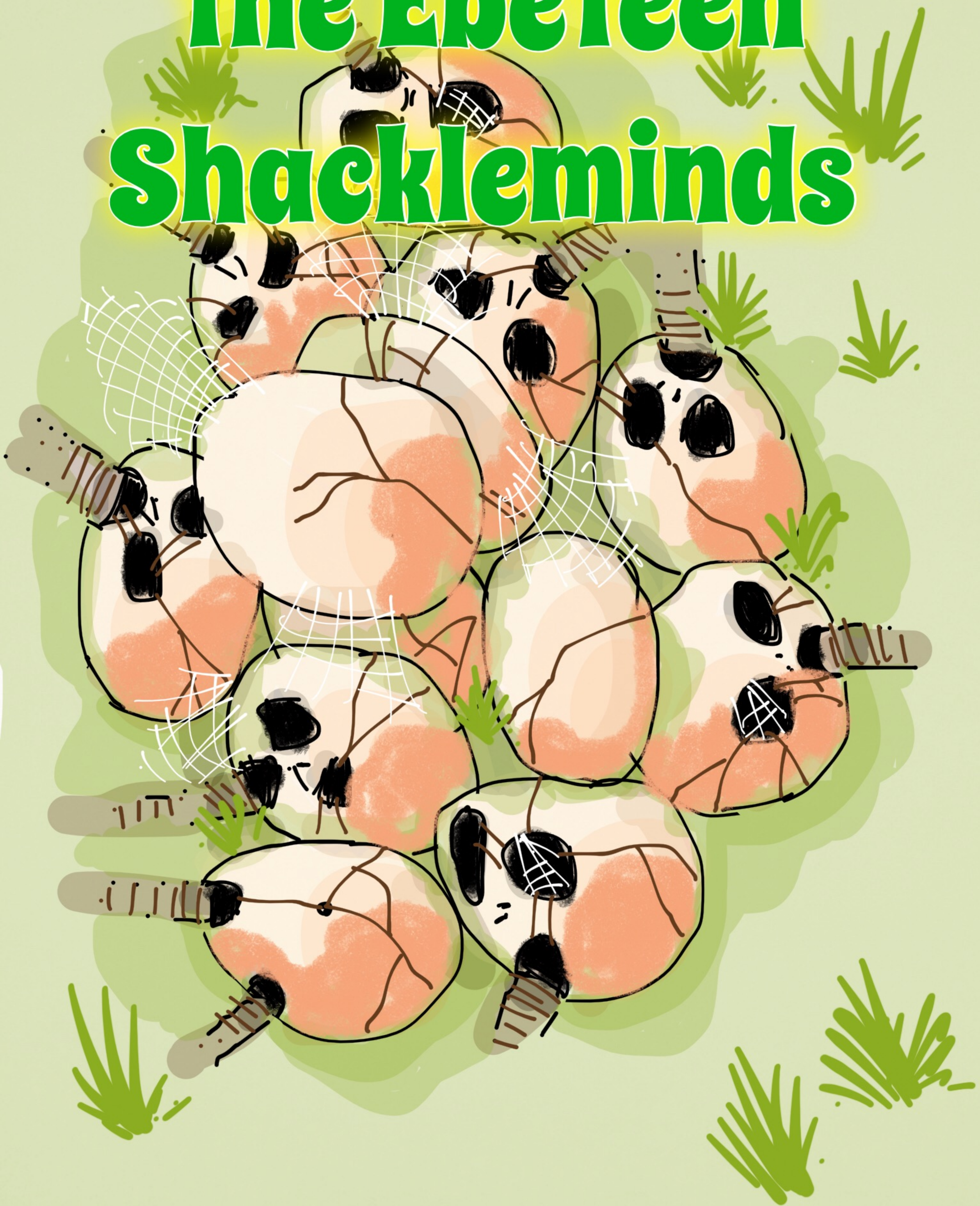


The Ebeteen Shackleminds



Adventure 8 The Ebeteen shackleminds rise again

The Ebeteen shackleminds rise again. They built homes and shrines in the petrified heads of the cinderwar biogomorrhans.

One tomb is guarded by the Ebeteen Shackleminds who built homes and shrines in the petrified heads of the cinderwar biogomorrhans.

The Ebeteen Shackleminds stand together but you must find the one who stands apart. Seek the help of Merdoramon the magician who lives in ancient Radimore in Tharia. He will be a powerful ally in defeating the Ebeteen Shackleminds.

