

LOW TO MID LEVEL ADVENTURE FOR 5 OR MORE PLAYERS



THE SCORCHED CITADEL

FANTASY ROLEPLAYING ADVENTURE MODULE

BY CARL ELLIS

DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**

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THE SCORCHED CITADEL

FANTASY ROLEPLAYING ADVENTURE MODULE

Submission for Ruins of The Dying World Jam 2022

Written and Illustrated by

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INTRODUCTION

The scorched citadel is an adventure module which can be used in fantasy or dying earth campaign settings that have a wasteland region or Mythic Underworld. The Citadel is designed as a sandbox setting in the old school sense; meaning it can be approached how the players or referee sees fit.

With that in mind, players should be aware that combat and exploration can be deadly in this module. A minimum party of 5 players alongside some hired retainers is recommended. If they can face the dangers herein and survive, there are treasures and magic items that blur the line between magic and technology. The players may end up with something just as deadly to themselves as to their enemies

Within you will find details for five guilds, 5 dungeons, and a detailed map of the Citadel. Where possible, the layout of

the book is such that flipping pages is minimised.

This module requires Old-School Essentials Classic Fantasy or the classic Basic/Expert rules to play.

THE SETTING

The Citadel is a classic fantasy setting with heavy inspiration from dying earth literature, and is a love letter to Gene Wolfe's Book of the New Sun.

The setting is intentionally minimal, with mundane access routes to the Citadel, and also more esoteric routes through the Halls of Time. Thus, it can be easily grafted on to any world if you so desire.



HISTORY OF THE CITADEL

Beneath a dying sun, uncountably many years into the future, the Scorched Citadel lies in the ruins of a once great city. A wide, lazy river meanders nearby, choked with nenufares and water dwelling creatures. 5 great towers rise from a hill like rotting fingers, the hill itself a great necropolis of moss-covered graves, crypts, and mausoleums. Squat, crumbling buildings radiate from the Citadel, becoming part of the ground as the wasteland edges towards the flickering outpost of civilisation.

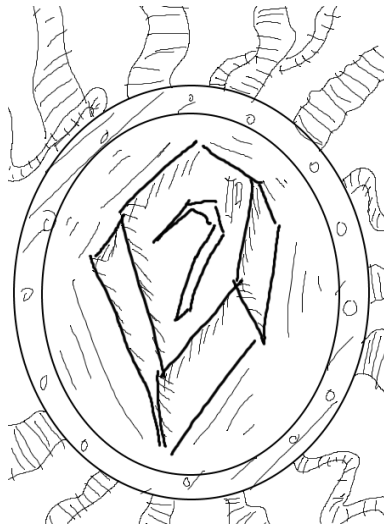
People are scratching out an existence from the dying earth and the small population of the citadel, supplemented by the trade of exultants who travel in

their flyers to view the wretches in the ruins.

THE ARRIVAL OF ANDERS

Six weeks ago, Anders of the Deep and his physician, Tagros, arrived at the Citadel in secret. They braved the underground of the Necropolis and the Citadel to reach a chamber of power. There they have stayed as Ander's attempts to understand, harness, and eventually steal the great Scorched Heart from its vault beneath.

A consequence of Ander's experiments is the Creeping Breath, which has begun to ravage the local wildlife, monsters, and population of the Citadel.



FACTIONS OF THE CITADEL

THE BLACK TOWER

Home of the Guild of the Seekers of Truth and Penitence, the 20 brothers of the guild handle the imprisonment, interrogation, and ultimately execution of the prisoners sent to its doors. These come via flyer or caravans across the wasteland. Of the twenty, three masters and seven journeymen train the remaining apprentices in the art.

THE WITCHES TOWER

Home of the Witches, sisters of the Seekers of Truth who handle those of magical means. Supplying their master with magical energy, scrying services, and handling of prisoners. 15 witches reside in the tower, friendly to all who dare to approach them, happy to offer portents to those who ask.

THE BEAST TOWER

Beastmasters train and breed the creatures required for a far-off war. Creatures similar to dogs, bears, and horses roam the grounds nearby. The Beastmasters themselves seem related to the creatures in their charge. 9 Beastmasters manage at least 40 animals in and around the tower. They are aloof but are always interested in a wager.

THE GARRISON

The Garrison houses twenty fighting men charged with the protection of the other towers. The Citadel's isolation has honed their skills in parade. Recent encounters with monsters and wildlife have resulted in the weapons cache being opened for the first time in living memory. Friendly to the obedient and anyone higher in the chain of command.

THE ARCHIVE

Home to a vast collection of books, paintings, music, and anything of cultural significance from the entirety of civilisation. Rumours are that the stacks go on for longer than you can survive with your rations. 45 Archivists live above ground, dealing with cleaning, restoration, and filing of the vast collection. Extremely friendly to all seekers of knowledge but are very strict about queuing for requests.

THE LAST PEOPLE

Those not of the towers, but who exist on the meagre economy provided by them. Farmers, craftsmen, whores, and fishermen make a living in the rude and crumbled houses of the ruined city. At night a retinue guard the necropolis to keep the corpse eaters away from their recent dead. There are always more than are on show and, within the city, always at least 1 other person within 30 yards of any player.

EXULTANTS

Tall, svelte, and noble. Hailing from the far away cities which still survive, second only to the throne. Flitting across and beyond the world in flyers, the Exultants look upon the ruins of the once great city with morbid curiosity and often visit the Citadel's Archive, for even though its reach is great, there is but one place to make requests and view its contents above the ground.

OUTSIDERS

Secretive, indirect, unknowable, and alien. These entities have their own motives for the Citadel and humanity at large. They act through proxies, such as the Undine and well-placed humans. Their plans are long, twisted, and many faceted. Abaia and Erebus are 2 which are known, and players dealing with their agents should take extreme caution or may end up as puppets.

GETTING TO THE CITADEL

The Citadel itself lies within the ground down and moss-covered ruins of an ancient city, rising up next to the bank of wide and polluted river.

A partially broken wall surrounds the city ruins in a 100-mile diameter ring and rises to 1000ft in its least damaged sections.

The wall, city, and Citadel can be found in the centre of a large wasteland on the Southern Continent of the Dying Earth or accessed from other times and worlds through the Halls of Time.

The Halls of Time lead to many places and entrances can be found in the Mythic Underworld as a metal tunnel that leads off in a direction that is hard to describe. Rumours of the Citadel and its riches permeate much of existence.

WHAT THE PLAYERS MIGHT KNOW

Below are rumours about the Citadel that the players might have heard prior to venturing there. Some may have false details, written in ***bold italics***.

1. A vast hoard of gold and platinum lies ***unprotected*** under the necropolis.
2. Within the City lies a device that will give you a youthful body
3. The greatest play ever performed is showing nightly, in an overgrown park in the city.
4. A great library holds all knowledge ***and is open to all who wish to enter it.***
5. The Witches will tell your future ***in exchange for a child.***
6. There are some who eat the dead ***in order to gain their strength.***

CONSIDERATIONS OF TRAVEL

RADIATION

The broken land around the Citadel has a history of atomics. Outside of the lead lined buildings, radiation builds up in all people eventually leading to sickness and death. Underneath the ground, the radiation is much worse.

At the end of any given day that a player spends 24 turns outside and unprotected, or a single turn underground, they must save vs death or lose 1hp from their maximum. For every day that they spend inside a building, resting, they may make a CON save to regain 1d3 max hp.

ENCOUNTERS

As the players journey overland in and around the citadel, city, and necropolis, they will encounter all manner of creatures. Use this encounter table for wandering monster encounters.

D12	ENCOUNTERS
1	1 Alzebo
2	1d4 Wolves
3	Prison Caravan
4	2d4 Corpse Eaters (Veteran)
5	1d4 Radiation Zombies
6	1d8 Pit Vipers
7	1 Exultant (Noble)
8	1d8 Bandits
9	1d4 Black Bears
10	1d3 War Dogs (Dire Wolf)
11	1d6 Zoanthropes
12	1 Challenging Armiger

Creatures not described in the Bestiary can be found in **Monsters** in *Old School Essentials*.

Prison Caravan

Caged wagons and 2d4 Veterans guarding it. 50% chance holding 4d6 prisoners enroute to the Black Tower.

WEATHER

The sun is weak over the citadel and summer is a forgotten season. Winter lasts 6 months, followed by 3 months of spring and autumn. The referee may roll on appropriate weather tables to determine the conditions for the day.

CREEPING BREATH

Visible as a shimmer in the air by day, impossible to see at night, the Creeping Breath has been affecting the area around the Citadel for the past month. Within the breath, plants rapidly grow, flower, die, revive, or turn to ash. Rocks quickly grow lichen or shudder into sand.

