

RK 3

a short adventure module for
Dungeon World and Labyrinth Lord



The Third Verse

Johnstone Metzger & Tony Dowler





Culled from the many exploits of Red Box Vancouver and drawing inspiration from four microdungeons drawn by Tony Dowler, *The Third Verse* is a vast, subterranean labyrinth full of doom. Can you find the missing third verse and use it to banish evil from the land?

MARVEL at the malign magnificence of the Red Mummy's terrifying tomb!

GRIMACE as the grinding gears of evil engines churn beneath the earth!

FLEE when the God of Hellfire's blazing tongue comes dancing down!

DO YOU DARE to brave the Shrine of the Doomed Celestial?

West Coast Story Games Mafia



The Third Verse

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Introduction



Rules and Rulings

The River Knife series of modules are designed to be used with both Dungeon World and Labyrinth Lord (and by extension any other old school fantasy role-playing game). When the text references rules from one game in particular, they are noted by the game’s initials: (DW) for Dungeon World and (LL) for Labyrinth Lord. There are also some special rules that should be used in both games, namely the custom moves and random encounter tables.

Custom Moves

Moves are optional mini-rules taken from Dungeon World. They help you figure out what happens in particular situations, and always follow a similar format. When a PC makes a move and the adventure asks them to roll, they roll 2d6 plus a modifier, usually based on one of their ability scores. These modifiers are the same as the standard Labyrinth Lord ability score modifiers.

Ability modifiers are abbreviated in the text as follows: Charisma (CHA), Constitution (CON), Dexterity (DEX), Intelligence (INT), Strength (STR), Wisdom (WIS).

Once a roll is made for a move, a final result of 7 or higher is called a “hit,” and means something good happens. A final result of 6 or less is called a “miss,” and means something bad happens. Miss results are not further differentiated (how bad the results are is up to you and should follow from the situation at hand), but hit results can differ based on how high the roll is: a 10+ result is usually better than a 7-9 result.

Not all custom moves call for a roll. Sometimes the effects of magical items and other circumstances are written in the form of moves. These function exactly as written.

Score	Modifier
3 or less	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18 or more	+3

Random Encounters

Each of the four dungeon levels has its own table for random monster encounters (all of which are listed on page 17). You can use these tables the way you normally use them in your game, or you can use the following:

DW:

Add this to your list of GM moves for the dungeon:

- Roll on a random encounter table.

LL:

Each turn, check to see if the PCs encounter a random monster. Roll 1d6: if the number is equal to or less than half (round up) the level of the PC with the most levels, roll for a random encounter. If some of the PCs are 10th level or higher, though, there should only be a 2 in 6 chance of a random encounter each turn, but roll three times for each encounter and use them all.

Other Terminology

Money is referred to only as “coins” and should be read as the standard type of currency in your game, or whichever one is used to calculate experience point gains (1 coin = 1 xp).

The Series

The River Knife series of modules are designed to be used with both Dungeon World and Labyrinth Lord (and by extension any other old school fantasy role-playing game). They can be used together, as characters travel down the river, or used on their own.

Previous module in this series:

RK1: Knives in the Dark

RK2: Evil Wizards in a Cave

Springvale

The town of **Springvale** is built at the top of a waterfall, along the Lonesome River, just before it meets the River Knife. Boat traffic is stymied by these cliffs, so the town acts as a commercial entrepôt for the surrounding countryside.

The founders of Springvale came here with good intentions and utopian ideals. But some great evil that lies within the earth has, for generations, corrupted them. These days, the town is shunned by local villages, where people are universally xenophobic and mistrustful of outsiders. The countryside has its own tragedies, and the people prefer to deal with strangers from as far away as possible before they deal with anyone from Springvale—and so the business of trade is handled mostly by foreigners.

Crime in Springvale

The citizens of Springvale are, by and large, either surly and violent or bitter and fatalistic. This fact is acknowledged by everyone who has any dealings with the town at all. Murderous violence is all too common and brawls are a near-everyday experience. The lower classes consume entertainments of all types, and the never-ending flow of cheap alcohols and dangerous, mind-altering chemicals only adds to the chaos. **The upper class travel everywhere with bodyguards** out of necessity, not ostentation.

But there is criminality here even above and beyond this strange proclivity towards vice. Two organized gangs hold sway over the streets of Springvale. **The River Rats**, the older and more powerful of the two, control most of the river traffic. Their principle racket is smuggling, and their membership is primarily made up of grizzled veterans of the local logging industry.

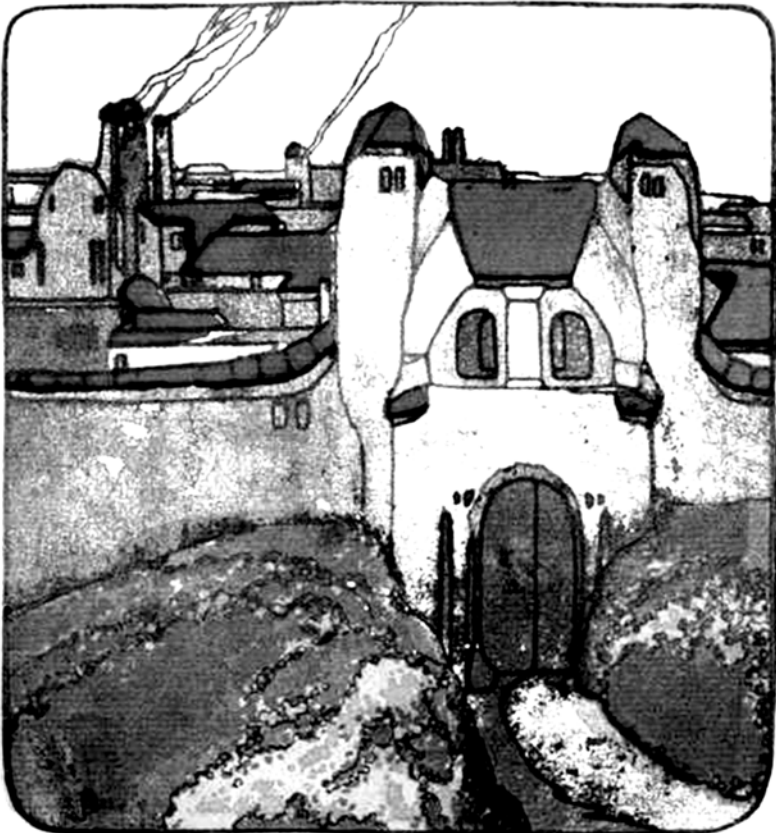
The second influential gang is **the Serpents**, whose main gig is extorting the various spas and sanatoriums of the outlying area. They provide wealthy tourists with drugs and prostitutes, while at the same time targeting them for blackmail and robbery. The Serpents draw new members from the ranks of professional charlatans, gamblers, and mercenaries.

Tourism

And yet, people still arrive in droves. Springvale is blessed with **natural springs** that produce clean, health-improving waters. There are several founts around the outskirts of the town, and various coach houses, hostels, inns, spas, and sanatoriums have sprung up to cater to those who wish to come here and partake of the waters' restorative powers. Not every visitor is beset by crime, nor do most come seeking the pleasures of the flesh. Enough people find their ailments cured by the waters to maintain Springvale's popularity.

THE TOWN OF SPRINGVALE

- Wealthy prosperity, booming population, and a watch, a militia, and high walls for defence.
- Divine: Spring waters, Exotic: Stolen goods, Lawless: Market, Need: Metal, Resource: Wood, Trade: Affeldeen.





Getting Started

This adventure begins when the PCs are given the task of raiding the dungeons below Springvale and saving the land from evil. In order to do this, however, they need to speak with the sorceress **Liniakatra of Hallow's Nook**. They could have been hired by the local duke, the church, or by Liniakatra herself, but whatever their reasons for braving the terrors below the town, they cannot hope to succeed unless she tells them how to use **three magical verses**.

The Root of All Evils

Liniakatra explains to the PCs that the town of Springvale was founded on the ruins of the ancient necropolis-kingdom of **Mëolgysst**, whose rulers were overly fond of employing evil wizards and their malevolent magics. Long ago, these wizards constructed great machines in the Mëolgysstian city that Springvale was built on top of whose sole purpose was to bridge the gap between astral realms of evil and the material world. Even though Mëolgysst is no more, still these machines persist, spewing forth demons, both in the flesh as well as in spirit form. If these machines can be destroyed, the evil beings they summon will no longer have a way in to this world, but they are only vulnerable to one particular thing: the Hepsorian song of banishment, written in a dead tongue and lost to the world for centuries.

The old sorceress has been working on ridding this land of evil for more than sixty years now. In that time, she has recovered two of the three verses, and believes she knows where the third is located. **The problem is this:** the third verse was kept inside an old Hepsorian shrine that once stood on this very spot—the only structure to predate the founding of the kingdom of Mëolgysst in this area. That means it is buried even farther down than the machines themselves, and the monster-spewing portals they create.

Liniakatra is too old now to continue adventuring under circumstances as dangerous as these. What she needs is someone else daring enough to find the third verse and banish the engines of Mëolgysst for good.

The Three Verses

Liniakatra shows the PCs the first two verses so that they can use them against their foes in the dungeon. These verses are not like other spells—any PC who memorizes a verse or reads it off a piece of paper can employ its magical properties. The PCs must find the third verse, but Liniakatra will teach them the first two.

Language

Both verses are in the language of the Hepsorians and written in the script of the ancient world. A phonetic transcription follows each verse. Presumably, the third verse is also in Hepsorian and follows the same rhythm. The pronunciation is as follows:

a as the a in car	i as the ea in lean
ai as the i in line	o as the o in go
e as the e in bet	ó as the eau in French <i>beau</i>
é as the é in French <i>éminence</i>	oi as the oi in toil
ei as the ey in hey	u as the u in lute
d, f, g, h, k, l, m, n, p, r, s, t, and z as in English	
kh as the j in Spanish <i>junta</i> or the ch in German <i>Buch</i>	
ks like the x in axe, considered a single sound	
ps like the ps in upstart, considered a single sound	
r is rolled, as the rr in Spanish <i>parra</i>	
: indicates the preceding consonant or vowel is long	

PCs familiar with the Hepsorian language will know all of this already, and be familiar with the script of the ancient world. They will not have heard these verses before.

The rhythm of each couplet in the verses follows a pattern of long and short syllables, as follows, with a dash for long and a dot for short:

— . . — — —
— . . — . . — . . —

The First Verse

Hepsorian:

ρα ἐλι θανδωρ ἰς μαρα τελανρο
 ὡς καλα ἰς καλα τα δαλα να
 ζυ μισυ ὀθδα ξυ σιμυ ἰλαν ρο
 ψη τηλαν ἡ θορα ἰξ μαλα να

Phonetic transcription:

ra: éli than:do:r hi:s mara télan ró
 ho:s kala i:s kala tai dala na:
 zu: misu óth:da: ksu: simu ilan ró
 psei tilan he: thóra i:ks mala na:

Rough translation:

We sing so that heaven, seeing this nightmare, will banish it from our sight.

Under the weight of rightness and order, you and all your kind will keep your hands away.

Take yourself and go from these lands, for with you gone, your sadness also leaves the world.

Right now, in this waking life, we wish for you, faulty creature, to cause no harm.

When you recite the first verse, roll 2d6+WIS. •**On a 10+**, you recite it quickly and accurately. The nearest creature summoned by Mëolgyssstian machines is banished instantly. •**On a 7-9**, you stumble over the words, and only finish the incantation after the creature has a chance to react to it. •**On a miss**, you recite the verse incorrectly.

