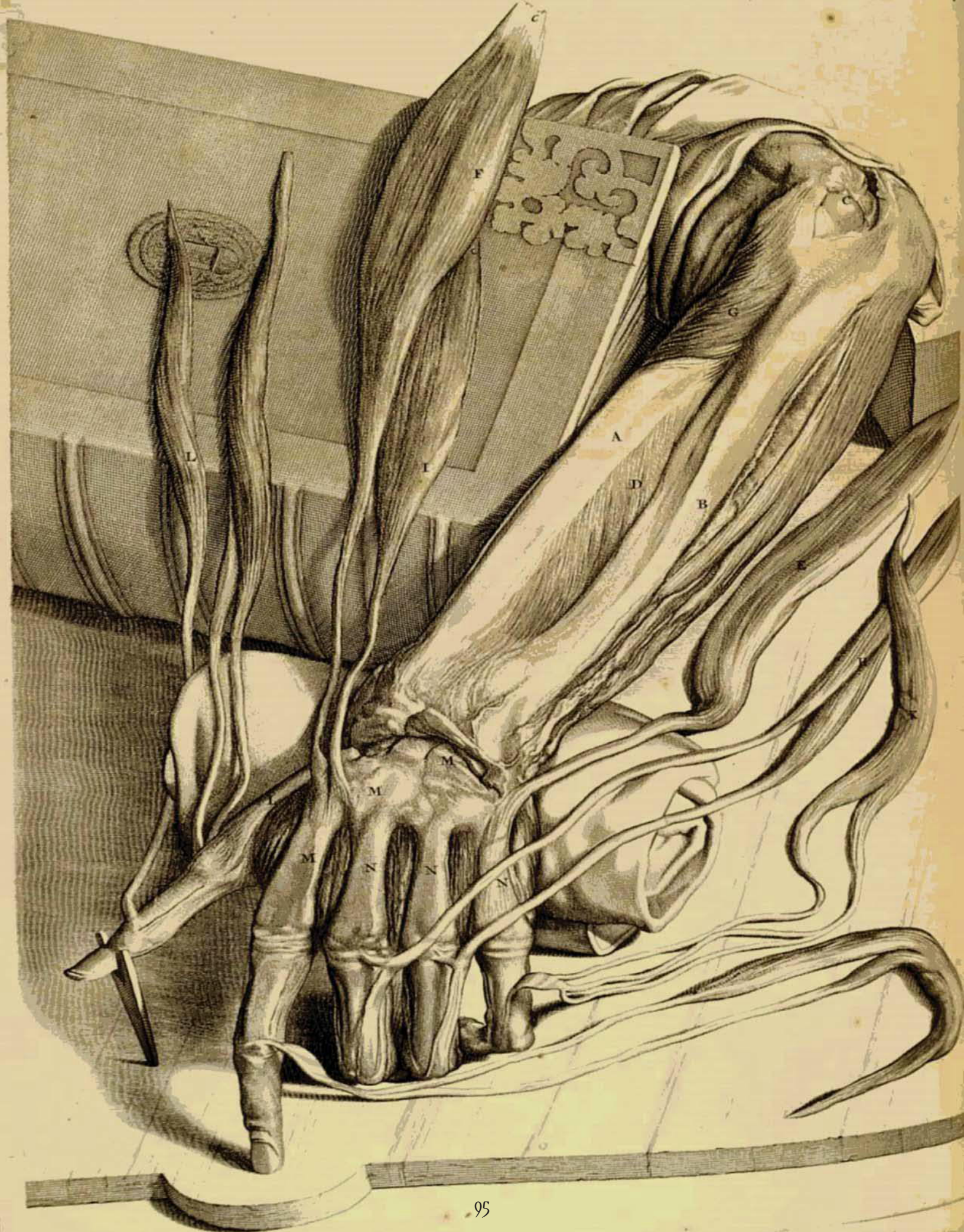
Latch On - When Liry hugs someone they must save vs. Paralysis or be clutched in his grasp. They take the hug & bite damage on each of his turns & may forgo taking actions on their own turn to attempt another save to escape this plight.

Dazzling Smile - Save vs. Petrification or lose all remaining turns in the round.

Description

Liry grins with an enormous, shapely mouth. Straight teeth, a joyful, energetic demeanor & a quick use of many superlatives make Liry seemingly easy to get along with - but there is something nagging behind the dead zombie eyes that causes you to question Liry's sincerity. Something about the relentless good cheer makes you uneasy.

Being uneasy around Liry is the right reaction. Liry's friendliness & good cheer are not illusory but they aren't the whole story either. Liry has a profound uncurrent of rage & malice that is concealed by constant joy. More than any of the other Magistrates - Liry is evil.