Time’s arrow does not fly true within the breath.

By day, can make a surprise check. Those who succeed may make a further save vs breath to jump out of its path.

Those who fail their check or save must role on the above Creep Effect table.

D12	CREEP EFFECT
1	Rejuvenate 4d6 years
2	Rejuvenate 1 year daily
3-5	Rejuvenate 1d4 years
6-7	Paralysed 1 day
8-10	Age 1d4 years
11	Age 1 year daily
12	Age 4d6 years

All changes are permanent and cumulative.

If a character’s age is unknown, role based on the bracketed values on the Age Effect table. If a character was considered immortal, the breath strips that status away.

Characters that survive by remaining over 0 years old must adjust their abilities using the below Age Effect table.

HUMAN (15+1D4)	HALFLING (20+3D4)	DWARF (40+5D6)	ELF (100+5D6)	AGE EFFECT
0–6	0–9	0–21	0–33	-6 Sav/Atk/Dmg. No weapons. 1HP.
7–15	10–22	22–44	34–104	-2 Sav/Atk/Dmg. No armour. 1d4HP
16–60	23–90	45–210	105–330	No Effect
61–90	91–125	211–300	331–450	-4 Sav/Atk/Dmg. HD are d4
91-100	126 –150	301–350	451–550	-6 Sav/Atk/Dmg. Save Vs Death Weekly

LOCATIONS

The map covering the area around the citadel (pages 38 & 39) has a hexagonal grid over the top. Contour lines are added to give a flavour of the aspects of the land. The hex grids are at 1 mile scale.

The hexes are only partially stocked with content from this module. Any content set in the dying earth would be suitable, especially any from the Game Jam.

HEX NUMBERS

Locations on the map are organised and located by their

hex number. Referring to the example hex map below, we can locate the example ruin on hex C7.

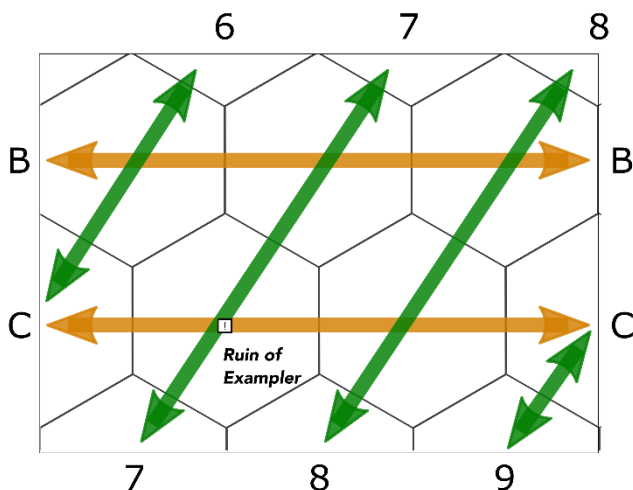
MAP LEGEND

● **Settlement:** Places of safety where rest, food, and company may be found.

❗ **Dungeon:** Places of danger, adventure, and reward!

🏰 **Necropolis:** An ancient burial ground, where dead is layered on more ancient dead.

🏚️ **Ruined City:** Overgrown, crumbling, surprisingly populated by the desperate.



DUNGEON MAPS

Map Key:


|||| Stairs

Up  Down  Spiral Stairs


 Statue


 Door

 Locked Door

 Secret Door

 Concealed Hatch

 Trap, Indexed

 Trap, Disabled

DIRECTIONS

All maps are orientated so that north is towards the top of the page. All grid squares are 10 feet wide.

APPROACH

Under each dungeon entry in this module, there will be a section that describes the surrounding area, possible encounters, and how to enter the dungeon. This may be useful for the referee to give a flavour of the area while the players are searching for the entrance.

STUCK DOORS

Every instance of a door that isn't locked or secret has a 4 in 6 chance of being stuck. Wondering monsters can open all doors silently.

LIGHT

Unless otherwise noted, every space in an underground dungeon is dark. The only light sources would be ones carried by the party or by wondering monsters that need light to see. In occupied areas, such as the citadel, all interior spaces are well lit.

TRAPS

Unless otherwise noted, every trap has a 4 in 6 chance of triggering and will reset after 1 turn.

WONDERING MONSTERS

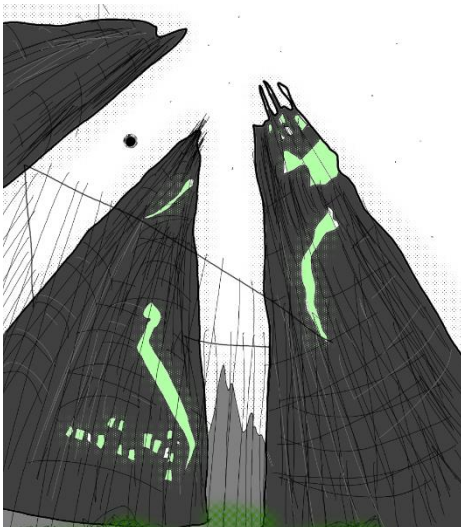
Inside dungeons, use the monsters found within to create an ad hoc thematic wondering monsters table.

THE SCORCHED CITADEL (4B)

Seated on top of the Necropolis, surrounded by a 50ft high wall, the Scorched Citadel is an ancient collection of towers, walls, and people. With a population over 500, mostly prisoners, it is eerily quiet outside of the towers themselves. Within, however, is a microcosm of culture and heritage.

1. The Black Tower

Home to Guild of the Seekers of Truth and Penitence this imposing 200ft tall tower is part of a triad to the south of the Citadel. The main doors are



open and inviting. See *The Black Tower* location.

2. The Witch's Tower

Home to the Witches. This tower is part of the 200ft tall triad but positioned between its siblings and the wall. The main doors are closed and covered in sigils and diagrams. See *The Witch's Tower* location.

3. The Beast Tower

Home to the Beastmasters. This tower is the final part of the 200ft tall triad. Large cages are piled up in front of the tower, ready to be loaded onto Military carts. The main doors are open but guarded. See *The Beast Tower* location.

4. Charnel Yard

A tall, spiked metal fence runs between the triad of towers, enclosing the space between. Here trained beasts are exercised and gain the taste of man flesh from the broken remains

cast out of the Black and Witches Towers.

5. Gallows

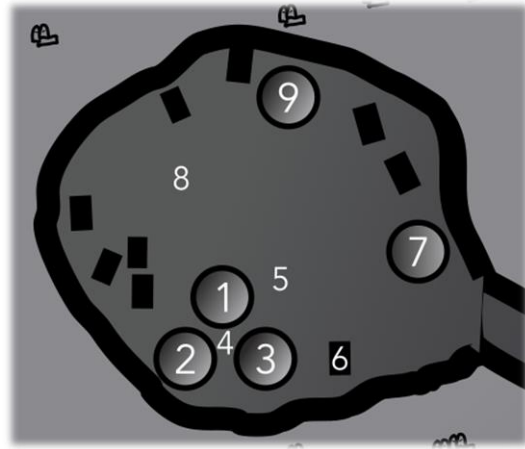
A large wooden scaffold, enough to hold 50 men is erected here. 30 nooses in various states of repair hang from the top beam. A chopping block sits in front. 1d4 **Apprentices of the Black Tower** play here.

6. Old Chapel

Nestled against the wall is a chapel made of dark stone. Left open, it holds 10 rows of pews and an altar in front of a large wheel attached to the back wall. Every day a 1 in 6 chance a **Journeyman of the Black Tower** will be in worship.

7. The Garrison

The tallest tower in the Citadel. Every hour 10 immaculately uniformed guards (**veterans**) move to the parade ground for exercises. Cool inside regardless of the weather. Doors al-



ways open. See *The Garrison* location.