The Second Verse

Hepsorian:

χωαλ νιρα μη θαμ ὕς Ἴλγαρια
 ὕ ἐζγο μι ἐάλυ ἱγασίρ
 χης ἱρυ ὦζα δαν Κελανυρια
 μη φιο λωμιαρ ἀ φικασίρ

Phonetic transcription:

khoi:al nira: me: tha:m us ilgaria
 hu: ézgo mi: héalu: igasi:r
 khe:s iru o:za: da:n kelanuria
 me: fió lo:miar a: fikasi:r

Rough translation:

We want serenity to descend [like] the gardens of Ilgaria.¹
 You must return [to whence you came] for this to come true.
 Bountiful harvests in fair Kelanuria,²
 We want all this brought to the world of the living.

When you recite the second verse, roll 2d6+WIS. •**On a 10+**, you recite it quickly and accurately. The nearest portal within earshot that was created by Mëolgyssian machines closes permanently. •**On a 7-9**, you stumble over the words, and the portal will disgorge a creature from the other side before it closes. •**On a miss**, you recite the verse incorrectly.

¹ Ilgaria is a “fairy kingdom” from Hepsorian legend that descends from the sky and lays overtop what is already there. It was a regular trope of the hallucinatory romance genre.

² Kelanuria is the mythical homeland of the Hepsorians, though it is not considered a separate place. It was usually conceived of more as a standard of living that Hepsorians aspired to.

Random Encounters

Random encounters in the Fire Temple (roll 1d8):

1	Cat demon (pages 38-39).
2	Escaped wight (pages 49-50).
3	Expedition of goblinoids climbing up from tunnels in the chasm, composed of 1d6+1 small goblins, 1d3 larger orcs.
4	Group of 1d3+1 exploding ghouls (page 23).
5	Lone exploding ghoul (pages 22-23).
6	Rival party of tomb-robbers.
7	The ghost of some unfortunate person that now haunts the underground world beneath Springvale.
8	Winged horror flying up from the depths of the chasm.

Random encounters in the Tomb of the Red Mummy (roll 1d8):

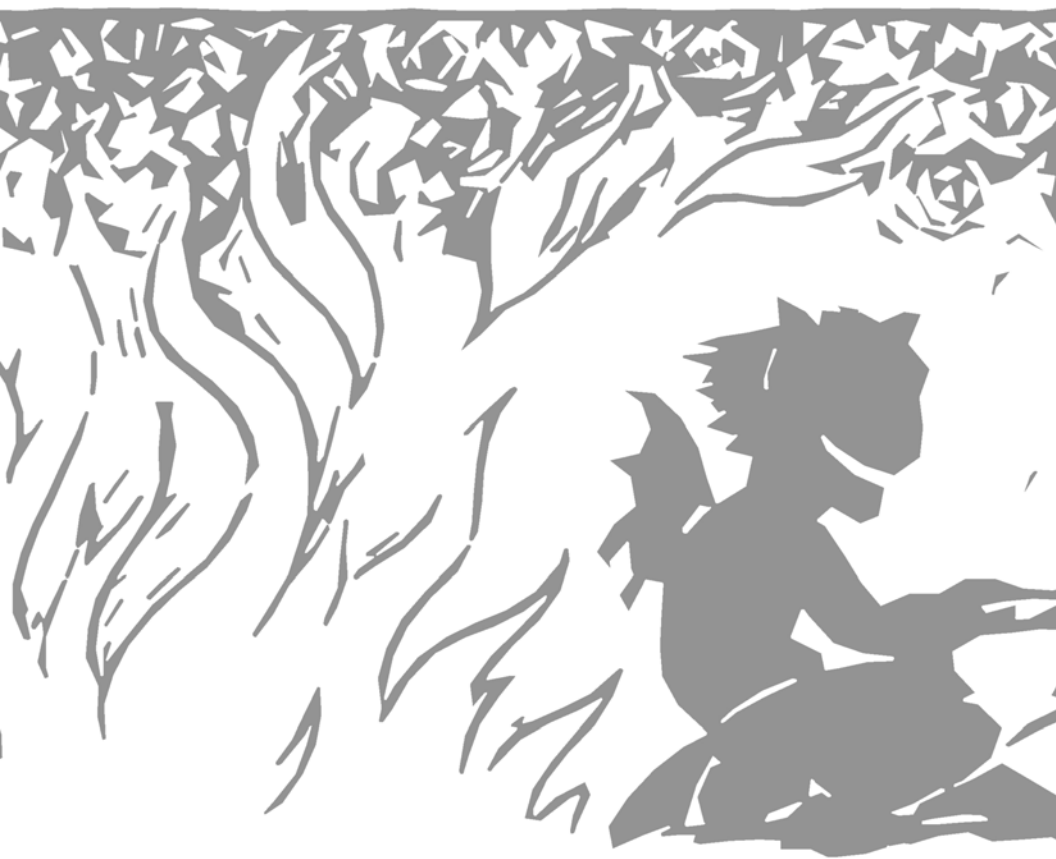
1	Automaton (pages 48-49)
2-3	Cat demon (pages 38-39).
4-6	Escaped wight (pages 49-50).
7-8	The ghost of a Mëolgyssstian labourer, slave, or soldier.

Random encounters amongst the Evil Machines (roll 1d6):

1-2	Automaton (pages 48-49).
3	Cat demon (pages 38-39).
4	Other type of demon.
5-6	Wight (pages 49-50).

Random encounters in the Shrine at the End (roll 1d6):

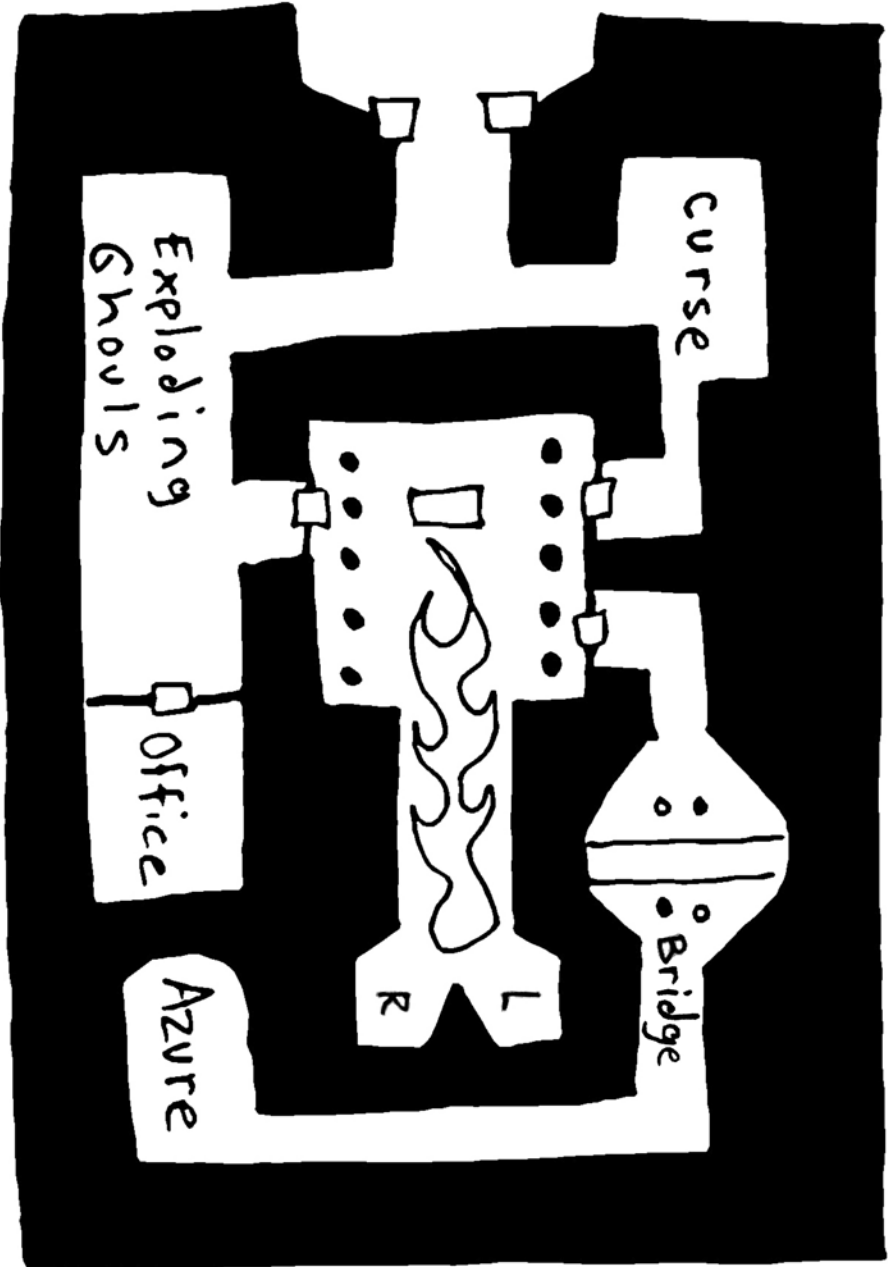
1	Demon coming through the double doors.
2-3	Ghost of a Hepsorian.
4-6	Ghost of a Mëolgyssstian.



I am the God of Hellfire



Fire Temple Map



Entering The Temple

In the basement of an unassuming house in Springvale, there is a metal spiral staircase leading down. At the bottom is a large room with but a single doorway. Flanked by two granite pillars, it leads into an ancient temple, dedicated to the nameless god of hellfire.

Curse

This room was once the repository of the temple's **relics**, and there are cabinets along the wall full of small objects behind broken glass cabinets that are smeared with ancient, dried blood.

Nowadays, this room is the home of an **ogre**. He has set up a rough bed and fireplace, in order to cook small children and animals in his giant **cauldron**. If the ogre is home, smoke issues from this hallway and his muttering can be heard. One of the children has escaped his clutches and is hiding in the bottom of the cabinets, beneath the shelves that hold the relics. The ogre is instinctively aware of the magical nature of the relics and has resisted using force to capture the child.

OGRE	<i>Hoarder, Intelligent, Large, Solitary, Stealthy.</i>
Club (1d10+3 damage, close, reach, forceful)	16 HP 1 Armour

The ogre stalks the streets of Springvale at night, looking for children to eat. He knows how to get across the Bridge, but the cat demons keep him from going through the mists to find the machines. He is too cautious to mess with the Red Mummy.

Instinct: Kidnap the innocent and eat their flesh.

- Bellow in rage.
- Smash foe with club and throw them across the room.
- Sneak through city streets.
- Thrust foe into a boiling cauldron.

When discovered: Strike quickly, then flee.

When hungry: Go up to the surface.

When they attack his home: Retreat to the Bridge or the altar room and use the chasm or the fire trap against foes.

The Cabinets

Inside the cabinets (aside from the child) lie two dozen holy **relics** made of bone, gold, and obsidian. Each one is worth 100 coins, but they also carry a curse that affects anyone who tries to steal them.

If you try to take one of the fire temple's relics, roll 2d6+WIS.

•**On a 10+**, you snatch an artifact, but cut yourself on the glass, for a point of damage. Additionally, every wound you suffer anywhere in this dungeon does an extra point of damage. •**On a 7-9**, you grab a relic but cut yourself for a point of damage. The wound continues to bleed, causing an additional point of damage every ten minutes, until you have suffered 1d6 damage more. •**On a miss**, you cut yourself and the wound bleeds for a point of damage every ten minutes until you are dead.

If you have some kind of divine or magical protection and you try to take a relic, roll 2d6+DEX. •**On a 10+**, you can remove enough glass to grab several artifacts without any problems. •**On a 7-9**, you can grab a single relic safely, but if you grab more, you cut yourself for a point damage. •**On a miss**, you cut yourself for a point of damage and the wound bleeds for an extra point of damage every ten minutes, until you have suffered 1d6 more damage.