Giant Writing Hand

Folkloric

Liminal Tier

Monster Name

HD Size 2d10

Appearing 1

Attack # 2

HD # d10

Morale 20

Attack Mod +3

HP 9

Treasure 4

Initiative d20-4

AC 15

Parley 1d2

Saves 14

Tags Undead, Automaton

Terrain Tombtown

Stats 10

Location Tomb of the 5th Colossus

Skills 1

Attacks & Maneuvers

+3 Flick - d8 - the hand kicks or flicks - it's hard to say which

Ink Flick - Save vs. Breath or be blinded for d4 rounds as ink gets in their eyes. Even those who pass the save are inked - marked in the thick black-red ink for d6 days.;

Compell Confession - Save Vs. Spells or the target must spend their next turn revealing the worst thing they've ever done.

Description

This is a skeletal hand from some giant. It walks about on its fingertips & seems almost to have the movements of a human, the stride & poise are that of a person, as if two of the fingers were legs and two were arms - the thumb seems to be the head. Of course it is only large animated bones & it does not talk or reason. Though it writes furiously it does not actually communicate through writing - it merely records events.

Melancholic Zombie

Ecological

Liminal Tier

Monster Name

HD Size 1d8

Appearing 1d6

Attack # 2

HD # d8

Morale 13

Attack Mod +3

HP 4

Treasure 3

Initiative 2

AC 16

Parley 1d4

Saves 17

Tags Undead, Fast

Terrain Underground

Stats 10

Location Tomb of the 5th Colossus

Skills 1

Attacks & Maneuvers

+3 Scratch - the zombie scratches at your face hissing & whispering.

Diffident Whispers - Targets must save vs. Spells or become seduced as the Zombies mumble seductively(!)(?). Seduced targets respond to the Melancholic Zombies as if they were romantically drawn to them & they will not attack. Being attacked by the Zombies causes the effect to end. The effect likewise ends if the Zombie uses this power on another person, or if a day passes.

Description

Withered and thin but with an unsettling sensuality -these zombies are heavily made up and impeccably dressed in raggedly glamorous fashions. They wear their undeath with a casual confidence that is utterly disarming & their disdainful stares make you feel as if you were the monster.

These Zombies are sociable, joining with one another to gossip and discuss the events of Tombtown - they also seem willing to engage with other types of zombies, a few of whom may be present in any encounter with the Sanguines - enchanted hangers-on who are entranced by the Sanguine Zombies' smouldering charm.

Monster Record

Penitent Monks

Folkloric

Liminal Tier

Monster Name

HD Size 1d8

Appearing 1

Attack # 2

HD #

Morale 20

Attack Mod 3

HP 6

Treasure 3

Initiative -1

AC 13

Parley 1d2

Saves 17

Tags Undead, Religious

Terrain Underground

Stats 10

Location Tomb of the 5th Colossus

Skills 1

Attacks & Maneuvers

+3 Skeleton Rush d6 - the Monks charge their targets & lead with their most intact bones

Dusty Tears - the Monks fragile wailing causes a cascade of dust to pour out & around the scene - increasing everyone's AC by 2, but sickening anyone who fails a save vs. death.

Description

Skeletal remains that are ambulatory. Very slowly, very deliberately moving, these shattered & broken husks are all that remain of a monastic order founded upon the principles of shame & repentance. They are all incomplete, parts shattered, parts missing. They cannot hold together save that a vibrant ectoplasm holds the intact pieces in place & a warming radiance shines from their sanctified remains.

Phlegmatic Zombie

Ecological

Liminal Tier

Monster Name

HD Size 2d10

Appearing d8

Attack # 2

HD # d10

Morale 12

Attack Mod +3

HP 11

Treasure 3

Initiative d20-4

AC 15

Parley 1d2

Saves 14

Tags Undead,
Automaton

Terrain Underground

Stats 10

Location Tomb of the
5th Colossus

Skills 1

Attacks & Maneuvers

+3 Thrown Junk d6 damage - The phlegmatic zombie runs away and throws garbage at you from range. They move their entire speed of 10 before making this attack.

Defensive Curl - The Zombie curls into a ball and starts chanting - improving its AC & Saves by 2 by sacrificing all actions this entire round.

Description

Once a living person this creature has a peculiar unlfe. Fat & muscle have withered away leaving stretched & leathery skin to dangle from their vaguely human limbs like tattered rags.

There is a distinctive scent about these withered husks - not immediately pleasant, but not offensive either, after a few moments you recognize it as the scent of dirt, loam, the fertile earth. Their laconic demeanor & avoidant disregard make them seem somehow harmless. They avoid your attention assiduously - it's almost endearing.