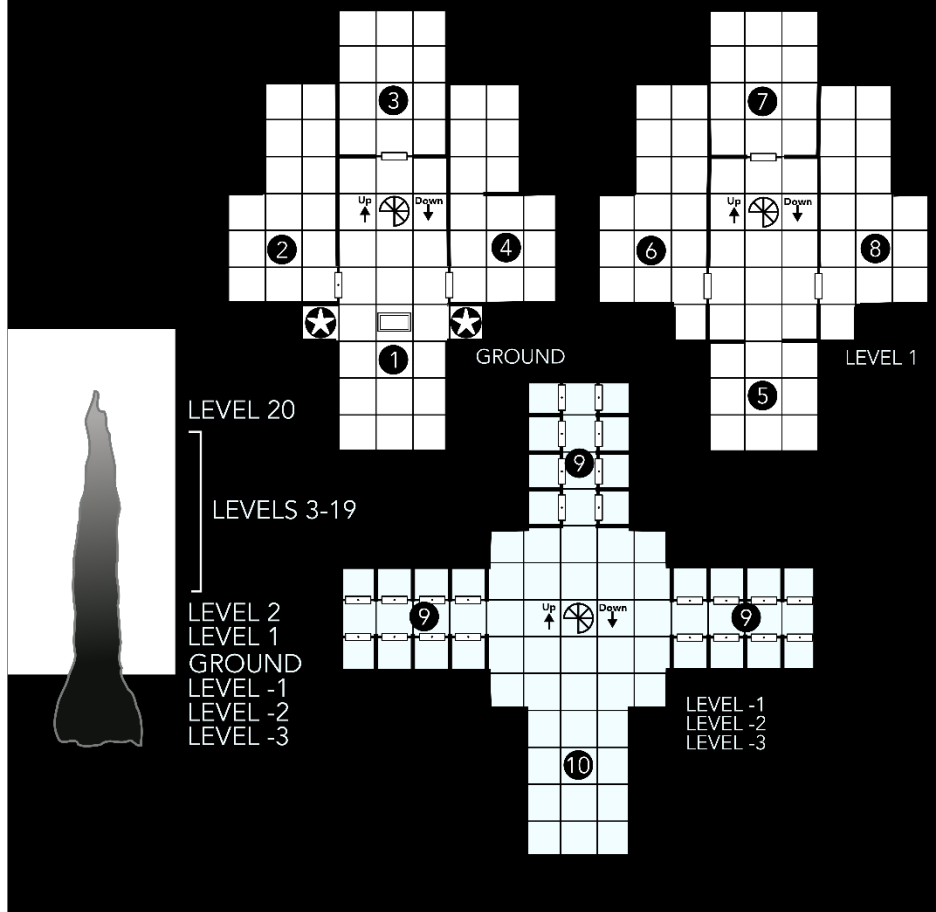
8. Parade Grounds

A 200' square, mostly surrounded by a wooden fence accented with bright velvet ropes. On the hour the garrison parades here, and once a day the commander (**noble**) on his warhorse joins them.

9. The Archives

An aura of warm light surrounds this tower and within is a warm, lavish, and inviting environment. The doors are always open. See *The Archives* location.

THE BLACK TOWER



APPROACH. Via the Citadel on the ground floor.

GROUND

1. Flanked by 2 marble statues a grand desk towers over the hallway. A **Master of the Black Tower** holds court here. The

desk will detect any writ of executions and telepathically inform the master of the required deed. Visitors are rare but will be escorted by an **Apprentice**.

2. 2d10 prisoners are shackled to the walls here, waiting to be

moved below. 2 **Journeyman** sit watch.

3. A large dining room. 1d4 **Apprentices** are cleaning and preparing for the next meal.

4. Kitchen. A **Journeyman** is preparing food while 2d4 **Apprentices** are loading trays to take below.

LEVEL 1

5. Viewing balcony over the citadel and the Gallows.

6. Library. Contains records and medical texts.

→ **Treasure:** Between 2 books: Spell scroll (*detect evil, know alignment, resist cold*)

7. Study. **Master** Palaemon, shrewd head of the guild. Will pay 1000pp to anyone who can stop the creeping breath. May give letter of authority to access **Archives**.

8. Classroom. 1d6 **Apprentices** and 1 **Master**. Various model excruciations and a recent cadaver for medical lectures.

LEVEL 2. Same layout as Level 1, but open plan. Reliquary.

→ **Treasure:** Sword +1, Medalion of ESP 30', Ring of Protection +1, Wand of Paralysis

LEVELS 3-19. Dormitories for the guild. Mostly Empty. Use TT T for rooms occupied.

LEVEL 20. The Top. Views of the city and wall.

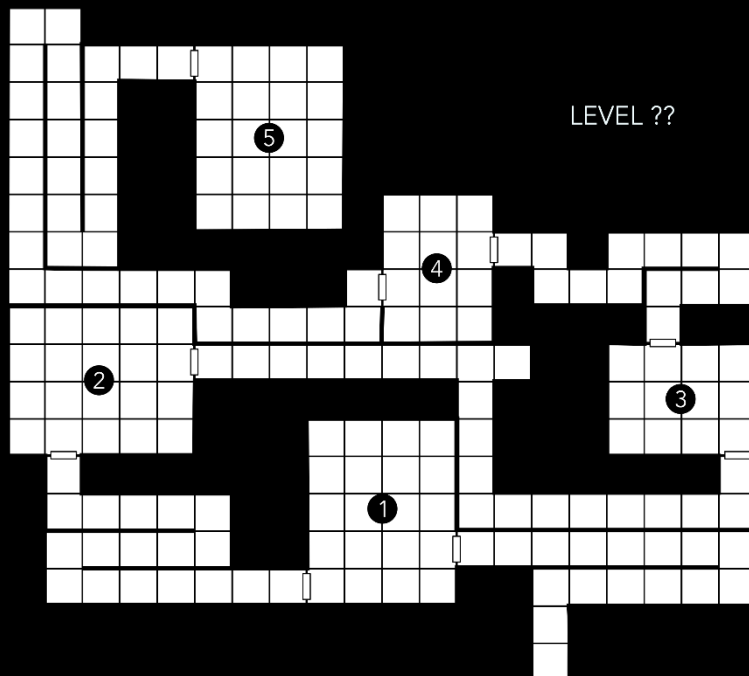
→ **Treasure:** *Potion of ESP*

LEVELS -1, -2, -3

9. Holding cells. Each block contains 1d8 prisoners awaiting their excruciations. All prisoners will promise anything they can think of in exchange for escape. **Rumours:** roll on the table from **WHAT THE PLAYERS MIGHT KNOW**, page 5.

10. Excruciations. 2 **Journeyman** are here attended by 1d4 **apprentices**. They do not look up from their work. Litters are available for disposing bodies in the **Charnel Yard**.

THE WITCHES TOWER



APPROACH. Via the Citadel on the ground floor.

GENERAL NOTES. Within the tower all players find themselves disorientated and unable to tell which way is north. Light, magical or otherwise, only extends 5 feet and infravision does not work. The sounds of chanting, children's laughing, and screaming starts and stops

at random intervals. There are many windows to the outside which show the city from random elevations and historical periods. These are never the same or consistent on subsequent viewings. Daylight does not enter the tower from the windows. Hidden witches (*Medium, master*) are casting ESP on the party while they are in the tower.

Level ??

1. A bubbling cauldron surrounded by candles in a pentagram. Players who drink can receive the following effects.

D4	CAULDRON EFFECT
1	Silenced, 1d4 turns
2	Drunk (-4 Saves) 1d4 turns
3	Sleep 1d4 turns
4	Heal 1d4

2. Filled with mist. Shadows in the guise of loved ones fight to the death in endless combat to the fast beat of war drums.

3. Bright silk tents, 3 witches offer reward in exchange for a



small piece of life. Any who accept lose 1d4 CON and age 1 year. They gain one of the following rewards.

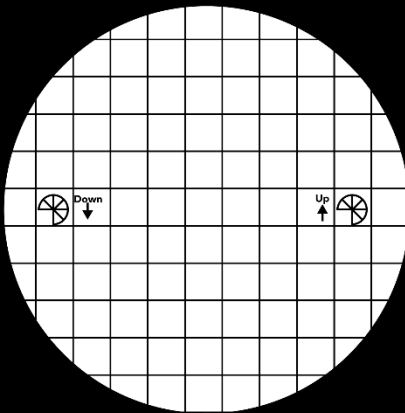
D4	EXCHANGE EFFECT
1	1000gp in gems
2	+1 Weapon
3	+1 Armour
4	Tattoo of <i>Reincarnation</i>

Tattoos are magical inscriptions triggered on the recipient's death.

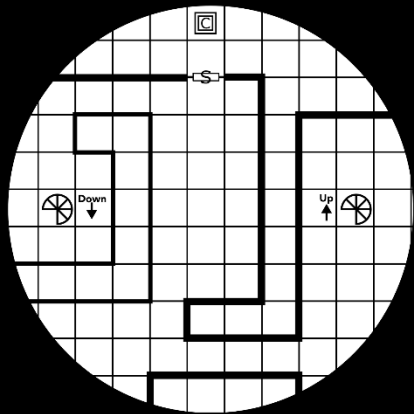
4. 5 witches, each with a scroll of **Feeblemind**. Proclaim "Only those who serve the realm may approach the Mother". Will use the scrolls on all Chaotic players.

5. Mother Luretta (11th Level **Magic User**, AC 9 [11] HD 9d4+2 (20hp), **Spells: Geas**, others) attended by 2 witches. Claims will read a player's future for free, in actuality will cast **Geas** on the character to slay the **Udine** at the **Well of St. Agia**. Characters must choose to fail their save in order to have their futures "read".