Exploding Ghouls

The west wall of this room is full of deep **niches**, carved to house dead clerics of the god of hellfire. These days they are full of **ghouls**, who emerge to attack the living and explode in a burst of dust and bone shards when they are finally put to rest. These ghouls, like the ogre, were not summoned by the Mëolgysstian machines and so the Hepsorian verses do not affect them.

Tactics:

When intruders arrive: Swarm and eat them.

When killed: Explode, dealing 1d6 damage to everyone within arm's reach (except other ghouls).

DW:**GHOUL***Group, Magical, Undead.*

Talons (1d8 damage, 1 piercing, close, messy)

10 HP 1 Armour

Instinct: To eat the living.

- Gain the memories of their meal.
- Gnaw off a body part.
- Paralyse a foe with poisonous claws.

LL:**Exploding Ghoul**

No. Enc.: 2d8

Alignment: Chaotic

Movement: 90' (30')

Armour Class: Leather & shield

Hit Dice: 2

Attacks: 2 claws, 1 bite

Damage: 1d3 + paralyse

Save: F2

Morale: 9

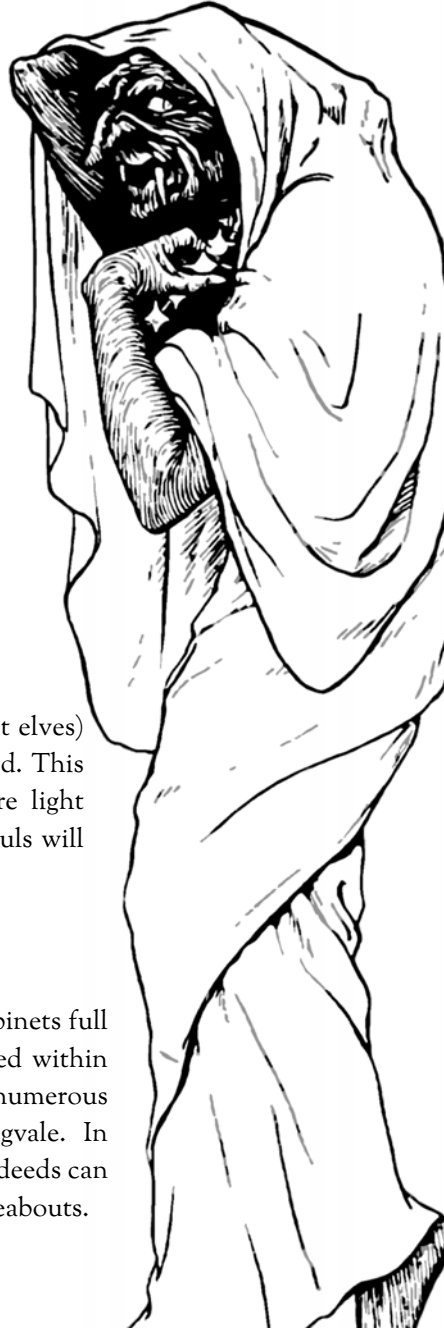
Hoard Class: None

XP: 25xp each

Anyone struck by a ghoul attack (except elves) must save vs. paralysis or be immobilized. This paralysis lasts 2d4 turns or until a cure light wounds spell is cast on the victim. Ghouls will not continue to attack paralysed foes.

Office

Inside the Office there are desks and cabinets full of **paper records**, centuries old. Included within records of the fire temple's business are numerous deeds to lands in and around Springvale. In conjunction with a skilled lawyer, these deeds can be used to obtain valuable real estate hereabouts.



The Altar Room

The main room of the fire temple is the altar room. This large, square room is built of black stone and has a high, vaulted ceiling. Pillars run along the west and east sides, creating arcades with lower ceilings. Wooden doors lead into these arcades from both the Curse and Exploding Ghouls rooms. **Ashes and burnt materials** are strewn here and there, and many parts of the walls and floor look to have been burned at some point long ago.

There is also a **large staircase** to the south, leading down. On the wall of this stairwell, opposite the altar room is the **huge stone face of a tiger** with a mirror inside its mouth, which gapes open in a silent roar at anyone who would descend upon these steps. The whole room is bathed in a **strange blue-green light** that flickers over this face, giving it an eerie sense of movement and life.

These stairs appear more burnt than the rest of the room, because if anyone actually walks down the stairs—or up the stairs, if coming from the other direction—a few steps in, an **immense gout of flame** pours forth from the mirror inside the tiger's mouth, engulfing the entire stairwell. Anyone caught in this fire suffers 1d8+2 points of damage (DW: ignores armour). They also catch fire and continue to suffer damage (1d6) unless they extinguish themselves. The weight of a child is needed to trigger the trap—small objects and floating people pass through unmolested.

The Altar

At the north end of the altar room is the **altar**, an elaborate stone block carved with images of people burning and demonic figures capering amongst the misery. It is still stained with dried blood from when it was used for human sacrifice long ago.

On top of the altar sits a **magical lantern** that burns without fuel or flame. It casts an eerie blue-green light that never goes out, but in all other respects is a normal lantern.

At the base of the altar is a **secret compartment** containing a lever that triggers the fire trap. If the lever is pulled, the tiger breathes its flame all over the stairs and the lever slowly resets.

There is enough time as it resets to run down the stairs and avoid a second gout of flame, though getting to the bottom all the way from the altar requires a very swift runner. This gap between gouts happens when the trap is triggered normally as well—in fact, the lever always moves on its own when the trap is triggered by someone walking up or down the stairs.

If you trigger the flame trap from the altar and then try to run down the stairs before a second gout can catch you, roll 2d6+DEX. •On a 10+, you make it! Good luck getting back up...

•On a 7-9, it's pretty rough: you get singed or bruised on the way down. Take 1d6 damage (DW: ignores armour). •On a miss, too slow! You take the full 1d8+2 damage and catch fire as normal.

Take an additional +1 bonus to this roll for each of the following that apply:

- You are almost completely unencumbered.
- You are a skilled and experienced runner.
- Your race naturally excels at sprinting.

Take an additional -1 penalty to this roll for each of the following that apply:

- You are heavily encumbered by gear or loot.
 - You are severely wounded.
 - You are wearing plate mail or similar armour.
-

The Stairs

If someone reaches the bottom of the stairs, either by wading through fire, dodging it, or flying down, they find that there are two **doors** leading west and east. These doors are unlocked.

Left

The doorway to the left leads east to the Hideous halls of the Red Mummy's tomb.

Right

The doorway to the right leads west, down a flight of stairs to the Mainspring and the evil machines.

The Pit and Beyond

Behind the pillars, there is a third way out of the altar room, should cautious adventurers wish to avoid the dangers of the fire trap. Past the **southeast door** lies a **hallway** that turns sharply, then carries on for quite a ways.

Azure

At the very end of this **long, twisting hallway** of bland, vaulted stonework lies a dead end room. Fitted almost seamlessly in the floor is a **circular marble slab** that almost seems to pulse faintly with life. There is nothing else here that is noteworthy.

If anyone should step onto this marble slab, they will be surrounded by an **azure glow**. They immediately become aware of two things: there is an **invisible portal** here, and a **spiritual intelligence**. Should they choose to use the portal, they are transported to the Red Mummy's tomb, one level below, where the Orb is. They can also converse with the spirit.

This spiritual intelligence is a **demon**, and not a very subtle one at that. It whispers in the ear of whoever stands inside the Azure glow, imploring it to set them free. It offers, as a reward, their heart's desire, whatever it may be. If someone is foolish enough to will the demon free—this is all it takes—they will trade places with it, becoming trapped in the ephemeral prison of this magical portal, able only to speak to those who stand upon the marble slab. The azure demon, meanwhile, walks free into the world, and it goes as far away as possible.

The second Hepsorian verse will close this portal, but it will reopen a few days later if the third is not used. The azure demon cannot be banished by the first verse unless it escapes.

If you use the portal to move between the Azure glow and the Orb below (in either direction), roll 2d6+CON. •On a 10+, you feel fine. •On a 7-9, you feel a little sick and disoriented, but it passes after a moment or two. •On a miss, your body changes or mutates in some manner. This mutation goes away after 1d6 hours.

Bridge

To get to this marble slab and its enchanted Azure glow, however, one must first cross an **immense chasm**. On either side, the hallways open up onto balconies overlooking a huge fissure in the earth below, much larger than shown on the map. Each balcony, more than fifty feet apart, sport a **pair of statues**, facing each other across the emptiness. Far below, the sound of quickly rushing water can be heard.

The statues are figures of robed men, their arms crossed over their chests. On the back of each is carved the following words in several languages:

“Kneel before the gods and be shown the way.

Take a leap of faith when so commanded.

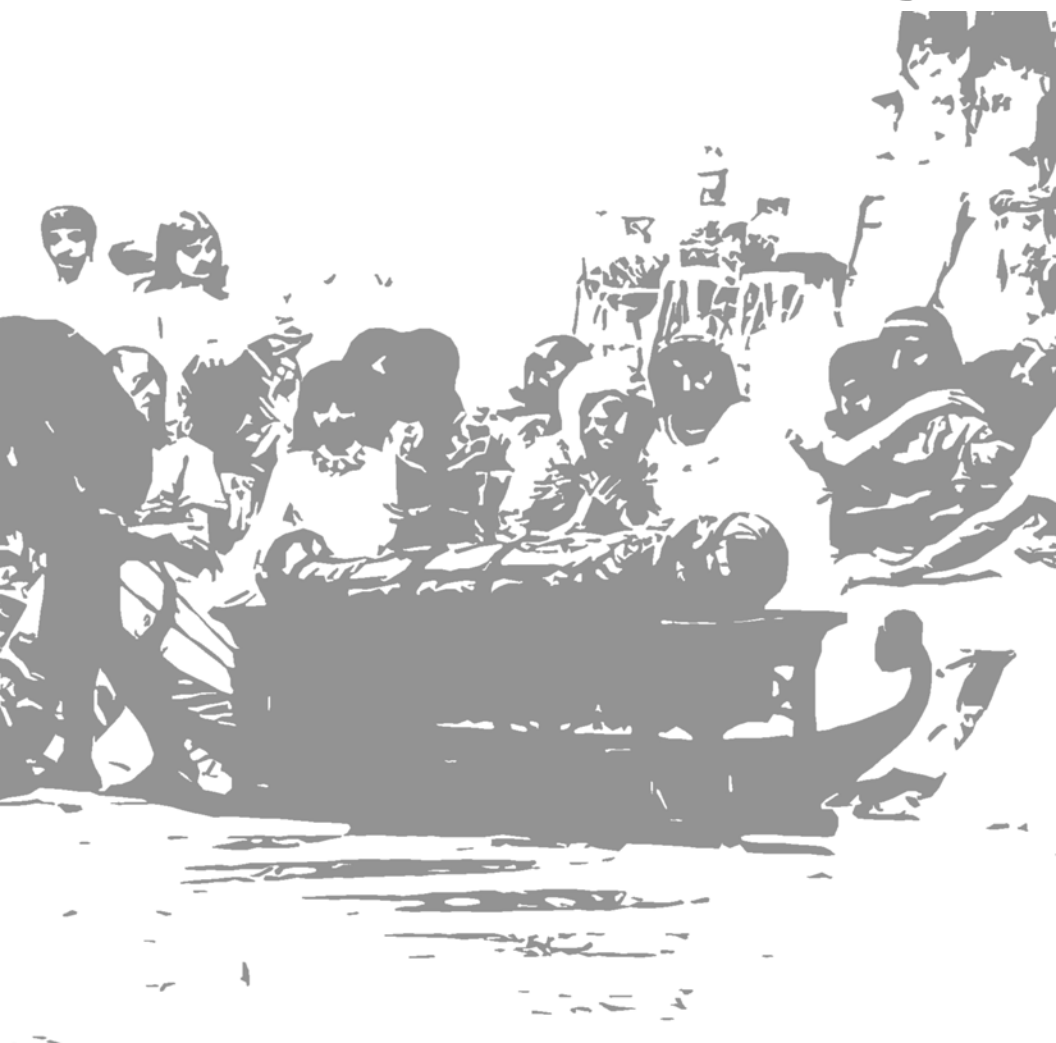
Obedient servants are rewarded with life.