Radimore in Tharia

In the East, a few miles south of Phyrmyra is a desolate place. Legends claim that the gods hate it because of olden blasphemies that happened there.

Long, long ago Radimore, perhaps the oldest city on Yarth, was the focal point of strange powers. It is where this world of Yarth and those nether worlds of Belthamquar, Eldrak, and the other demons once touched, by a happenstance in the time and space continuum.

Tales are told of Radimore, that it had been the home of those people who first worshipped the dark god, Pulthoom. It was the birthing place of all magicians, for it had been there in the subterranean cellarways of that city that magic first came into being.

Part One: The Cellars of Radimore

The rift is a link to a 'conduit' setting off the correct 'flare' whisks a person onto the conduit where they may meet extra terrestrial entities and return eventually, often years later, with 'souvenirs'.

Once Pulthoom arrived through the conduit . He instructed the People he met in the cellars on how to contact gods and demons directly with summoning rituals. This was how magic was brought to Yarth.

Once the space suit hood was brought back, they are not connected.

The cultists are waiting to use the conduit. Sometimes setting off the flare doesn't result in being taken because their flare is not the flare. Returning insane cultists run the cult.

Vegetable cultists are worshipped as holy. Failed travellers who are not taken are sacrificed as unworthy. Taken cultists that do not return are assumed eaten by Pulthoom. The rest wait their turn and chant etc.

The conduit.

Merdoramon mentions his fear of being trapped, a foretaste of the horror that awaits him in the palace tower.

Merdoramon is much younger than his future 'healed' self.

Merdoramon:

He is a short, plump man clad in an ankle-length silken robe, under which he wears a kalisiris belted with silver balls. A pointed cidaris protects his balding head. His face is as round as a happy child's, beardless and plump from good foods and excellent wines.

Finding the players are from the future inspires Merdoramon to investigate time travel.

Seeing Chester inspires him to create Chester.

1. Radimore

Radimore in Tharia

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Merdoramon is not at home. His (familiar to the players) air car is present so he hasn't gone far but he has been absent for 11 days according to his servants.

His servants will not let anyone into his study.

Checking his study reveals manuscripts recently used and annotated concerning the **Ebeteen Shackleminds**, the **Cinderwar**, the **Biogomorrhans**, the **missing moon of Yarth** and the **God Pulthoom**.

There is a familiar red and brass chest in his study. Searching will find a pair of blue boots of scintillating speed in a cupboard.

General information:

-The Shackleminds are a threat to everyone.

Merdoramon believes they are trying to resurrect the Biogomorrhans' biological weapons and unleash them into the world again. He has resolved to stop them.

-Merdoramon has researched the horror of the **Cinderwar** where over 90% of the surface of Yarth had to be set on fire in order to cleanse the plagues released by the different warring **Biogomorrhans** families.

The war destroyed one of **Yarth's moons**, exterminating the race of people who had made it their home. Only a few escaped in spherical ark ships. (One is crashed on another moon and one is heaven's ball- this is not mentioned, the players may draw their own conclusions).

-An ancient guidebook to the southern continent of Yarth

"The Haunted Lands lie between the Pits of Koforal and the poisonous swamps of Illipat. All men of Yarth hate and fear the Haunted Lands, there are devils and worse in those mists that seep eternally from cracks in the rocks and crevasses in the ground, and that come down from the very clouds to add their moisture to the rest. A wanderer might make only a weak fire in that wilderness of tumbled stone and gravelly ground. It is a dead, barren world, and what little vegetation grows there is sparse and stunted, and oddly distorted.

Past a huge boulder that bears cryptic carvings, put there by a hand that Yarth has long ago forgotten, lie the remains of the Biogomorrhans, instigators and final victims of the Cinderwar.

Somewhere deep within those giant petrified heads that litter the landscape lurk the Ebeteen Shackleminds weaving their wicked plans and hatching their plots that will doom mankind."

This passage is annotated with "They are in the swamps of Illpat! How have they moved

there?"

-**The hood of Pulthoom** is an artefact from another world used by Nemidomes of Abathor to protect him from the Shackleminds' mental powers. Merdoramon believes it still exists in the vaults and cellars beneath Radimore, reclaimed by the followers of Pulthoom after **Nemidomes of Abathor** died and stored in their Black Church. He thinks it will protect him from the mind control of the Shackleminds.

-**There is a partial map of the cellars beneath Radimore** showing a route to the Black Church of the worshippers of Pulthoom. The map shows other passages passing under and over the large cellar/cavern where the church is. They have been annotated with: "I face more than wizardry, I deal not with demons but with—things of some other world, another place in the universe. They come and gibber at me, when night falls. As if they were—talking." There is also a note about the number of insane followers of Pulthoom.