THE BEAST TOWER



LEVEL -1 - 20 LAYOUT



EXAMPLE MAZE LAYOUT
VISIBILITY: 10FT
SOUNDS: BAYING DOGS
SMELLS: COPPER

APPROACH. Via the Citadel on the ground floor.

GROUND – HORSE LORDS

This floor is dedicated to the rearing and husbandry of 9ft tall 6-legged war horses. Hay covers the floor, and the musty smell of animals permeates everything. Cages, stables, and metal fencing creates a maze-like series of paths between

cages, stables, and out to the Charnel Yard. 3 **Beastmasters (Veterans)** and 10 **War Horses** are here. 2 horses at a time will be saddled for training.

→ **Wager:** 100gp for staying mounted on an unbroken warhorse. DEX check or 1d4 damage.

LEVEL 1 – BEAR LORDS

2. Mist, trees, and ferns fill this floor. Bears, 2 **Beastmasters** watch over 2 cages each containing a **Polar Bear**. Behind metal fencing lies a save with a **Grizzly Bear** sleeping in its mouth.

- **Wager:** 500gp for retrieving a bucket from the cave and surviving. Bear is not asleep. If the players harm the bear, the Tower will turn on them.

LEVELS 3-19 – Kennels

The first level of the Wolf Den is friendly, with 3 **Beastmasters** training 6 **War Dogs (Dire Wolves)** in drills on an open sand covered arena. The stairs to the upper levels are gated and locked. Above, and on the rest of the levels of the tower, is an elaborate mist filled maze used for war games and larger training activities. 1 **Beastmaster** with a *Ring of X-Ray Vision* traverses the tower through a series of hidden trap doors and passages. There are 2d4 **War**

Dogs on each level that he can command.

- **Wager:** 5000gp for retrieving the flag from the top of the tower. Players will be hunted.

LEVEL 20. The Top. Views of the city and wall. Red Flag on pole. Gnawed Bones.

- **Treasure:** *Ring of Controlling Animals*

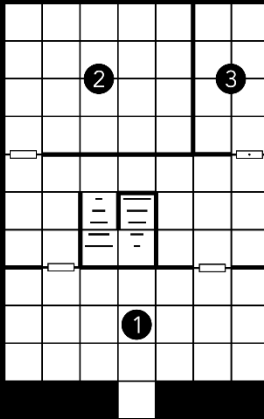
LEVEL -1

A moonlit glade with a permanent camp set up. 10 Tents are arranged around the fire, with a single **Beastmaster** tending to the upcoming meal. Use TT T for belongings in a tent.

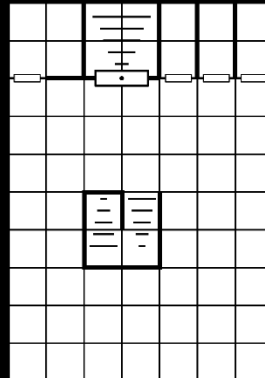


THE GARRISON

LEVEL -1



LEVEL - 2



APPROACH. Via the Citadel on the ground floor.

GROUND – FORTRESS

1. **Reception.** 1d4 **Veterans** are here, listening to petitions of wrongdoing. All wear *Helms of Telepathy*.

2. **Officers' Rooms.** 2 **Veterans** are here, reading over orders and writing reports.

3. **Armoury.** 1d4 **Veterans** guard a cache of weapons and

armour. All basic equipment can be found here.

→ **Treasure:** 10x *Short sword +1*, 10x *Chainmail +1*, 1x **Energy Pistol**, 5x **Tincture of Insensitivity**

LEVEL 1 – BARRACKS

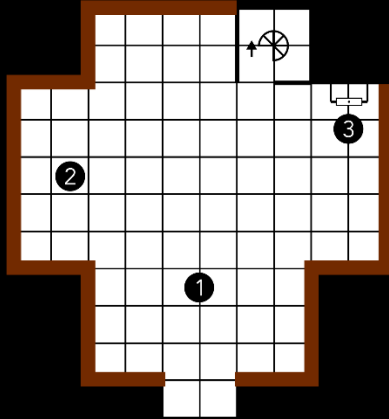
Open plan with 20 bunk beds, a kitchen, and officer's quarters.

LEVELS 2-20 – PALACE

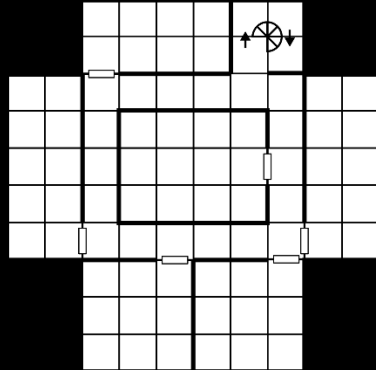
Locked Magically. No one has seen inside in living memory.

THE ARCHIVES

LEVEL -1



LEVEL - 2-19



APPROACH. Via the Citadel on the ground floor.

GROUND – RECEPTION

1. **Information Desk.** 2 librarians (*medium*) are here. To receive aid, players must successfully jump a queue of 1d4 exultants or have a letter of authority. Players may browse the stacks themselves, at great risk.
2. **Waiting Area.** Lavish and warm. Bookshelves contain popular texts from the ages.

3. **Stack Access.** A gold-plated door. A **Chit of Access** dispensary is here.

LEVELS 1-30 – READING

The upper levels of the tower are used as reading rooms. The lower floors are given to exultants and important people, the rest are given to those lower classes who managed to get a librarian's attention, or those who braved the **Stacks of Ultan** alone.

STACKS OF ULTAN

APPROACH. Via the Archives in the citadel. Either escorted by a librarian or by using a **Chit of Access**.

THE INFINITE REACHES

The Stacks of Ultan contain every written text that has been penned by human or otherwise. However, the indexing and retrieval of these works requires near divine skill, which Librarians train their entire lives to gain but a portion.

The stacks are situated in their own demi plane and while bounded, no living person has managed to prove it. It is utterly dark and has no natural light sources.

TESSELLATING LAYOUT

The stacks have a repeating pattern of 2 sided, 6' tall, 20' long shelves, that hold scrolls, books, ropes, knots, and anything that could hold data. Each shelf is numbered, with a fractal sigil.

INFORMATION RETRIEVAL

If players are escorted by a librarian of the archive, you will find the relevant section of stacks in 2d6 turns. You will then be escorted back to the Archives and given a reading room to peruse any tomes you have picked.

If players are alone in the stacks, then every turn they attempt an INT check (modified by +2, -2, -4 depending on subject obscurity). After a successful check, they find the stack in 2d6 turns.

Wondering monster checks should be taken, as **Overdues** will be attracted to unofficial noise and light.

RETURNS

The referee should track exactly how many turns it took for the players to find their wanted stack. It takes that long to return to the exit back to the **Archives**.

LOAM (6B)

Following the road from the river to the Citadel, Loam is a ramshackle collection of buildings of myriad style. Indicative of the City in its prime. Many residents sell from outside their houses, and all standard equipment can be found here. Rather than having a defined border, Loam blends into the surrounding necropolis.

1. Palace Azure

A haven of delectation and conversation. For 1 gp per turn gain the company of the Palace courtesans. **Rumour:** A great treasure lies at the bottom of Agia's Well.

2. Penultimate Rest

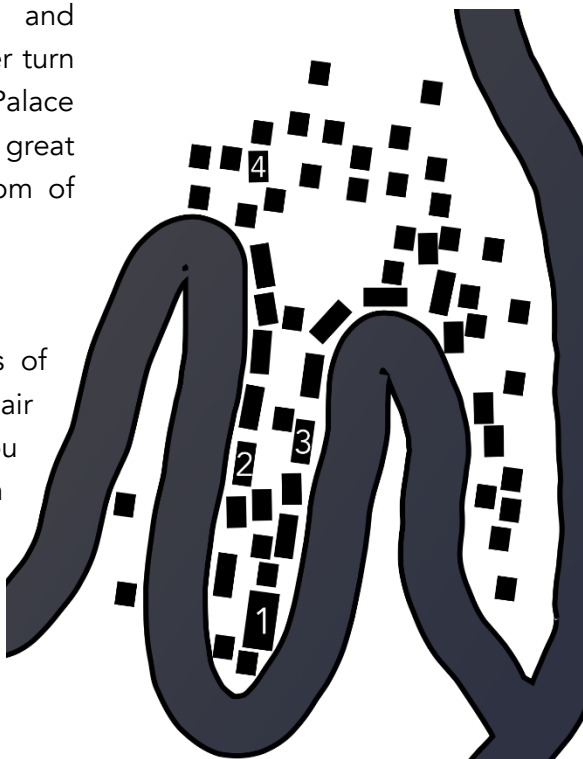
A modest inn with views of the citadel. For 1sp a chair will massage you as you drink. **Rumours:** roll on the table from *WHAT THE PLAYERS MIGHT KNOW*, page 5.