The rebellious one gains only death.”

Kneeling near any of the statues for but a moment will cause those opposite to uncross their arms. At this instant, an **invisible Bridge** is summoned into existence, spanning all of the chasm save for a **small gap** in the very middle. Should someone walk up to this gap, the statues on the opposite side will move their arms again, quickly raising them. If the person crossing the Bridge does not leap across the gap, they fall into the chasm. Once across, the statues cross their arms again and the invisible Bridge is banished.



Tomb of the Red Mummy



Hideous Halls

The **door to the left** at the bottom of the fire temple's stairs leads to the Hideous halls of the Red Mummy's tomb, but there are other entrances. One can also use the Azure glow (see page 26) to be transported to the golden Orb, and a third way is to enter the Mist cave through the room of Uncertainty (see page 58).

Hideous

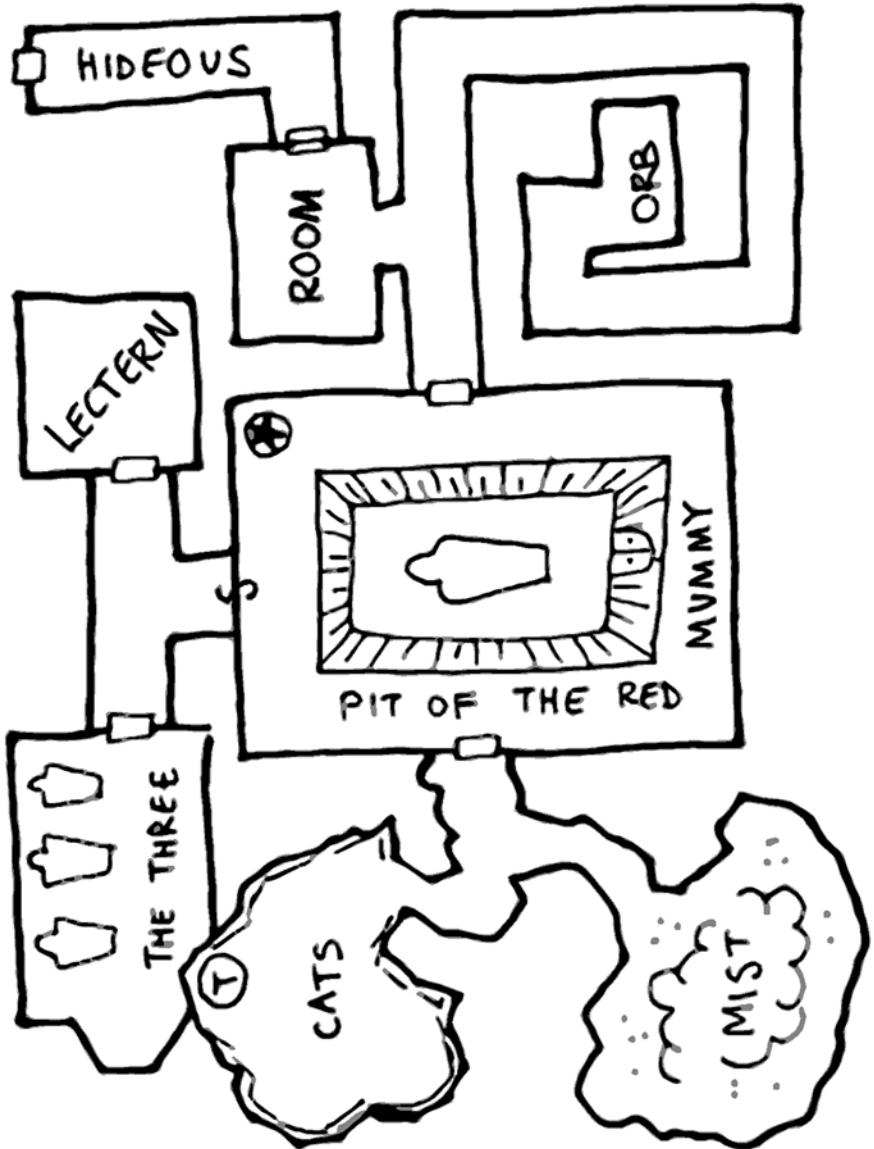
The **Hideous halls** to the north of the Red Mummy's Pit are made of black stone that is intricately carved with the laughing faces of demonic creatures. There used to be other passages leading out of these halls, but they collapsed and their doorways have been sealed up. Between these doorways, infernal visages twist and leer in the torchlight, as if they are alive—and they are! In the hallway between the fire temple and The Room, **two stone demons** (see page 32) emerge from the walls—one from either side—and attempt to kidnap intruders.

Orb

At the end of the Hideous hall is a dead end. On the floor is a **circular slab of marble**, but there are several interlocking golden rings, six feet in diameter and about as thick as the stem of a rose, creating a sort of **orb** above the floor. Anyone climbing between the rings into the orb must deal with the **azure demon**, and may be transported to the marble slab at the end of the hallway that is part of the flame god's temple.

The rings are magically strengthened, but if they are removed (by magical means) the azure demon is freed and the gold is worth 3,000 coins in total.

Map of the Tomb



The Room

Made of black stone but missing the demonic faces, The Room has a very high ceiling, from which **bodies hang**. The stone demons bring intruders and other victims here and hang them from chains and meathooks. They then wrap them in thin metal wire. There is no one living in this room now—just ancient, rotting corpses—but some of these bodies are still held together by the wire. Most of the bodies have fallen apart and the floor is littered with bones.

The Stone Demons

These two gargoyles were created by Mëolgysstian wizards to guard the Red Mummy's tomb, and were successful in keeping the later neo-Mëolgysstianic fire priests from looting it—for a time. The pyromancers' "solution" was the azure demon, and that eventually led to their downfall.

Both, however, were created using knowledge of, and limited control over, the Mëolgysstian machines, which means the stone demons are also vulnerable to the Hepsorian verses. The first will send them away, and the second will close the portal in the walls that calls them forth, but without the third this only lasts for a day or so before the engines restore it.

Tactics:

When a foe has been captured: Hang them in The Room.

When the other stone demon has grabbed someone: Defend it from attacks so it can get back to The Room.

When they intrude into the halls: Come forth and capture them.

DW:**HIDEOUS STONE DEMON***Construct, Group, Magical, Planar.*

Claws (1d8+2 damage, 1 piercing, close, forceful) 13 HP 5 Armour

Special Qualities: Flying, Made of stone.**Instinct:** To feed and protect The Room.

- Grab hold of a foe in an iron grip.
- Meld into a stone wall.
- Wrap foe in metal wires.

LL:**Hideous Stone Demon**

No. Enc.: 2 (unique)

Alignment: Chaotic

Movement: 180' (60') flying
60' (20') on foot

Armour Class: Plate & shield

Hit Dice: 4+1

Attacks: 2 claws

Damage: 1d8 + grab

Save: F8

Morale: 12

Hoard Class: None

XP: 125xp each

If a stone demon hits with a claw, it attempts to grab its foe, who must make a saving throw vs. paralysis to escape. If one claw has grabbed an opponent, the stone demon will attempt to grab with its other claw (and gets a +2 bonus to do so). If the victim of a grab makes a successful saving throw vs. paralysis, they can break free from a single claw that is holding them, but anyone who has been grabbed by both claws is helpless. Once this happens, the stone demon will take them to The Room and hang them there, regardless of the danger other foes might pose to itself.

A stone demon takes half damage from edged and impaling weapons, and is immune to fire, lightning, and poison. Only blunt weapons, magic, and cold attacks do full damage.

Pit of the Red Mummy

The room that holds the **pit** is made of rough basalt blocks, with a vaulted brick ceiling that has been painted black. There is about ten feet of floor space on all sides of the pit, which is fifteen feet deep. **Sconces** along the walls once held torches that lit the room and helped turn the ceiling black, but are empty now.

To the north and south are **doors** made of oak, with fancy ironwork decorations depicting Mëolgysstian calligraphy. Both are identical but the southern door is actually a portal to a nightmare dimension. Inside the pit, ten-foot-tall double doors lead to the Shrine of the Doomed Celestial.

In the northwest corner stands a **basalt statue** of the Red Mummy's patron demon, Qwezzahalt, who appears to be a humanoid collection of birds' talons, crayfish, and giant centipedes all holding up the face of a human woman.

The Mummy's Sarcophagus

The Red Mummy was once the king of Mëolgysst, but then he died and so his soldiers destroyed the Shrine that was once the only structure to stand on this spot. They built his tomb overtop of it, so that even in death he could oppress the servants of heaven, his most hated enemy. Succeeding kings had their wizards build machines around this tomb, to increase its glory, until the downfall of their empire. After Mëolgysst, there was only the priests of the hellfire god left who dwelled upon this spot, but they could not get past the tomb's defences, and so the Red Mummy slept the sleep of death.

He has spent many centuries slumbering here, all the while absorbing magical energies. He has been ready to rise again for a long time now, but cannot do so by himself, and no one has disturbed him. Yet.

Treasures

He is dressed in his grave goods, though he pays no heed to them if there are enemies about.

His treasures include:

- A **cape** of red fox fur, heavily embroidered with golden thread, that is blessed by wizardry (DW: +1 armour; LL: +1 AC). This lies beneath the Red Mummy, he does not wear it.
- Golden **bracers**, inlaid with carnelians, worth 1,000 coins each.
- A golden death mask, inlaid with rubies and pieces of red and orange coral, worth 5,000 coins.
- Two golden **wands**, one decorated with garnets and small gold chains, worth 1,500 coins, the other decorated with sapphires and the feathers of an extinct bird, worth 10,000 coins.
- Small golden **figurines** of various animals, inlaid with beryl, jet, and tourmaline, worth 200 coins each. Roll 3d6 for exact number.
- Small **jars** of camphor, gold dust, myrrh, and saffron, worth 100 coins each. Roll 4d6 for exact number.

The Impotency of Verse

Because the Red Mummy is an undead king and not something that was summoned by the Mëolgysstian machines, he is not affected by either of the first two Hepsorian verses. However, since the magic of the Mëolgysstian machines has helped to sustain him, if the third verse is used against him or the room of High Wizardry, he loses all special powers and becomes a regular undead creature who deals 1d6 damage, has 6 HP, is vulnerable to normal weapons, and has a low Intelligence (DW: 0 armour; LL: 2 Hit Dice, AC is Leather).

The Red Mummy Himself

If the lid of his **sarcophagus** is moved at all, the Red Mummy will regain consciousness and be able to move again. His body is emaciated and desiccated, lacquered in crimson and wrapped in red cloth, but possessing a preternatural strength.

Tactics:

- If they do not obey:* Rant in Mëolgysstian about himself; attack.
- In a fight:* Use lightning to scatter them, then pick them off one by one, at leisure.
- When awakened:* Exult in renewed life; get crazy.
- When they are cowed:* Treat them like garbage or idiot children.