It should be clear that something is wrong. All Merdoramon's earlier trips to the cellars were one or two day affairs.

2. Tracking down Merdoramon

Following the map is easy enough. The cellars are of different styles and span centuries of construction. All are domed chambers connected by narrow, low corridors. There are rats and a certain dampness but generally the warm air of the area keeps things bearable. Occasionally, as one nears the Black Church, the faint smell of cinnamon can be detected in the air.

Merdoramon is being held captive and awaiting sacrifice in the crypt of the Black Church.

The Black Church

Is in a large set of cellars hollowed out and joined over the centuries to form a huge cavernous space.

The church has been built over the vent that is releasing the cinnamon scented gas that reacts with Radimorian power cores to flare and activate the conduit. The gas seeps slowly and in small quantities.

Around the church are the camps of hundreds of worshippers of Pulthoom. These are normal people from all over Yarth. The actual cultists are inside the church or patrolling very close to it.

The cultists wear black hooded robes so it is possible to sneak inside the church disguised.

Worshippers of Pulthoom (swarm) powerful opponent

If the worshippers are roused to violence they will attack as a 20HD swarm with unlimited HP no armour competence 16 damage 2D10+2D12 damage.

Lots of clawing and biting. Criticals disarm players and their weapons and equipment are gleefully scurried away to join the piles of artefacts inside the church or the detritus of the camps.

Insane Cultists of Pulthoom (swarm)

A smaller swarm than the worshippers but only until the worshippers join in. Generally 24+D12 cultists per swarm. Competence 14

12HD 120HP no armour damage 2D12

Lots of clawing and biting. Criticals disarm players and their weapons and equipment are gleefully scurried away to join the piles of artefacts inside the church.

Tunnels

There are tunnels and cellars honeycombing the area around, above and below the Black Church.

The cinnamon scented gas gets into the tunnels occasionally and can be detected in places where it's collected.

To the east are the Gibberers.

"We face more than wizardry," muttered the plump little man. "We deal not with demons but with—things of some other world, another place in the universe. They come and gibber at us, when night falls. As if they were—waiting."

Gibberers from the conduit.

Ghostly shapeless entities that strike with red claws if threatened by light. Encountered in groups of 3-5

HD8 HP80 AP N/A immune to physical damage. Competence 14. Damage 3D6 -Gibberers ignore armour.

These are beings from elsewhere sucked away from the conduit and stranded here. Whilst hostile they can be reasoned with and may offer benefits. They can explain the flare. They can explain how to activate the flare properly. They can explain how to travel the conduit but communicating with them is difficult.

The Claw of Pulthoom

In one chamber near the Gibberers there is a hole leading down to a much older cellar than the ones in the area of the Church. Down here is a skeleton partly hidden by a rockfall. It is wearing an ornate leather exoskeleton, an ancient Radimorian mining suit. Only one of the massive digging claws that fit over the wearer's hands is present. It has an intact but quite depleted power core (similar to the flying car) and the remaining claw has its own separate booster core which is also functional.

Both claws will react with the seeping cinnamon gas to flare and activate the conduit when taken up to the levels of the church. Someone wearing the exoskeleton will be drawn into the conduit.

With some work the power cores can be recharged to give extended life and raise the UD to 10

Radimorian mining exoskeleton UD6 (check as armour)

Adds 6AP but counts as leather armour. Includes a helmet. Allows seeing in darkness.

Purifies air and provides 30mins of on board air if needed.

Adds +4 STR, +4 DEX and doubles normal movement and carrying capacity.

Claws can be used as weapons. Single claw +4 damage, both claws +6 damage.

The missing claw hangs in the Black Church intermittently reacting to the cinnamon gas and activating the conduit.

Inside the Black Church

Gaining entry to the Black Church

The cultists wear black hooded robes so it is possible to sneak inside the church disguised.

The worshippers wear normal clothes so mingling with them is easy.

A tunnel above the chamber allows access to the church roof where windows in the tower give easy access.

A tunnel below the chamber allows access to the crypt although it's been barricaded from within.

When the players arrive Merdorammon will be held in the crypt awaiting sacrifice with a group of victims collected from interlopers and captured vagabonds from the city above.

Merdorammon is not in a good way he has a phobia about being combined in one place. His spells are exhausted and he has had no safe rest to regain them. He has been attacked by the worshippers and cultists and has few HP remaining.