3. Pelerine Temple

Orange robed religious order. Will cast **cure light wounds** for 100gp. Offer 10gp bounty for every undead proven killed.

4. Mazark The Magnanimous

A commoner masquerading as a Magic User. Will pay 5000gp for anyone to retrieve a copper ring from the *Drowned Grave of Cuthbert*.



CAMP OF THE VODALARII (3B)

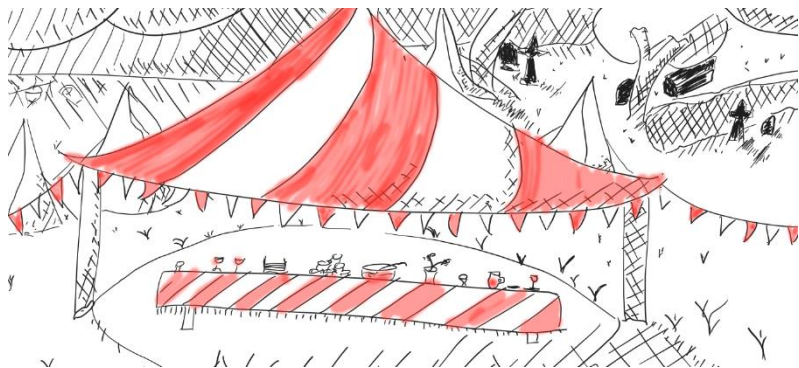
Nestled within a yew grove of the Necropolis, beneath the oppressive eyes of cenotaphs, gravestones, and heroons lies a merry camp. A large 50' gazebo is surrounded by 10 smaller tents and fronted by a large feasting table. Bunting of all colours links the tents to the ground and yews.

Daytime. 2d6 Corpse Eaters (**veterans**) are idle in the camp. Aloof and neutral, but if the players ask about history, politics, or places of power, they insist (with force if necessary) that they wait for night and their leader.

Nighttime. 4d6 Corpse Eaters (**veterans**) are feasting and

dancing on and around the large table. On discovery, the players are forcibly brought before Vodalus, an Exultant (**noble**) who interrogates them on why they are in the necropolis. If he sees use of the players, they will be forced to eat meat doused in the secretion of the **Alzebo** and must save vs death or experience the life of the evening's victim through vivid dreams.

Consequences. All corpse eaters will be friendly in the future. Guards who have **Helms of Telepathy** are actively searching for the corpse eaters and if caught and captured, will be turned over to The Black Tower with a writ of execution.



THE TROUPE (9E)

Across the river, in the shadow of the citadel, and deep within an ancient and overgrown parkland lies a rudimentary stage. Every evening at sunset, a play is performed by 6 actors.

There are always 3d20 audience members (*normal humans*) during a show, and 1d6 keen audience members when a show is not performing, as they are awaiting the next one.

ESCHATOLOGY AND GENESIS

The play is a 4-hour epic recounting a creation myth. It charts the birth, lives, capture, and redemption of the father and mother of the next human race – to be inserted in the next universe.

REACTIONS

All players must make a save vs spell. On a success, they do not understand the play. On a failure, they will donate all of their coins to the troupe but gain +1 WIS permanently from the revelations.

CRIMSON FIELDS (6E)

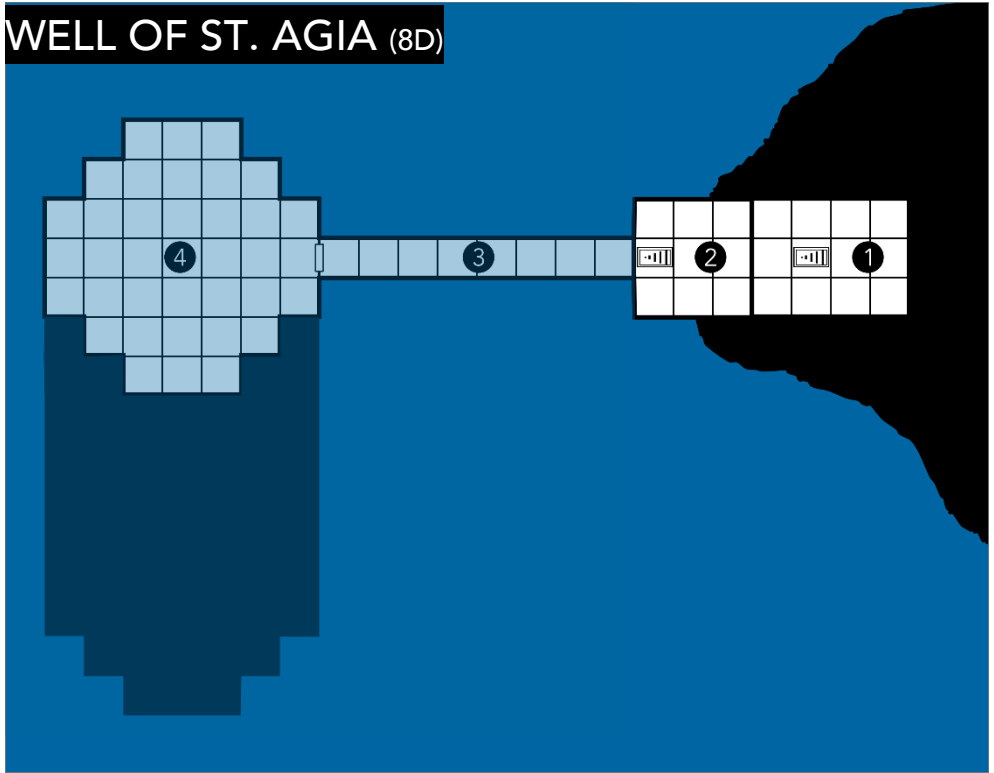
In the shadow of the Necropolis, a great space has been cleared for the matter of honour and entertainment. So much blood has been spilled here that the plants have a red hue and copper permeates the air.

There are many stalls here selling food, drink, and weapons, although any players carousing may cause the ire of a **Challenging Armiger** and will be forced to duel them (2 in 6 chance).

Wagers can be made on duels, and confident characters may earn more than their lives in duels here.



WELL OF ST. AGIA (8D)



APPROACH. On the island on 8D, reachable by boat or by swimming. The well is a large and open building, with water running down its exterior walls.

1. Temple. Lavish and marble clad, with water flowing down the interior of the walls. **2 Acolytes** are here, preaching how the great sea will cleanse away humanities sins.

2. Ritual Room. Beneath the earth and water, this room contains an Acolyte taking tithe from prospective worshipers. The wisdom of the deep awaits any who are willing to pay it.

→ 500gp per player to access the well. The Acolyte will perform a ritual and anoint players with a liquid. This has the effect of the spell *Water Breathing*.

3. **Liminatus.** Completely submerged, this tunnel is made of a glass like material that extends towards a coral like cylinder rising from the riverbed. Regardless of time of day, all players can see clearly 200ft into the water but cannot see any landmasses or even the island that the temple is on. The water is teeming with life.

4. **Audience Chamber.** A 100ft deep circular chamber with sheer smooth walls. Juturna, the **Undine** lies in a great underwater chamber attended by 2 **Great White Sharks**.

She will aid the players for the simple price of absolute obedience to her and her lord, Abaia.

JUTURNA

Motivations. She wishes to destroy the citadel and its leaders therein.

For those who have pledged obedience, will offer the following services.

- Heal any player to full health.
- Cast **Remove Curse**.
- Give information about the **Citadel** and how best to cause mayhem.

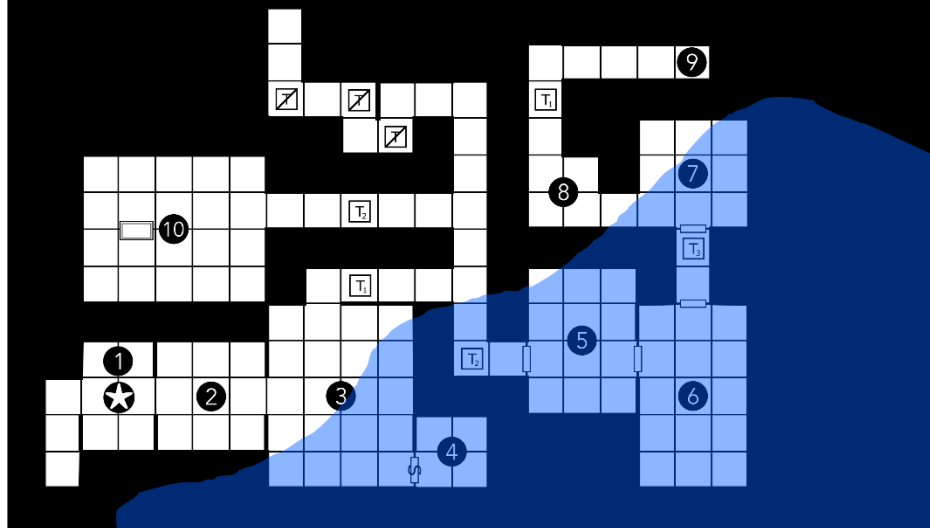
If asked about the Creeping Breath, will:

- Give information on how to get the **Vault of the Scorched Heart**.
- Infer and share that someone has finally breached its defences and is likely tampering with the heart
- Explain the procedure to correctly remove it.
- Casts a **Quest** on the players to return the heart to her.