DW:

THE RED MUMMY	<i>Devious, Divine, Intelligent, Magical, Solitary, Terrifying.</i>
Ragged nails (1d10+2 damage, close, forceful)	24 HP 2 Armour
Special Qualities: Immune to cold, lightning, and normal weapons, Mëolgysstian king, Undead.	

Instinct: To crush what is joyful and good and rule over its ruins.

- Blast with black lightning.
- Blind with choking clouds of smoke.
- Cause a wound to continue bleeding uncontrollably.
- Cause wounds he has inflicted to develop grave rot.
- Control insects and vermin psychically.
- Dominate a weak mind and command it to obey.

GRIM PORTENTS

- The Red Mummy exits the dungeon.
- A mayor falls under the Red Mummy’s sway.
- The Red Mummy amasses a cult of locals and tourists alike.
- The cult moves to a larger city.
- The Red Mummy amasses an army there.
- This army marches off to war.

Impending Doom: The Red Mummy recreates the kingdom of Mëolgysst in the modern day and assumes its throne.

LL:**The Red Mummy**

Alignment:	Chaotic
Movement:	90' (30')
Armour Class:	Leather
Hit Dice:	8
Attacks:	2 claws or 1 lightning
Damage:	1d10 / 8d6
Save:	F8
Morale:	12
Special:	Spells, fire, or magical weapons to hit.
XP:	1,750xp

Upon catching sight of the Red Mummy, characters must save vs. paralysis or freeze in fear until he attacks or leaves. Claw attacks cause grave rot unless a saving throw vs. poison is made. Grave rot causes wounds to take ten times as long to heal and prevents magical healing. It can only be cured by magic.

The Red Mummy is immune to mundane attacks except for fire. Even from attacks of fire or magic, the Red Mummy still only takes half damage from attacks. He is immune to charm and hold spells.

The Red Mummy can issue commands to anyone with a Wisdom of 5 or less at any time (save vs. spells or obey), and can cast each of the following spells on anyone with a Wisdom of 6-8 a total of twice each per day: Charm Person, Confusion, Hold Monster, and Hold Person. He can also use the following spells twice each per day on anyone: Dispel Magic, Knock, Lightning Bolt, and Sleep.

Every day the Red Mummy is loose in the world, he attracts 2d6 weak-willed henchmen. For every month, he gains control of one significant structure of power in the area, be it an army, church, or throne.

Portal Doorway

The door to the south exists on the material plane, but behind it lies a portal to a cave in some nightmare dimension inhabited only by giant, demonic cats.

Cats

This cave occasionally has **demonic cats** in it. They resemble gigantic cats, as tall as a man at the shoulder, but their skin is strange and awful, variously resembling that of snakes, lobsters, or alligators. Some cat demons appear to be made out of sand, stone, or bloody, coiled entrails. Those that have fur possess no Earthly hairs on their body—it is instead made of metal, glass, or vegetation. Their eyes sometimes resemble those of terrestrial cats to an uncanny degree, but they can also swirl with weird colours.

They know this cave contains a portal to the material plane and occasionally wander through it to cause mischief in the dead of night.

The only recognizable object inside the cave is a deformed **statue** of a person. It is actually a trap. Anyone touching this statue finds themselves stuck to it, because it is coated with a shiny, unearthly substance that causes people to adhere. This substance loses its properties on the material plane. When someone is stuck to this statue, they must either find a way to get free or wait for a cat demon to show up and kill them.

Cat demons can be banished by the first Hepsorian verse, but only if they have left the cave and come into the material plane. On their home plane, only the third Hepsorian verse has any effect on them, and it only drives them away. The second Hepsorian verse can close this portal, but only from the material side, and only temporarily. The magic of the Mëolgysstian engines will restore it after a day or so.

Tactics:

If they are strong: Make them regret their intrusion into the planes.

If they are too strong: Leave. It's not worth it.

If they are weak: Maim them, take their gear, watch them die slowly.

DW:**CAT DEMON**

*Devious, Intelligent, Large, Magical
Organized, Planar, Solitary, Stealthy.*

Claws (1d10+1 damage, 1 piercing, close, forceful) 20 HP 4 Armour

Special Qualities: Immune to fire and normal weapons.

Cat demons are only solitary on the material plane. They usually travel in groups on their home plane.

Instinct: To be entertained by the hardships of others.

- Cast a spell from the depths of Inferno.
- Maim a foe, then let them loose.
- Move silently along any surface, even walls and ceilings.
- Pin a foe to the ground.
- Tear apart a foe's equipment.
- Vomit flaming oil.

LL:**Cat Demon**

No. Enc.: 1 (1d4)

Alignment: Chaotic

Movement: 150' (50'), along floor, wall, or ceiling

Armour Class: Plate & shield

Hit Dice: 6

Attacks: 1 bite and 2 claws

Damage: 1d10 / 1d6

Save: F12

Morale: 9

Hoard Class: None

Special: +1 or better weapon to hit

XP: 725xp each

A cat demon has a 2 in 3 chance of surprising a foe and is never surprised itself (except by completely silent foes). It can also cast each of the following spells once per day: Detect Invisible, Dispel Magic, Hold Person, Knock, and Locate Object. Once every six rounds, a cat demon can vomit flaming oil on everyone in front of it within fifteen feet. Damage is equal to its current hit points (save vs. breath weapon for half damage).

Mist

Past the dimension-spanning door and to the left is a second cave, but this one is full of **mist** that obscures everything. Torches sputter and go out, the glow of lanterns and magical lights becomes diffused, and people who enter together become quickly separated unless they are tied together. The moisture in the air coats everything and hands holding each other become slippery—a single stumble and contact is broken.

Anyone searching this cave eventually finds themselves in the Uncertainty (see page 58), and locates the door to the hallway just outside of it.

Secret Passage

By pulling on one of the **torch sconces** in the west wall of the Red Mummy's tomb, a secret door is revealed. Behind this door—which has a handle on the inside—there is a short hallway and two rooms. They are all made of basalt stone blocks and have vaulted brick ceilings painted black with tar.

Lectern

This room has a **stage**, raised less than a foot above the ground, a low ceiling, and a lone **lectern**. It is plain, made of wood and iron, but this unassuming item is also a portal, created by the Mëolgyssian machines to bring forth demons into the world. By orating from behind it, demons keyed to the concepts uttered will emerge into the world.

Use this lectern to add demons of your own invention to this adventure, or borrow demons from your favourite sources. They can be triggered by more than just oration, if you like—or you can have the lectern come alive and attack the PCs with a mouth full of sharp, jagged teeth.

The Three

In this room, three **black sarcophagi** hold the Red Mummy's main bodyguards. They are also red-lacquered mummies, but their flesh is jet black, not red, and they have no eyes. Gleaming swords lie clutched in their hands that look as sharp as the day they were made (DW: these magic swords all have the precise tag; LL: all three are +1 swords).

DW:

THE THREE

Group, Intelligent, Magical.

Sword (1d8 damage, close)

10 HP 1 Armour

Special Qualities: Undead.

Instinct: To defend the Red Mummy.

- Block a blow meant for the Red Mummy.
- Leap superhuman distances.
- Push foes back or out of the way.
- Strike with blinding speed.

LL:

The Three

No. Enc.: 3

Alignment: Chaotic

Movement: 120' (40')