Monster Record



Reliquary Priest

Folkloric

Liminal Tier

Monster Name

| | | | | | |
|---------|---|-------------|-----------------------------|------------|-----|
| HD Size | 3d10 | # Appearing | d8 | Attack # | 3 |
| HD # | d10 | Morale | 17 | Attack Mod | +5 |
| HP | 17 | Treasure | 4 | Initiative | d20 |
| AC | 15 | Parley | 2d6 | Saves | 17 |
| Tags | Undead, Magical, Religious, Penitent | Terrain | Underground | Stats | 12 |
| | | Location | Tomb of the 5th Colossus | Skills | 2 |

Attacks & Maneuvers

+5 Flagellant Whip d10 - the Priests wield vicious two handed scourges.

Penitent Wail - All in the area save vs. Spells or become frightened - rolling on the fear table once

Grotesque Reminder - A Reliquary Priest can peer into ones heart & know their vilest actions - they whisper this & cause terrible shame - reducing Attack & Damage rolls by -2

Description

Skeletal remains wrapped in leathery, tattered hides - and with thousands of shards of bone & bits of trash & junk sewn into them, these living-corpses regard you with eyeless sockets and speak with lipless mouths - the cavities of their heads are stuffed with rolled up scrolls & knotted up relics of an ancient faith.

The Reliquary Priests are repentant for their role in cannibalizing the Fifth Colossus. The other zombies of Tombtown did not experience shame over their actions & in turn found the penitence of the Reliquary Priests altogether distasteful. They've subsequently been driven from Tombtown and are now considered not only pariahs, but a sort of Bogeyman - near mythical enemies that linger at the edge of civilization.



Sanguine Zombie

Ecological

Liminal Tier

Monster Name

| | | | | | |
|---------|----------------|-------------|--------------------------|------------|-------|
| HD Size | 2d8 | # Appearing | 2d6 | Attack # | 2 |
| HD # | d8 | Morale | 14 | Attack Mod | +4 |
| HP | 8 | Treasure | 4 | Initiative | D20+1 |
| AC | 15 | Parley | 2d8 | Saves | 14 |
| Tags | Undead, Faerie | Terrain | Underground | Stats | 11 |
| | | Location | Tomb of the 5th Colossus | Skills | 1 |

Attacks & Maneuvers

+4 Relentless Hug d6 damage - The Sanguine zombie hugs & holds you with a terrific force, it is uncomfortable to say the least, the cooing noises don't help.

Dazzling Smile - Save vs. Petrification or lose your next turn.

Description

These people are the dessicated, still living remnants of some unknown species. - most likely somewhat similar to a human or an elf, but with elongated skulls and abnormally long fingers. Now, their skins are stretched very tightly over their bones and the light of an animating vital force has left their eyes.

These particular examples are both very clean & very, very happy. At least they seem so, they smile mechanically & vigorously but their grins seem menacing and inauthentic. Their hairless heads are fixed with enormous, convivial grins, their shrivelled eyes peer avidly about, they seem eager & happy to please.

Trash Amalgam

Folkloric

Liminal Tier

Monster Name

| | |
|---------|------|
| HD Size | 5d20 |
| HD # | d20 |
| HP | 74 |
| AC | 14 |

| | |
|-------------|-----|
| # Appearing | 1 |
| Morale | 20 |
| Treasure | 2 |
| Parley | 1d4 |

| | |
|------------|-------|
| Attack # | 2 |
| Attack Mod | +2 |
| Initiative | d20-1 |
| Saves | 15 |

Tags Elemental, Ink, Writing, Automaton, Giant

Terrain Trash Piles
Location Tomb of the 5th Colossus

Stats 10
Skills 1

Attacks & Maneuvers

Attacking Wave d0 - Hits everyone in the area who fails a save vs. Breath takes the damage as the Trash Amalgam overwhelms them.

Incorporate - Anyone killed by the Trash Amalgam joins into it - it recovers HP equal to the dead character's maximum HP.

Stench of Nihilism - Those in the vicinity of the Trash Amalgam are dosed with its horrific odor & the grotesqueness of their own role in the course of world events. Everyone must save vs. death or become sickened.

Massive - The Trash Amalgam is too large to move very far, it can move, but at the rate of one space per minute. It occupies at least 10 spaces but can expand out to 20 spaces in a single turn.

Description

A substrate of mold & fungus animates this avalanche of trash - it tumbles & crashes & crushes everything nearby & rushes with a terrible speed & mindless, hideous violence.

The viciousness & pointless hostility of the animate garbage pile give you the terrible sense that you are, and always will be an animal to be preyed upon by other animals & that there are no gods, no power in the universe that will save you from the horror of mere existence.

Monster Record