DROWNED GRAVE OF CUTHBERT (7D)

VAULT OF THE SCORCHED HEART
VIA HALLS OF TIME



APPROACH. Within the necropolis in 7D near the riverbank. The building features a broken foot above a stone mausoleum. Ruins of a giant statue lie covered in moss and graves around the area.

1. Entry Hall. An eroded statue of a bearded man, pointing a sword towards the entrance.

2. Guard Room. 6 *skeletons* are here, they will attack the rear of the party.

3. Flooded Library. Mouldy and ruined books line collapsed shelves. A *Giant Crab* has made a lair here.

→ **Secrets:** Door to **4** was a bookshelf on hinges, now swollen and stuck.

4. Treasure Room. Metal floor to ceiling racking filled with sealed cases.

→ **Treasure:** 5x *Energy Pistol*, 5x *Energy Mace*, 5x *Skin Knitters*

5. **Art Gallery.** Large paintings of subjugated peoples, aliens, and worlds. Each painting features a crowned man looming down on all. 2 **Giant Leeches** are attached to ceiling.

6. **Music Room.** Filled with damaged instruments, music boxes, and sheet music. 2 **Normal Crocodiles** hide under a harpsichord and a glass armonica.

7. **Private Study.** Dark wooden panelling, a lavish desk with chair, and a small bookcase that sits out of the water with intact books and scrolls.

→ **Treasure:** Spell Scroll (*Contact Higher Plane, Wizard Eye, Clairvoyance, Locate Object, Read Languages*), Protection Scroll (*Protection from Magic*)

8. **History Room.** Murals showing the rise of Cuthbert, his domination of the City, the World, and the Stars.

9. **Treasure Hoard.** The spoils of many wars are piled here. Use TT H. A **Gelatinous Cube** drops down from the ceiling blocking players return to room 8.

10. **Burial Chamber.** A preserved body lies on a raised stone slab. Orbs on pedestals are in each corner of the room, with thick cables leading to the slab. Cuthbert lives on as a **Spectre**, using his energy drain ability to pass eldritch life to his old body. He may possess the body at will but will attack as a Spectre and pursue any surviving characters until his death.

→ **Treasure:** Copper Ring (*Ring of Spell Turning*), **Amulet of Protection Against Crying**

#	TRAPS (2 in 6 if underwater)
1	Alignment. 1d4 unless chaotic.
2	Spikes. 1d6 damage.
3	Lasers. Save vs. Death

SHRINE OF ST. CYRIACA (4A)

VAULT OF THE SCORCHED HEART
VIA HALLS OF TIME

APPROACH. Within the necropolis in 4A. The above ground building features a 20ft statue of St. Cyriaca, curing the ill at her feet.

1. Entry Hall. A large reflection pool dominates the room. Frescos on the wall depict St. Cyriaca healing the ill and offering rewards to those willing to sacrifice a part of themselves.

2. Temple of Minor Sacrifice. Inscribed on the wall is “**Sacrifice is rewarded**”. An arm sized hole on the north wall. A player placing an arm in it will permanently lose 1d4 CON, and then vomit up coinage based on the following table and their roll.

D4	REWARD
1	1000cp
2	1000sp
3	1000ep
4	1000gp

3. Temple of Major Sacrifice.

The door can only be entered by one player once per day. Frescos around the room show mountains of gold and gems. In the centre is a diamond spike. A player who stabs their hand on this spike will die in 1d6 turns but will explode into gold and gems. Use TT M.

4. Temple of Fortune. Inscribed on the wall is "Fortune favours the bold". Frescos on the wall shows heroes fighting monsters and hauling sacks of gold. The following rooms require the generated monsters to be slain before the door to the next room will open. This also applies on the return journey back to this room. Each room's treasure is beneath a statue of the room's monster.

5. *Skeletons*. 3d4 appear upon entering for either direction. TT O.

6. *Radiations Zombies*. 2d4 appear upon entering from either direction. TT N.

7. *Ghouls*. 1d6 appear upon entering from either direction. TT B.

8. *Wights*. 1d6 appear upon entering from either direction. TT B.

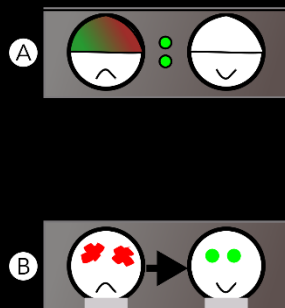
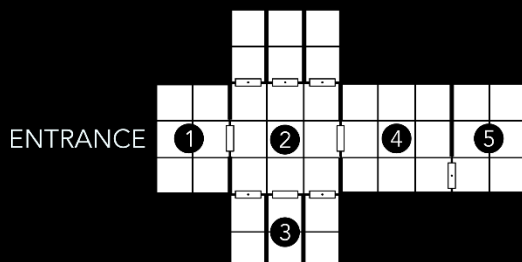
9. *Spectres*. 1d4 appear upon entering. TT E.

10. *Shrine*. A smaller version of the outside statue is here. Praying at its feet for 4 turns will have the same effect as *Remove Curse*.

11. *Grave*. A crystal sarcophagus lies here, many thick black tubes running from it to the walls. Within lies a beautifully preserved corpse wearing a *Ring of Regeneration*. Removing it stops all generation of monsters or treasure within the shrine.

#	TRAPS
1	Alignment. 1d4 unless lawful.
2	Blades. 1d6 damage.
3	Lasers. Save vs. Death

MAEDICA (4D)



APPROACH. Nestled in a deep 500' radius wooded valley, surrounded by 50ft cliffs. Accessible via rope or flying. Groups of **Zoanthropes** are roaming the woodlands, searching for food, mates, and shelter. The Maedica itself is in a clearing in the centre of the valley.

CAVE OF THE MANYHEADED

On the eastern side of the valley is the lair of the **Many-Headed Zoanthrope**. 5-in-6 chance of being in lair with 1d4 **Zoanthropes**.

→ **Treasure.** Maedica Security key card.

MAEDICA

1. Reception room. Air conditioned and pine scented. Desiccated plant in corner.

2. Waiting room. A water filled glass tank surrounded by metal chairs. 3 doors on North/South walls emblazoned with image **B**.

3. Rejuvenation rooms. Open room contains glass cylindrical tank filled with liquid, a medical bed, and metal arms hanging from the ceiling. Dead humanoids placed on the bed will be automatically cloned by the tank in 1d4 turns and equipped with a **Rejuvenation Necklace**.

The locked rooms contain ruined equipment, except 1 which contains an **Active Necklace** which attacks.

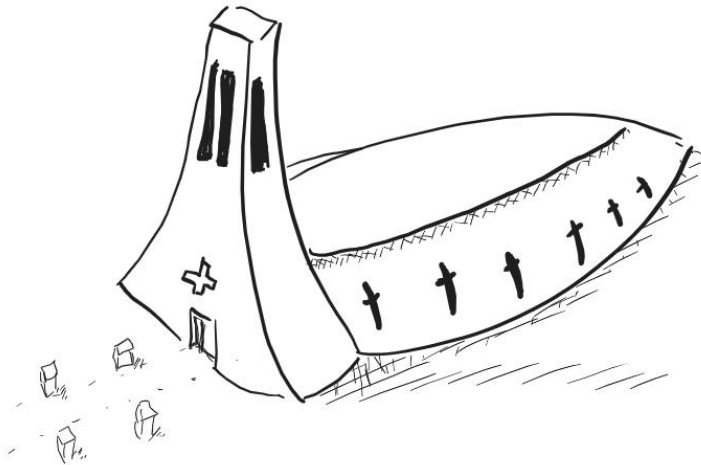
4. Operating room. Contains a bed with metal arms above it, and a metal chair with a domed device at head level. Image **A** is next to it, along with a simple control panel that has a red and a green button.