Armour Class: Leather

Hit Dice: 2+2

Attacks: 1

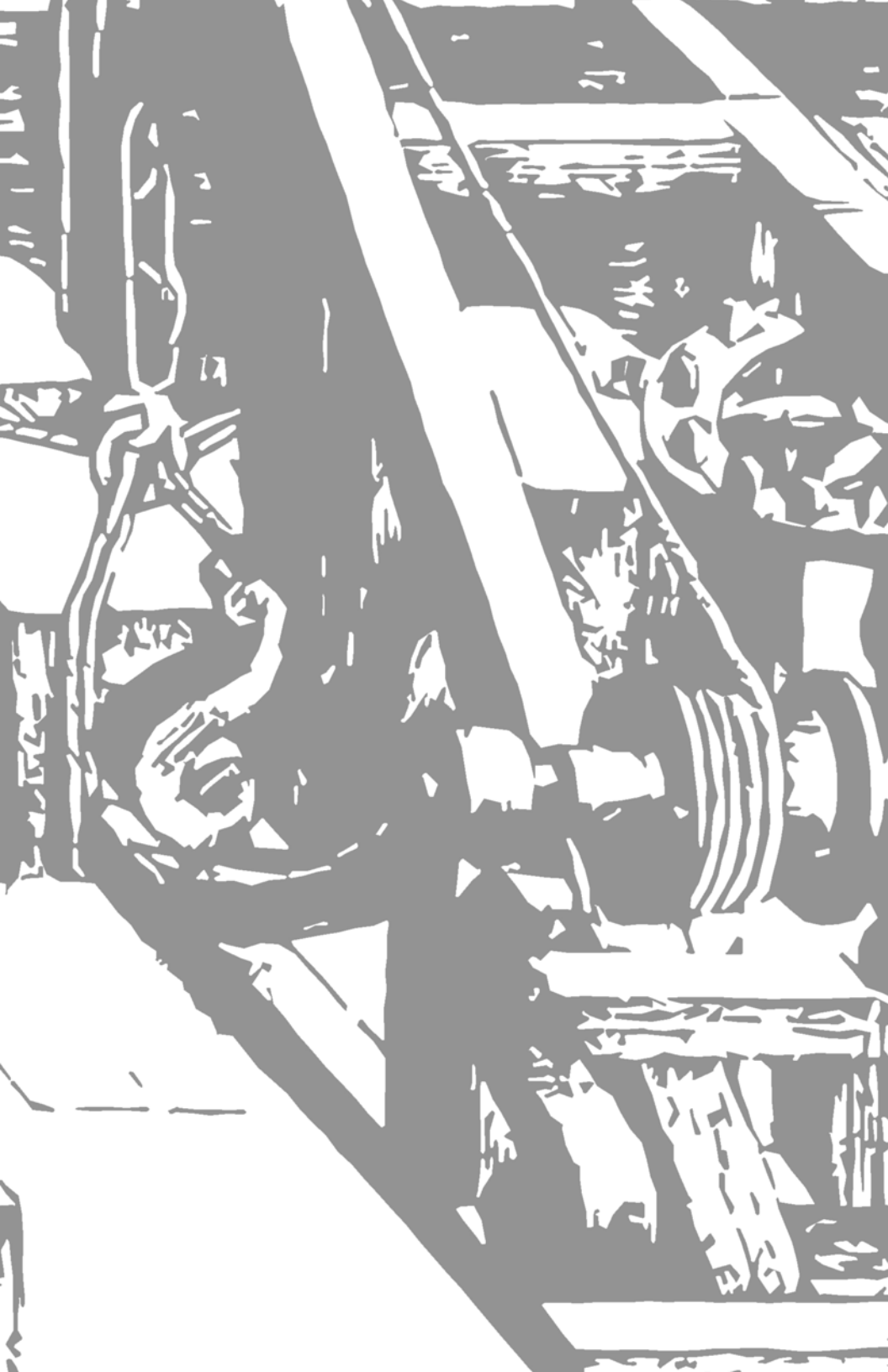
Damage: 1d8

Save: F₄

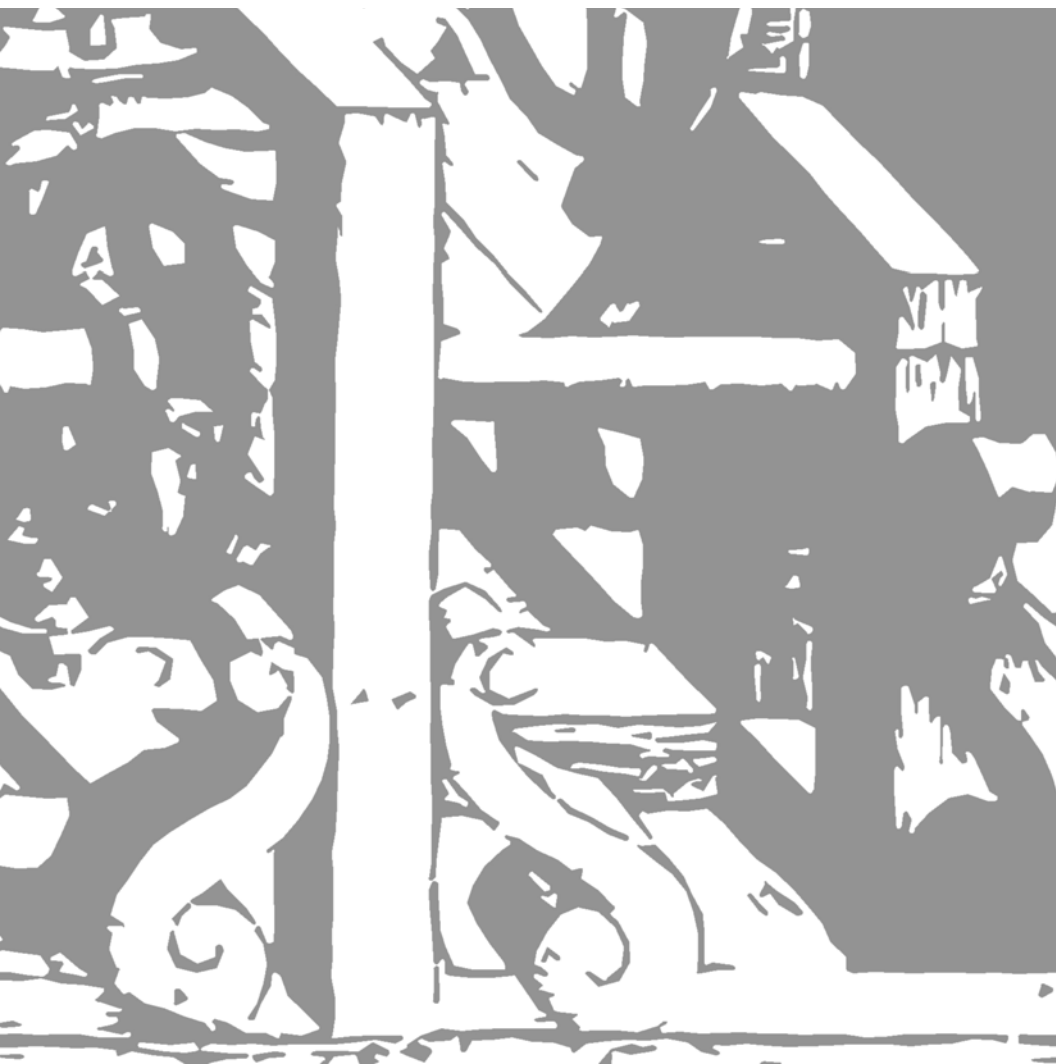
Morale: 11

XP: 25xp each

The three can leap supernatural distances and always act first in a round, regardless of initiative scores.



Welcome to the Machine



Gears Below the Earth

These arcane machines, built by legions of unscrupulous Mëolgyssian wizards for their degenerate kings, are the reason Springvale is such a miserable place. Their baleful influence casts a pall of fear and hate across the lands above, pushing villagers back into their huts, making them wary of outsiders, and corrupting the hearts of those who live in town. This influence is also what attracts so many bandits, drug dealers, poachers, prospectors, smugglers, and whoremongers to Springvale.

The machines function primarily by creating **wights**—a form of extraplanar, undead ghost—and sending them in spirit form against a human victim. Mechanical **automatons** have the responsibility of running the machines—strange mockeries of life that wander through these rooms, pulling wights out of gears and sending them on their way. Some wights escape in solid, physical form, though this was not the intention of the original builders. These machines also create portals that let other types of demons and demonic influences into the world, like the azure, cat, and stone demons—and the **chrome spheres** that float through the air.

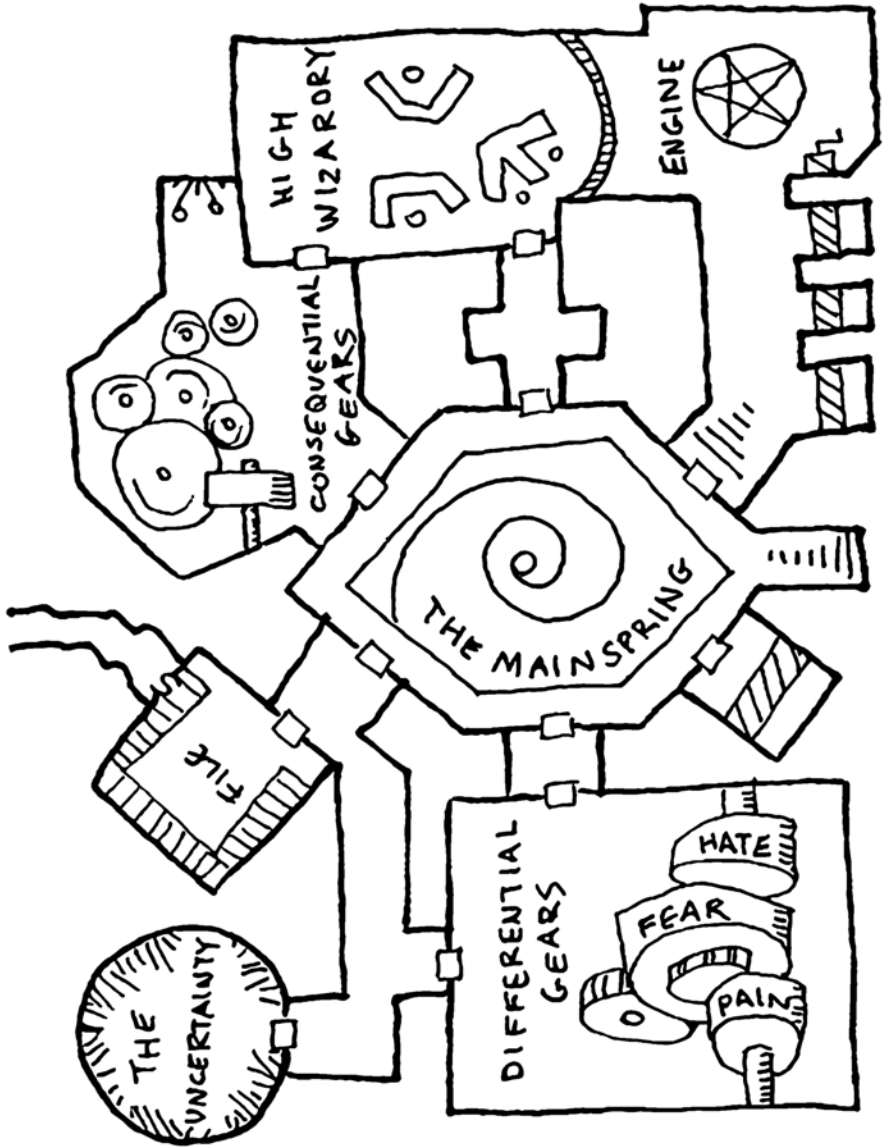
Consequential Gears

The **machines** in this room decide who is targeted by malign influence. When a person is selected, the spirit of a wight is sent to bring fear, hate, or pain to their life. Since these machines were built to function in a world that no longer exists, their selection process is now essentially random.

Because they are extraplanar in nature, these machines cannot be destroyed—or at least destroying them does not have any recognizable effect on their operations. The power of High Wizardry restores them if they are broken or if the second Hepsorian verse is used on them, which only makes the room inaccessible for a day or somewhat longer.

There is no furniture in this room. The doors leading in and out of this room do not have locks on them. The automatons make only infrequent use of this room.

Map of the Machines



Controls

In an alcove at the north end of the room there is a **control panel**, full of switches and levers. Anyone trying to operate these will find their senses flooded by supernatural visions, but if their will is strong enough, they can control some aspects of this monstrous operation.

When you operate the Consequential gears' controls, roll 2d6+WIS. •**On a 10+**, you can either set them so that the wights leave a specific person alone, or choose both options from the 7-9 list. •**On a 7-9**, you learn who the machines will target next and you can choose 1:

- Set the machines to target a different person of your choice.
- Set the machines to produce one specific feeling (fear, hate, or pain).

You cannot prevent the machines from operating unless you use the second or third Hepsorian verse. •**On a miss**, the giant skeletal hands are unleashed.

Giant Skeletal Hands

If the gears are attacked or damaged, two giant skeletal hands emerge to harass the would-be vandal. They are large enough to grab a person, then either crush them or throw them against the wall. They can be banished by the Hepsorian verses, but the machines will just summon more if any are destroyed.

These skeletal hands are not part of any actual creature and were never alive to begin with.

Each hand has 14 HP and deals 1d8 damage, plus the following:

DW: 2 Armour, reach, forceful.

LL: 3 Hit Dice, AC is Leather & shield, not worth XP.



Differential Gears

This room is where the wights are produced, according to settings determined by the Consequential gears and the Engine room. The automatons pull wights of three different flavours—fear, hate, and pain—out of the **gears**, then carry them to the File room and file them away. Neither the automatons nor the wights interact with the floating mirrored spheres at all.

Automatons

Vaguely humanoid-shaped figures made of metal, with glass and wood and other strange things, the automatons prowl the halls of the machine rooms, tending the gears, and making sure the wights they produce are filed properly.

Tactics:

If they interfere with the machines: Strike them down, drive them off, or file them, if necessary.

If they interfere with the wights: Capture them and file them too.

DW:

AUTOMATON	<i>Construct, Group, Organized, Planar.</i>
Metal fists (1d8 damage, close)	6 HP 3 Armour
Special Qualities: Made of glass, metal, and wood.	

Instinct: To tend the machines.

- File a wight.
- Gather in a group and swarm.
- Get between a foe and the machines.
- Pull a wight from the Differential gears.
- Push a foe into the gears.
- Reform body in new configuration.

LL:

No. Enc.:	1d8
Alignment:	Neutral
Movement:	90' (30')
Armour Class:	Plate
Hit Dice:	2
Attacks:	1
Damage:	1d6
Save:	F2
Morale:	12
XP:	20xp each

The automatons ignore intruders until they interfere with the functions of the machines. Then they strike. Automatons can reshape their bodies, which allows them to easily escape from grapples and holds.

Wights

In physical form, wights resemble ghouls or rotting humans and can attack with their ragged teeth and hands. In spirit form, they are insubstantial and cannot interact physically with the material world. They are produced from the spiritual matter of some obscure plane of existence, and whether or not they were even human once is uncertain. Each wight is tuned to a specific emotion, determined by the Differential gears that create them (or bring them into this plane), and seeks to spread this emotion. This is its nature and cannot be changed.

Tactics:

If its nature is fear: Hide in corners, then scare people.

If its nature is hate: Whisper hateful things in suspicious peoples' ears.

If its nature is pain: Hurt people in their sleep.

If unbound: Flee and perpetuate its nature.

DW:

WIGHT	<i>Construct, Planar, Solitary.</i>
Bite (1d8 damage, hand)	12 HP o Armour
Special Qualities: Insubstantial in spirit form, Undead.	

Instinct: To inflict its nature (fear, hate, or pain) on others.

- Emotional attack.
- Flee.
- Lash out wildly.

Emotional attacks cause the following effects:

- Fear:** Defy danger or flee in terror.
Hate: Defy danger or attack the nearest ally.
Pain: Defy danger to take any action.