The Cult will be calling their god and a cultist will be attempting to set off the flare to enter the conduit. This will give the players a crash course in what's happening and how the cultists think things work.

The hood looking like part of an alien space suit hanging over an altar in the church.

The Claw of Pulthoom is also displayed.

Other artefacts are heaped around the interior of the church.

Sacred texts, the transcriptions of returning travellers babblings or writings are pinned everywhere. (New spells will be amongst them. Including a ritual to restore the mind.)

The cultists believe the flare is a black flame that gives off no heat this is an artefact from the conduit from long ago. It's real purpose is a mystery. Cultists step into the flame and it erupts into a painfully bright blue light which sometimes results in the cultist being drawn into the conduit. Whilst the flare does no damage being drawn onto the conduit is both harmful and painful. There's lots of screaming. The congregation mimic this which is unsettling. The telltale odour of cinnamon is always present when the flare works of course. Unless the players have been in the tunnels they will not know the cinnamon gas causes the flare and not the other way around.

A cacophony of drums, gongs and the wailing of the insane fills the church.

Over this the voice of the High Priest rings out.

High Priest:

Consumed, you will burn as a flare in the darkness.

Noticed, you will be drawn to the majesty of Pulthoom.

Ignored, you will become the flare of the one who follows you.

Congregation:

This is the will of Pulthoom.

High Priest:

Chosen, you will travel the high road to glory.

Blessed, you will return as a lord among the children of Pulthoom.

Lost, you will be wiped from the memory of man.

Congregation:

This is the will of Pulthoom.

Sacrifices are either interlopers, kidnapped people from Radimore or failed cultists.

At this point the sacrifice is killed by priests biting its throat out and the chosen cultist steps into the flame.

Cultists are taken infrequently and randomly. Failed ones are dragged to the altar and sacrificed after the chant and another tries. Despite the low likelihood of survival the lost and the lonely from Radimore and beyond continually swell the ranks of the cult.

Taken cultists cause a brief stir with mutterings of "praise Pulthoom" and then everyone settles down to wait.

Only one successful taking is carried out each day.

Returning cultists can arrive any time, usually years after they left.

Returning cultists are all mad. Some are vegetables. Some clutch items from beyond. Some write words from beyond in the blood of the slaughtered that is kept for this purpose and thrown on them and the floor if it looks like they want to write. Some speak or chant things. All this is transcribed by a set of waiting scribes and added to the mass of writings in the walls. No one bothers to study the writings.

Sometimes they bring back a spell. Not often.

Proceedings are interrupted by the return of a cultist thus delaying Merdoramon's sacrifice and giving the players a chance to act.

The returned cultist is insane but lucid.

He screams repeatedly: "He comes!"

Shortly after Pulthoom arrives (not Pulthoom but another otherworldly denizen, the red maw beast)

Pulthoom is carrying several cultists and the missing PC if there is one. Being insane they all squirm and shriek in his grasp.

He wants to see where they came from because they are tainted by the nearness of Izvoreni tombs. The characters are very tainted. He cannot talk to the ones he carries because they're mad but he instantly senses the characters and attempts to communicate with them.

This will reveal their presence to the cultists who will be enraged, believing Pulthoom is revealing spies and interlopers. The cultists will attack.

Pulthoom will act to protect the heroes until he can talk to them. This will be confusing to the cultists.

The outcome

Pulthoom can be communicated with either by speak with monsters spell or giving him the short time he needs to learn the players' language.

He wants a starcophagus from an Izvoreni tomb. Maybe there's a tomb on his world that needs destroying, maybe he just wants their Technology. He will pay for this with high level spells.

New wizard spells from Pulthoom:

Magic Jar Spell Level: 5 Range: See Below Duration: See Below

This spell relocates the caster's life essence, intelligence, and soul into an object (of virtually any kind). The jar must be within 30 ft of the caster's body for the transition to succeed. Once within the magic jar, the caster can possess the bodies of other creatures and people, provided that they are within 120 ft of the jar and fail a saving throw. The caster can return his soul to the magic jar at any time, and if a body he controls is slain, his life essence returns immediately to the jar. If the caster's body is destroyed while his soul is in the magic jar, the soul no longer has a home other than within the magic jar (although the disembodied wizard can still possess other bodies as before). If the jar itself is destroyed while the Magic-user's soul is within, the soul is lost. The wizard can return from the jar to his own body whenever desired, thus ending the spell.