→ **Descension.** A humanoid sitting in the chair, who presses the green button twice, will be surgically

turned into a **Zoanthrope**. Only the occupant of the chair can press the buttons.

5. Storeroom. Door is opened by security key card. Contains metal racking that is mostly empty.

→ **Treasure.** 4x *Potions of Healing*. *Potion of Gaseous Form*. *Potion of Longevity*. *Tincture of Insensitivity*, 4x Diamonds (500gp each), 4x **Skin Knitters**.



VAULT OF THE SCORCHED HEART

← TO THE SHRINE OF
ST. CYRIACA

VAULT

TO THE DROWNED
GRAVE OF CUTHBERT →

APPROACH. Underneath the great necropolis lies the complex that houses the Scorched Heart, the power plant of the citadel which keeps the great machines powered and magical enchantments permanent. Accessible via the Shrine of St. Cyriaca or the Drowned Grave of Cuthbert. The Vault itself must be approached via the last winding passages of the Halls of Time. With the Heart compromised, these are creating more acute effects on those who wonder them.

HALLS OF TIME

Moving in the halls in this time frame is risky. The following effects are applied to every character based on their movement relative to the vault.

- **Towards or clockwise.** Rejuvenate 1 year/10' movement.
- **Away or widdershins.** Age 1 year/10' movement.

Safety protocols ensure the doors into the central complex

are only open to adults. Children and the aged are barred access.

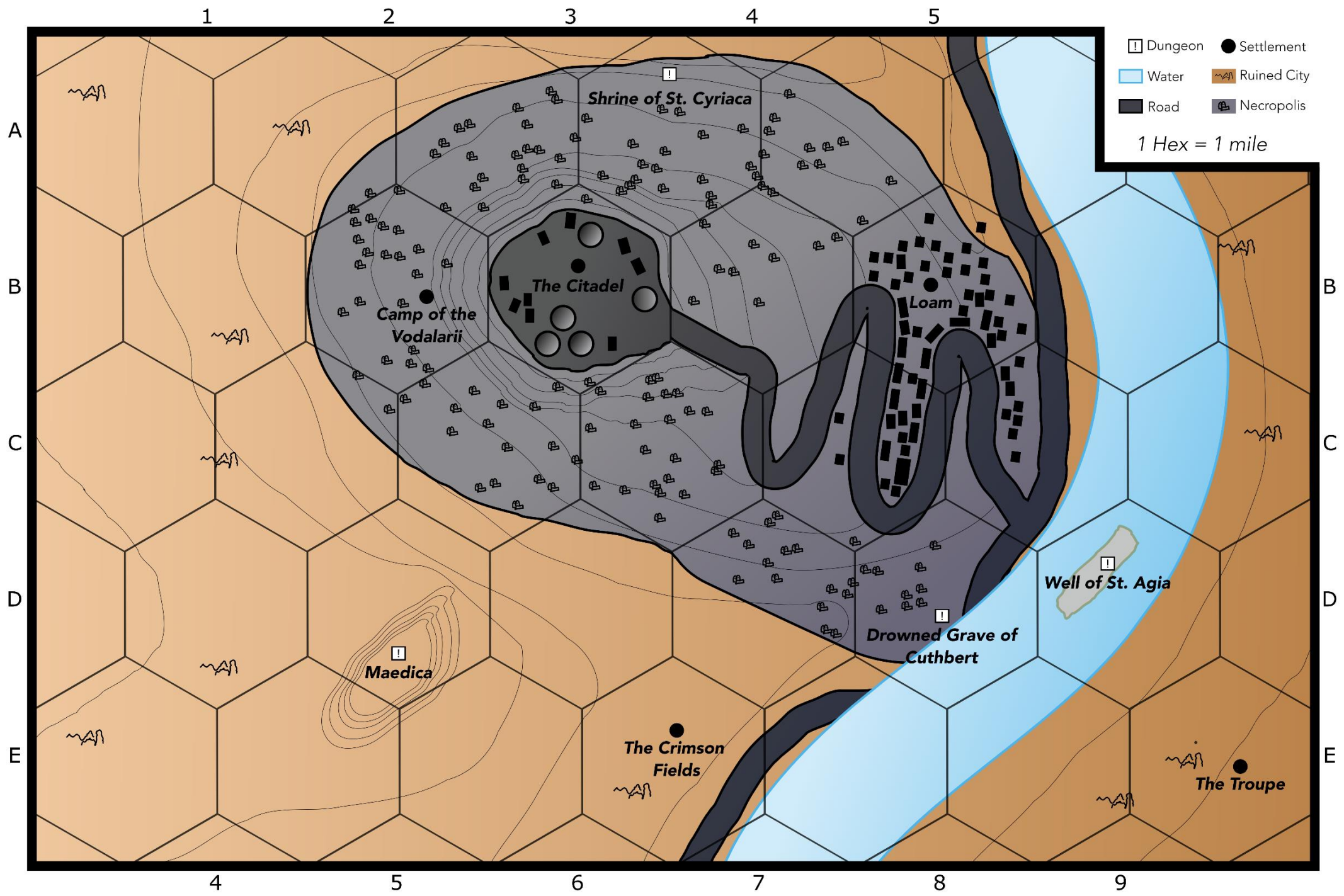
VAULT

1. Antechambers. These metal clad rooms are lit from fluorescents embedded in the ceiling and are strewn with the metallic debris of robotic parts.

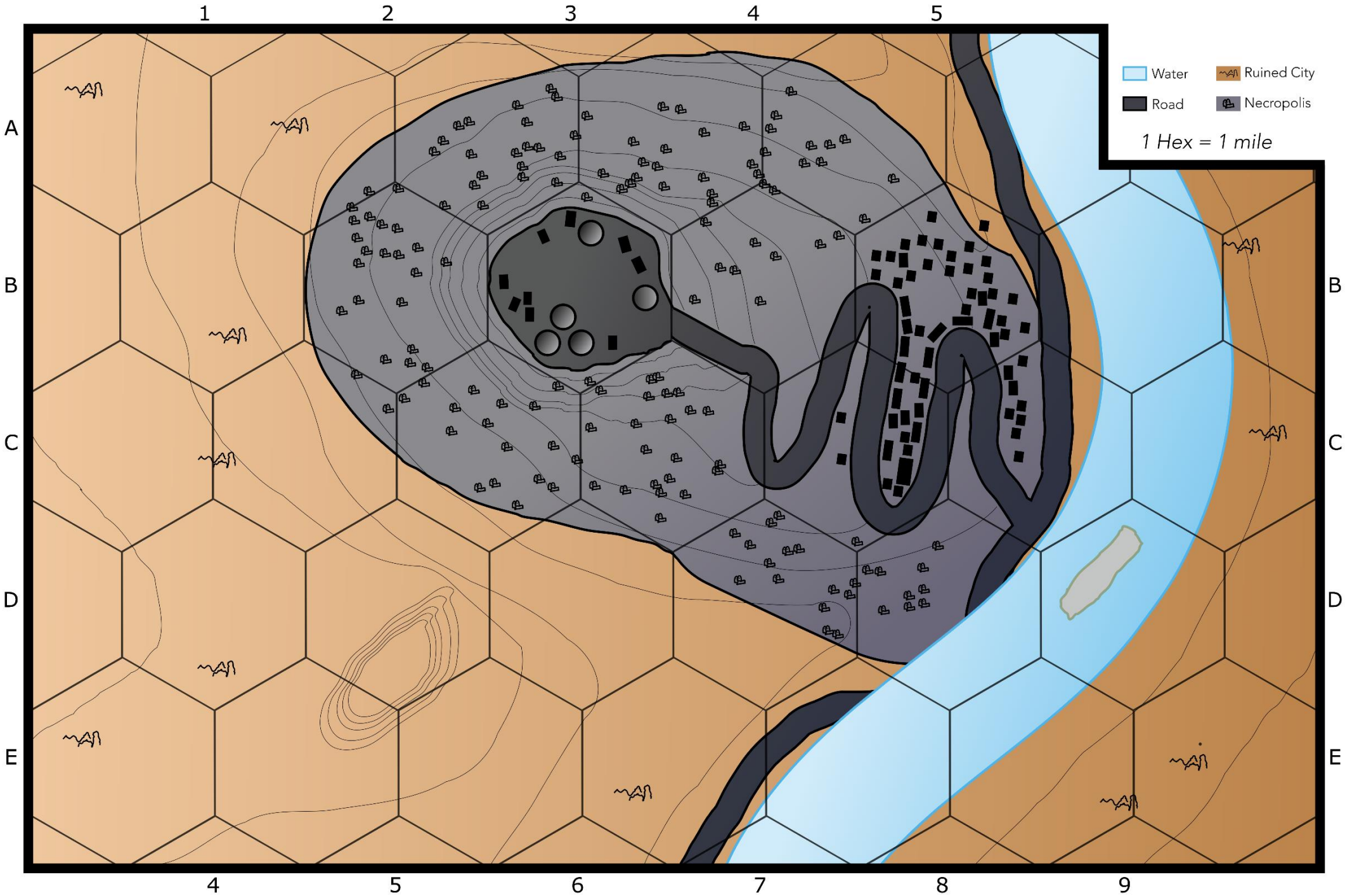
2. Heart Chamber. The heart itself is interred under a central glass floor. The walls are covered with screens and technological devices. A camp and supplies are in the southeastern corner. **Anders** is here, working at one of the devices. **Tagros** is attending him.