LL:

Wight

No. Enc.:	1
Alignment:	Chaotic
Movement:	150' (50')
Armour Class:	Leather
Hit Dice:	3+1
Attacks:	1
Damage:	1d6
Save:	F4
Morale:	7
Special:	+1 or better weapon to hit when in spirit form
XP:	20xp each

In either physical or spirit form, a wight can push the feelings of its nature (fear, hate, or pain) onto a living person. A saving throw vs. petrification is allowed, but if it is failed, the victim suffers the following effect, based on the wight’s nature:

- Fear:** Victim flees as if affected by the Cause Fear spell.
Hate: Victim must attack the nearest ally.
Pain: Victim is incapacitated by pain for 2d4 rounds.

Engine

Past the doors closest to the stairs that lead down to the Mainspring lies the **machinery** that connects the room of High Wizardry to the Differential gears. The **smaller room opposite** contains nothing but strange gears, which always look different every time the room is entered, but the larger room also contains the controls.

Along the west side there is a **balcony**, where anyone in the room of High Wizardry can look down upon the Engine room. The stone floor is decorated with a jet black pentacle and the east wall contains **strange gears and mechanisms**.

These machines can be shut down by the second Hepsorian verse, but High Wizardry will restart them in a matter of hours. By experimenting with the levers and other controls, a PC can set the gears to produce wights in any of the three emotions in whatever order, but this attracts the immediate attention of the automatons.

File

This room is square and has a high ceiling. The walls are completely obscured by **massive filing cabinets**. The drawers are of varying sizes but the labels are universally unreadable. Inside the drawers there are innumerable small, useless trinkets: bones, broken toys, cracked dinnerware, insect collections, lead silverware, ripped clothes, shards of pottery, snuff boxes, etc.

The automatons bring the wights here and file them away in drawers, from whence they are transported to the surface of the earth in spirit form where they must target a specific victim, as determined by the Consequential gears.

One of these drawers, on the right hand side of those entering and low to the ground, is different: it leads to a **physical tunnel** through the earth. This tunnel ends at a stone tomb in a graveyard outside of Springvale. Wights filed in this drawer end up on the surface in physical form, but are quick and clever enough to avoid being noticed right away. This drawer does not stand out and is not marked in any special manner.

High Wizardry

This room is the magical source of the machines and all the evil they produce. **Runes and symbols** decorate the floor and walls, and the air pulses with arcane power. When someone enters this room, or acts against it from the Engine room, the **Bronze Hag** appears. She is the personification of these evil energies, and acts to ensure their continued existence.

The Bronze Hag

The Bronze Hag is a naked, nine-foot-tall woman with skin and hair made of bronze that is as hot as a pan on a fire. The air shimmers around her because of the heat. Ghostly streams of dead babies and animals swirl in the air around her and her mouth hangs open in a silent scream. Her eyes are blank until they flash in hypnotic, multi-coloured patterns. She only leaves the room of High Wizardry in order to pursue foes, and even then, she does not go as far as the Mainspring.

Tactics:

- If they damage the machines:* Maim them.
- If they try to flee:* Hurt them one last time before they go.
- When they intrude:* Manifest and attack them.

DW:

THE BRONZE HAG	<i>Construct, Large, Magical, Planar, Solitary, Terrifying.</i>
Touch or stream (1d10+1 damage, ignores armour) 20 HP 4 Armour	
<i>Close, Reach, Near, Forceful, Messy</i>	
Special Qualities: Skin of burning metal.	

Instinct: To keep the machines producing evil.

- Burn with a touch, melt metal, ignite flammables.
- Engulf a foe in a stream of ghosts.
- Immobilize a foe with hypnotic glare.
- Use telekinetic powers to push a foe or grab an object from afar.



LL:**The Bronze Hag**

Alignment: Chaotic

Movement: 120' (40')

Armour Class: Plate & shield

Hit Dice: 9

Attacks: 2 + hypnotize

Damage: 1d10+1

Save: F9

Morale: 12

Special: +1 or better weapon to hit

XP: 2,300xp

Normal weapons that strike the Bronze Hag have a 1 in 3 chance of breaking due to the heat and the fact that her skin is made of some kind of metal. Anyone within reach of the Bronze Hag takes 1 point of damage each round because of the heat, and there is a 1 in 6 chance each round of their equipment catching on fire. She can attack in melee with her hands or at range with a stream of ghosts. Both attacks ignore any AC bonus from non-magical armour. If the Bronze Hag makes eye contact with someone, she hypnotises them unless they successfully save vs. paralysis. If hypnotized, they are immobilized until attacked and do not receive a Dexterity bonus to AC when the Bronze Hag attacks them that round.

Instead of attacking, the Bronze Hag can use her telekinetic powers to push a human-sized foe away, shut an open door, or bring an object into her hand from across the room.

High Wizardry and the Third Verse

This room, where the Bronze Hag dwells, is where the third Hepsorian verse must be used. **In order to destroy the machines permanently**, the high wizardry that powers them must be destroyed, and in order to do that, the Bronze Hag must be destroyed. **If she is killed**, she regenerates fully in a mere day, unless the third Hepsorian verse is recited to her. If it is recited to her before she has been killed, her magical defences protect her, though she still suffers 1d6 damage (DW: ignores armour). **Once she has been killed and the verse recited**, or if damage from the Hepsorian verse kills her, the portals slowly break down and cannot recover if the second verse is used against them.

If the Bronze Hag is destroyed and the third verse is used against the room of High Wizardry, the Consequential gears, and the Differential gears, the earth begins to shake. The ceiling crumbles. The whole machine level of the dungeon collapses, and all the dungeons below the fire temple slowly fill up with water. The Lonesome River is diverted, and though it still runs toward the waterfall before reaching the River Knife, the volume of the falls is noticeably reduced. More underground rivers join the one far below the statues that overlook the chasm, and a new lake forms in the middle of Springvale. Homes and streets are ruined, the townsfolk fall into dismay and old habits learned while oppressed by wights in spirit form continue. Perhaps the town can recover from this, perhaps not.

Other Rooms

Besides the gears and the magic that sustains them, there are two ways in and out of the machine level: the stairs that lead from the fire temple to the Mainspring and the room of Uncertainty, where magic portals send visitors to other places.

The Mainspring

A set of stairs leads down to the Mainspring from the fire temple, narrower than the fire-trapped stairs above. At the bottom is a domed, hexagonal room. Its six walls are made of scratched-up brass and each has an ornate wood-and-metal door in the middle of it. The mainspring itself is a **copper spiral** inlaid upon a floor made of mother-of-pearl.

When anyone touches or passes over the mother-of-pearl, the Mainspring's trap is triggered. Its actions can be set by the Consequential gears, but are usually random. **Roll 1d6:**

- 1 Anyone standing on the mother-of-pearl inlay begins to **levitate**. They float up to the ceiling and then the ceiling seems to stretch higher and higher. Those affected will then find themselves in the Azure glow, at the end of the hall past the fire temple and the chasm. They cannot use that portal to return to the Mainspring.
- 2 The spiral **lashes out** at anyone walking over it, slashing and scuttling across the walls, inflicting 1d6 points of damage and breaking non-magical armour (DW: reduce armour by 1 for each hit; LL: Reduce AC bonus of armour by 2 for each hit).
- 3 The spiral seems to lash out, but this is only an **illusion**. Anyone striking back at the spiral will instead hit one of their companions. Everyone sees the spiral in a different place—those who dodge away will jump right into their comrade's blows or push them over.

- 4 The spiral springs out at anyone walking over it, but instead of slashing them, it moves slowly—and **electrocutes** anyone it touches. Those wearing little or no metal on their person suffer **1d4** damage, anyone in chainmail or other metal armour that is not plate suffers **1d6** damage, and anyone wearing metal plates suffers **1d8** damage. If they are carrying a great deal of metal implements—an arsenal of weapons or a backpack full of tools—increase the die size by one (DW: all damage ignores armour).
 - 5 The spiral uncoils from the floor and then coils around a random victim. This could be anyone in the room, not just those touching the mother-of-pearl inlay. The spiral wraps all around them and squeezes them tight. If the spiral's victim does not escape (DW: defy danger with DEX; LL: save vs. paralysis) and is not freed by a companion, they are completely **immobilized** until the automatons come and execute them.
 - 6 The **wyrdstone** underneath the mother-of-pearl becomes energized, and the floor begins to glow. Characters who continue to touch it for longer than a second will find their bodies beginning to change and mutate. Ask the PC one of these questions:
 - What creature are you least afraid of?
 - What creature are you most afraid of?
 - What creature do you love the most?
 Whatever answer they give you, give them one cosmetic feature of that animal in return.
-

Each time the PCs enter this room, a different result occurs. The same result can affect PCs more than once, but never twice in a row. If you roll the same result as last time, this happens instead:

The floor begins to **sink**, the mother-of-pearl falling away into a dark expanse of nothingness. The copper spiral snakes down into this blackness, growing and expanding. Anyone who falls into this pit without grabbing hold of something disappears forever.

The Uncertainty

Behind a **plain wooden door** there seems to be another room with a stone floor, but the walls and ceiling are completely obscured by **mist**. There is not really an actual room here, but a nebulous interstitial dimension that leads from place to place, where vision is obscured. Anyone with superhuman senses like sonar can find their way to the Azure glow, the Mist cave, the golden Orb, or even back to the surface. Others must wander.

When you wander in the room of Uncertainty for more than a minute or two, roll 1d10 to see where you find yourself:

1	Back at the door to this room .
2-3	In the Azure glow , past the chasm and the fire temple.
4-7	In the Mist cave past the portal door in the Red Mummy's tomb.
8-9	Inside the golden Orb , in the Hideous halls of the Red Mummy's tomb.
10	On the surface of the earth, outside Springvale. It is night, and you are surrounded by fog.

Spheres Like Mirrors

Small chrome spheres float through the air in every room of this level except the Uncertainty. They hover around the machines, and tend to get in the way of intruders, hampering their movements.

Each time the PCs enter a room here, there are 1d4 spheres in the air. They can be banished by the first Hepsorian verse, and have 1 HP each (DW: 1 armour; LL: AC is Leather & shield).

DW:

Add this to your list of GM moves:

- A chrome sphere hinders your actions, getting in the way, bumping into things, and generally being a nuisance. Take -1 forward to do anything other than deal with it.