- **Anders is defeated.** The Creeping Breath stops, and the Halls of Time allow travel away from the city.
- **Anders is victorious, or the heart is removed.** After 1d4 days, he removes the heart and travels to his fortress in the north. The Halls of Time and the Citadel crumble in 1d6 days.

REFEREE MAP OF THE CITADEL SURROUNDINGS



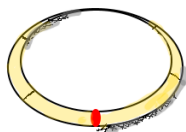
PLAYER MAP OF THE CITADEL SURROUNDINGS



MAGIC / TECHNOLOGICAL ITEMS

REJUVENATION NECKLACE

When placed on a humanoid creature's neck which has died in the last turn



the necklace quickly decapitates its wearer. Thin metallic legs telescope out and it then attacks the nearest living humanoid.

Active Necklace

AC -2 [21], **HD** 1 (4hp), **Att** 1x grapple, **THACO** 19 [0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** -, **XP** 10, **NA** 1 (0), **TT** -

- **Graft.** On a hit, save vs paralysis, or permanently grafts itself onto its target.
- **Control.** After 2d6 turns new head takes control. After 1d6 turns, the old head necrotises and falls off.
- **Interrupt.** Damaging the head interrupts the process. Save vs death or die.

SKIN KNITTER

A spider like device covered with a number of buttons. If the correct buttons are pressed, when placed on a creature it will automatically move to a wound, tend it, and stitch up the wound, fully healing the recipient. If the wrong buttons are pressed, the device assumes a different race of the recipient, and quickly burrows under the flesh to remove the foreign matter, killing them.

An INT check is required to press the right buttons.

CHIT OF ACCESS

Opening any door while holding the Chit will instantly transport you to the entry staircase of the Stacks of Ultan (page 20). Leaving the stacks holding the Chit will return you to the Archivist's Tower. Once the chit has made a round trip, it crumbles to dust.

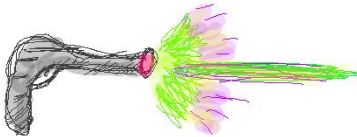
TINCTURE OF INSENSITIVITY

This potion allows you to ignore all pain for 1d4 turns. A character may act normally even when they have taken enough damage to bring them to -10hp so long as their legs still exist.

ENERGY MACE

Two handed, fluted, arced plasma around the head. Has 4d6 charges.

- **Damage.** 1d8, save vs. death or disintegrate
- **Qualities.** Blunt, Melee



ENERGY PISTOL

A small sleek one-handed energy weapon. Has 4d6 charges.

- **Damage.** 1d8, save vs. death or disintegrate
- **Qualities.** Missile (5'–80' / 81'–160' / 161'–240')

AVERN

A plant that looks like a sunflower made out of razor blades. Can be used in melee or leaves plucked and thrown. Has 1d6 leaves.

- **Damage.** 1d4, save vs. death or die in 1d4 rounds
- **Qualities.** Missile (5'–80' / 81'–160' / 161'–240')



BESTIARY

ANDERS

Human grown to 150% normal size, 9" tall. Highly intelligent. Wields technological devices to reproduce magical effects.

AC 3 [16], **HD** 5 (22hp), **Att** 1x Energy Mace (1d8) or Energy Pistol, **THACO** 15 [+4], **MV** 60' (20'), **SV** D10 W11 P12 B13 S14 (5), **ML** 9, **AL** Chaotic, **XP** 425, **NA** 1 (0), **TT** G

→ **Devices:** Each can be used 3 times a day to reproduce a magic power.

- a. Charm Person
- b. Shield
- c. Levitate
- d. Mirror Image

→ **Energy Weapons:** Save vs. Death or disintegrate



ALZEBO

Cunning bear analogue, red fur. 9" tall. Absorbs the memories and thought patterns of any creature it eats.

AC 6[13], **HD** 5 (22hp), **Att** 2x claw (1d6), 1 x bite (1d10), **THACO** 15 [+4], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** any, **XP** 300, **NA** 1 (1), **TT** T

→ **Mimicry:** If hidden, the Alzebo has a +4 NPC Reaction bonus against the family of its last victim.

CHALLENGING ARMIGER

Noble military class that seeks duels with worthy opponents. Wields an Avern, a deadly plant.

AC 4[15], **HD** 4* (18hp), **Att** 1x Avern (1d4), **THACO** 14 [+5], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (4), **ML** 9, **AL** Lawful, **XP** 125, **NA** 1 (0), **TT** T

→ **Avern:** If hit, save vs death or die in 1d4 rounds.

GUILD OF THE SEEKERS OF TRUTH AND PENITENCE

Masked, wearing darker than black cloaks, and bare chested. Masters in the art of pain and excruciations. Absolutely obedient.

→ **Domination:** On a hit, a victim is paralysed for 2d4 turns (saves vs paralysis).

Master

AC 4[15], **HD** 4* (18hp), **Att** 2x fist (1d4), **THACO** 14 [+5], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (4), **ML** 9, **AL** Lawful, **XP** 125, **NA** 1 (0), **TT** T

Journeyman

AC 4[15], **HD** 2* (9hp), **Att** 2x fist (1d4), **THACO** 14 [+5], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 9, **AL** Lawful, **XP** 25, **NA** 1 (0), **TT** S

Apprentice

AC 4[15], **HD** 1* (4hp), **Att** 2x fist (1d4), **THACO** 14 [+5], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 9, **AL** Lawful, **XP** 13, **NA** 1d4 (0), **TT** P

OVERDUE

Those who thrice don't return their loans on time are cursed to wonder the stacks, maintaining the books, and enforcing the rule of silence and darkness.

AC 9 [10], **HD** 1 (4hp), **Att** 1x dagger (1d4), **THACO** 19 [0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 11, **AL** Lawful, **XP** 13, **NA** 2d4 (0), **TT** U

→ **Magic Powers:** Each can be used once a day.

- a. Darkness
- b. Silence 15' Radius

RADIATION ZOMBIE

Undead creatures saturated in eldritch energy. Will aimlessly shamble and attack on sight.

AC 9 [10], **HD** 1 (4hp), **Att** 1x Claw (1d4), **THACO** 19 [0], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Chaotic, **XP** 13, **NA** 1d8 (1d8), **TT** -

→ **γ Aura.** All players ending a round within 20' save vs death or take 1d4 damage.

TAGROS

Robotic assistant to Anders. Attends him, cooks, cleans, and heals him. Aspiring playwright.

AC 7 [12], **HD** 1 (4hp), **Att** 1x Cane (1d4), **THACO** 19 [0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Chaotic, **XP** 13, **NA** 1d8 (1d8), **TT** -

- **Magic Powers:** Each can be used once a day.
- a. Cure Light Wounds
 - b. Purify Food and Water

UNDINE

Large underwater dwelling humanoids. 20' tall and unable to support themselves out of the water. Expert enchanters.

AC 7 [12], **HD** 7+3 (34hp), **Att** 1x Trident (2d4), **THACO** 12 [+7], **MV** 90' (30'), **SV** D8 W9 P10 B10 S12 (7), **ML** 10, **AL** Chaotic, **XP** 850, **NA** 1 (1), **TT** G

- **Magic Powers:** Each can be used three times a day.
- a. Cure Light Wounds
 - b. Darkness

- c. Cause Fear
- d. Hold Person
- e. Growth of Animal

ZOANTHROPE

Humanoids who have decided to throw off the shackles of their sentience and live the life of animals. Small family groups.

- **Charm Immunity.** Due to the zoanthropic procedure, their brains cannot process magical energies.

Roaming

AC 7 [12], **HD** 1 (4hp), **Att** 1x Club (1d8), **THACO** 19 [0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 13, **NA** 1d4 (1d4), **TT** P

Many-Headed

AC 7 [12], **HD** 5 (22hp), **Att** 1x Club (1d8), **THACO** 15 [+4], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** Neutral, **XP** 425, **NA** 1 (1), **TT** D

- **Heads.** 5 heads with rejuvenation necklaces sprout from atop its shoulders. A necklace is activated for every 5 hp lost.

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