LL:

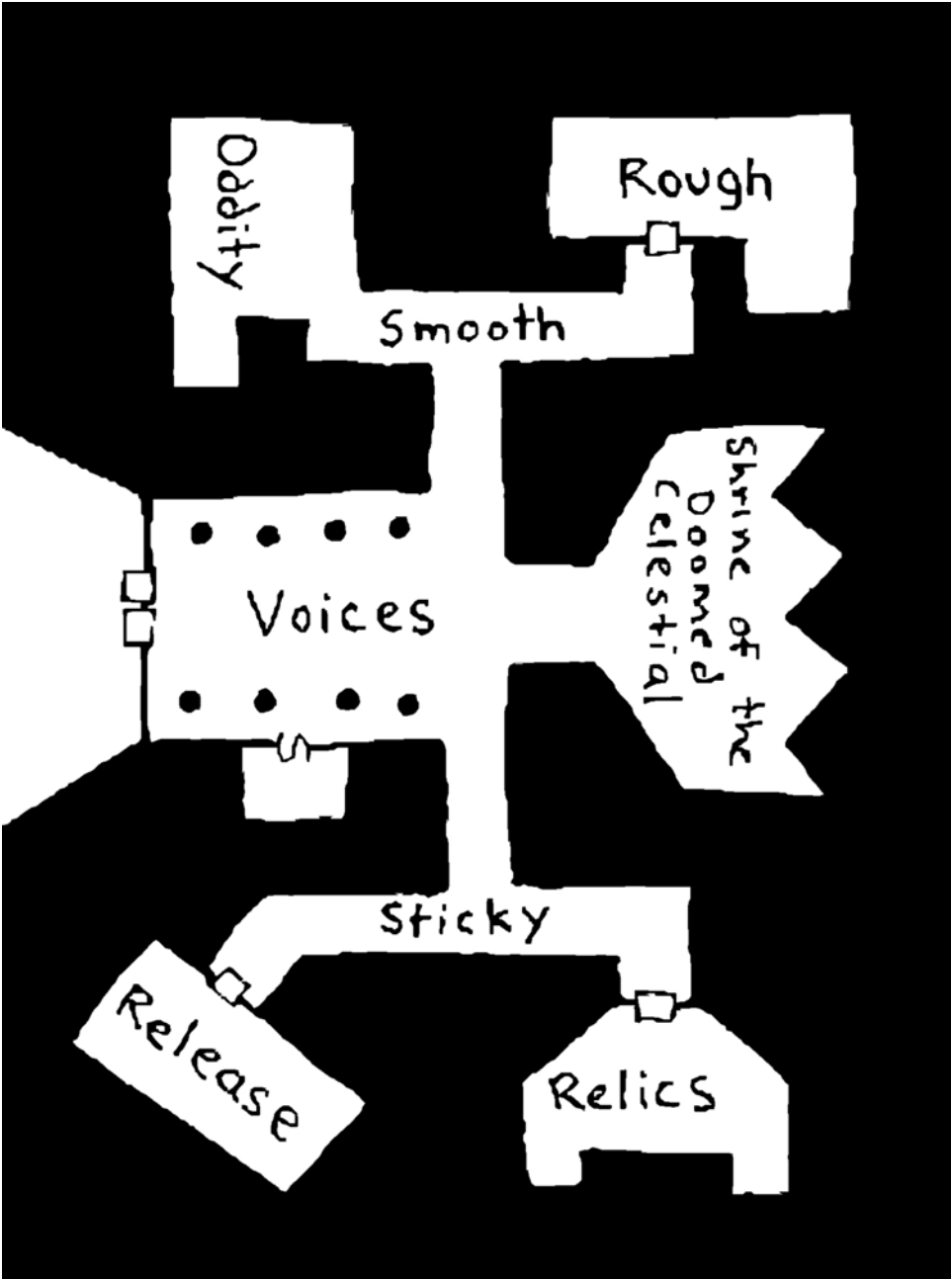
Each combat round, assign one of the spheres to harass a PC: they suffer a -2 penalty to attack or a -1 penalty to their AC this round.



The Shrine at the End



Map of the Shrine



Hearing Voices

Past the large double doors in the Red Mummy's Pit lies the first structure built by human hands upon the spot where Springvale stands now: a **small shrine and temple** dedicated to the celestial being **Silenathra**. This Shrine was built, in part, to immortalize the three Hepsorian verses that could counter the demonic magic the Mëolgyssians were so fond of. But then those Mëolgyssians came and slaughtered the Hepsorians and buried this Shrine so they could build a tomb for their king on top of it.

Whispers in the Temple Hall

The first room is a **vaulted hallway** with four **pillars** on each side. These pillars are ornamental, not structural. They are seven feet high and their tops are bare. Before the temple was destroyed, pilgrims and sages would sit on top of these pillars until they experienced visions. Now, anyone entering this room hears voices whispering in their ears.

If you listen to the voices, roll 2d6+WIS. •**On a 10+**, they tell you what this place is and how the Mëolgyssians desecrated it. They lead you to the Shrine and ask to be released. •**On a 7-9**, you can tell the language is Hepsorian, and that this is a Hepsorian temple, but you cannot understand the words. •**On a miss**, you are overcome by visions of slaughter and bloodshed, committed by red-robed wizards and the brutal soldiers that obey them.

Secret Door

A catch in the wall reveals this **small, secret closet**, which contains the riches of Silenathra's temple: one hundred gold bars, under and ancient, rotted sheet of linen. Each gold bar is worth 100 coins and weighs a pound.



Look Left

This side of the temple is filled with **ghosts**. These men of Mëolgyssst are the ones who desecrated this Shrine, killed its caretaker, and built a tomb on top of it. Their payment was a judgment come down from heaven, and now their spirits are cursed to toil here in perpetuity.

Oddity

Amongst the other ghosts, there is one here that stands apart—an oddity. He was a wizard once, mighty and powerful, and feared across all of Mëolgyssst and beyond. But he ordered the Shrine's destruction, and now he stands in this room, hiding his **ruined face** from those who might enter, with no respite at all.

He can still speak with the PCs in a variety of ancient languages, and will tell lies in order to get them to free him. He may even be able to summon magical energies to harm, harass, or curse the PCs.

Rough

This room contains only the soldiers who actually killed Hepsorians. Two dozen or so of their **ghosts** are condemned to perpetually build fires which then consume them—the reward they were promised if they failed to obey the Mëolgyssstian wizards. These ghosts have been here so long that their constant pounding and scraping at the walls, in order to escape the flames, has actually worn away the smoothness of the wall. Even insubstantial beings can have an effect after hundreds of years.

Smooth

The **other Mëolgyssstians**, those that helped bury the Shrine but did not kill anyone, have been cursed to wash the **floors** on this side of the temple. After centuries of their constant labours, the floor is shiny and smooth, even a little slippery.

Look Right

This side of the temple once functioned as the repository for both the **sacred relics** of Silenathra and her **priest**, with his former living quarters being located here. This is where he was murdered by the Mëolgyssian soldiers whose ghosts now haunt the temple.

Release

Along with the Mëolgyssians, the **ghost** of the priest who was this Shrine's final caretaker has also remained here to haunt the material plane. This room contains a bed, chamber pot, dresser, and a writing desk, and all have been destroyed by the ravages of time. The priest's **body** is still here, but all that is left is bones.

The priest will appear as a shimmering figure before anyone who enters this room. He begs for release from this world. All it takes is a proper burial in the manner of whatever civilized folk live in these lands now.

Relics

This room is where the **sacred relics** of Silenathra were, and still are kept. The Mëolgyssians left them here, preferring to bury them, because they are opposed to evil magic. The relics include:

Amulet of St. Melisset

0 weight

St. Melisset spent her life treating the sick, and so her amulet grants the wearer immunity from all diseases except those inflicted by spells. It is ragged and thorny when touched by those who are chaotic or evil or plotting to commit murder.

The Ashes of St. Psetus

5 uses, 2 weight

A ceramic urn decorated with patterns of flowers and leaves holds the ashes of this now-forgotten saint. These ashes can be scattered to give a bonus to any roll involving divine or healing magic (DW: +1 forward; LL: +3). There are enough ashes for five uses.

Bracelet of Silenathra's Hands

0 weight

This silver bracelet is carved in the shape of several women's hands, each grasping another's wrist. If someone voluntarily touches this bracelet and they are chaotic, evil, or consumed by homicidal or ruinous intent, they are burned for 1d6 damage. Anyone else who wears this bracelet will find that it defends against demons, devils, and other malign extraplanar creatures (DW: +1 hold when you defend against such creatures; LL: +2 AC when attacked by such creatures).

Crystal Ball of St. Lumina

1 weight

When St. Lumina left her beloved in danger in order to rescue the land from a rampaging dragon, Silenathra gave her two of these palm-sized crystal balls. She only needed to use one of them, and so the other remains here. If you break the crystal ball before you, it will instantly transport you into the presence of the person you love the most. If you are not in love, the crystal ball does not break.

Silenathra's Spoon

0 weight

This silver spoon neutralizes any poison that it touches, but if used by someone who is chaotic or evil or whose main goal in life is to ruin someone else, the food turns to inedible ashes in their mouth.

Silver Mirror

0 weight

This small hand mirror shows reflections of magic as having a soft, scintillating glow. Those who are chaotic or evil who look into the mirror see horrible, ugly versions of themselves and feel uncomfortable when the mirror touches them.

Sticky

Before either of these rooms can be entered, one must first walk through this **hallway**. The **blood** spilled here has never completely dried and remains sticky to the touch. It also stains anything it gets on—boots, clothes, paper, skin, anything—and requires magic or complicated alchemical substances to get out. It fades from skin after a few weeks, though.

The Shrine of the Doomed Celestial

This **strangely-shaped Shrine** to the celestial being **Silenathra** is perpetually bathed in a **faint greenish-blue light**. Each of the eastern walls is engraved with all three of the Hepsorian verses, along with hymns and prayers. Demons and other malign extraplanar entities cannot enter the Shrine.

Silenathra

If the PCs are good or lawful in alignment, or honestly intend to destroy the Mëolgysstian machines, Silenathra appears to them in the form of a **beautiful human woman in a white dress**. Sometimes she has wings, sometimes not.

She can impart knowledge of the three Hepsorian verses to those who do not know the language, and heal those who are wounded of all their ailments and injuries, but only this once. Silenathra's power has been devastated by the Mëolgysstian excesses committed against her. She no longer has enough to empower worshippers on the material plane—she can only maintain the integrity of her Shrine, where the Hepsorian verses are kept. She remembers very little of the past, or her time as a revered goddess, though she remembers her priest and that he needs to be buried. She asks the PCs to do this, and can tell them the proper rituals if they want to bury his body inside the dungeon.

Once she has communicated with the PCs, Silenathra fades out of existence, to be reabsorbed into the divine cosmos (or perhaps she enters the material plane in mortal form, if you need to introduce a new PC at this point).



M.N.

CARLOS SCHWABE

The Third Verse

Hepsorian:

τα ἀσεκα Ἡψωρια ἐλι ἀφ
 ἡς ἰλα ραν ἰλα ζδυν ἰλα ξι
 ὕς Σιλεναθρα ᾗ σιμναλ ἀναφ
 μακισι νη ἰλα θωλιαξι

Phonetic transcription:

tai aséka: He:psor:ria éli af
 he:s ila ra:n ila zdu:v ila ksi:
 u:s Siléna:thra hai simual anaf
 ma:kisi ne: ila tho:liaksi:

Rough translation:

By the power of Hepsoria, we command you and all your kind,
 [So that you] close your eyes, shut your mouth, and end.
 [May] the light of Silenathra, shining in the darkness,
 Be your guide back to your home.

When you recite the third verse, roll 2d6+WIS. •**On a 10+**, you recite it quickly and accurately. Up to seven nearby creatures summoned by Mëolgyssian machines are banished instantly, and any portal within earshot is destroyed. •**On a 7-9**, you stumble over the words, but they still work as if you had recited the first or second verse (your choice) and rolled a 10+. •**On a miss**, you are slow, and any creature or portal in your presence has a chance to react.

When you recite the third verse in the Bronze Hag's presence, she takes 1d6 damage (DW: ignores armour). If she is already at 0 HP or is reduced to 0 HP by the third verse, she is destroyed, and the machines and portals can no longer be restored by High Wizardry if the second or third verse is used against them.

The Spring Waters of Springvale

The famous **spring waters** of Springvale will lose much of their effectiveness with Silenathra gone, since the blessing of her presence is what made them so effective in the first place.

This is potentially disastrous to the tourism industry in Springvale, but will also result in a mass exodus of drug dealers, gamblers, and pimps (though perhaps not of prospectors). The Serpents gang will disappear in a flash, leaving Springvale to the River Rats. Without the influence of the wights, however, the town will cease to be such a miserable, violent place.

Most likely, Springvale will become a quiet, little place in the countryside, content to be known first and foremost as a logging town where nothing strange ever happens. But then again, who knows? Danger lurks around every corner.

The End.