Project Image Spell Level: 6 Range: 240 ft Duration: 1 hour

The caster projects an image of himself to a max range of 240 ft. Not only does the projected image mimic the caster's sounds and gestures, but any spells he casts will appear to originate from the image.

Merdoramon wants the helmet.

The helmet isolates the user from all mind altering effects.

The players can get the second claw and add it to the exoskeleton if they want to.

They can discover a ritual to cure madness amongst the scrawling on the walls.

Madness can be cured? Then the cultists can be cured too. What a twist!!!

There are also other artefacts and spells amidst the cult's loot.

New wizard spells from the Black Church:

Hold Portal Spell Level: 1 Range: Referee's discretion Duration: 2d6 turns

This spell magically holds a door or gate in position for the spell's duration (or until dispelled). Creatures with magic resistance can shatter the spell without much effort.

Detect Thoughts Spell Level: 2 Range: 60 ft Duration: 2 hours

The caster can detect the thoughts of other beings.

Phantasmal Force Spell Level: 2 Range: 240 ft Duration: Until negated or dispelled

This spell creates a realistic illusion in the sight of all who view it. The illusion disappears when it is touched, but if the viewer believes the illusion is real, he can take damage from it.

Darkvision Spell Level: 3 Range: Touch Duration: 1 day

The recipient of the spell can see in total darkness for the length of the spell's duration.

Fly Spell Level: 3 Range: Touch Duration: 1 turn/level

This spell grants the power of flight.

Mend Minds Spell level: 4 Range: Touch Duration: Permanent

This spell restores a damaged mind to normal.

Clank

The conduit links to Clank's homeworld and he could travel safely with his suit. Clank realises the conduit is a Hyper Light Highway used by the Hyper Light Drifters to travel between worlds. The Hyper Light Highways have been destroyed in the players' time but here, in the distant past, they still exist. Clank could use the conduit to fully power his suit and realise his Hyper Light Drifter potential. He will leave the party and enter the conduit to return at a later (fortuitous) time.

The Hyper Light Drifters are guardians. They are a sentient AI in a bio-engineered body. The body is constructed of living matter, so like any living thing it requires rest, sustenance, and can feel pain. Legends believe that the Hyper Light Drifters were created to combat a great super AI that was terrorizing their world. The Super AI created terrible monstrosities called Titans. These huge creatures laid waste to anything they came across. The Hyper Light Drifters were able to defeat the Titans and the Super AI, but at a great cost: their world was left in ruin and most of the Hyper Light Drifters were destroyed in the grand battle.

The remaining Hyper Light Drifters wander the galaxy, landing on planets to explore and look for a cause they can rally behind. Where there is darkness, oppression, and evil you will find a Hyper Light Drifter to bring illumination to the world and push the vile forces back.

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Part Two: The Ebeteen Shackleminds

The Haunted Lands lie between the Pits of Koforal and the poisonous swamps of Illipat. All men of Yarth hate and fear the Haunted Lands, there are devils and worse in those mists that seep eternally from cracks in the rocks and crevasses in the ground, and that come down from the very clouds to add their moisture to the rest. A wanderer might make only a weak fire in that wilderness of tumbled stone and gravelly ground. It is a dead, barren world, and what little vegetation grows there is sparse and stunted, and oddly distorted. Past a huge boulder that bears cryptic carvings, put there by a hand that Yarth has long ago forgotten, lie the remains of the Biogomorrhans, instigators and final victims of the Cinderwar.

Somewhere deep within those giant petrified heads that litter the landscape lurk the Ebeteen Shackleminds weaving their wicked plans and hatching their plots that will doom mankind."
-An ancient guidebook to the southern continent of Yarth

Armed with the helmet and rested Merdoramon readies his air car for the long journey to the Haunted Lands. He will be pleased to have the heroes accompany him.

Merdoramon the magician

12th level wizard. Competence 18

HP36 AP24 (shield spell)

Merdoramon will cast any spells required.

He is a short, plump man clad in an ankle-length silken robe, under which he wears a kalisiris belted with silver balls. A pointed cidaris protects his balding head. His face is as round as a happy child's, beardless and plump from good foods and excellent wines.

The majority of the journey is by owl but the nearest owl is still many hours flying time away from the Haunted Lands. The area is shunned. The flight is mostly over the the poisonous swamps of Illpat. Merdoramon is alert for signs of Shacklemind incursion into the swamps, his scrying has revealed them here. In reality the swamps have spread to cover much of the

Haunted Lands. The influx of new life, both animal and plant, is what has powered the Shackleminds' increase in activity. They have been extending their influence to many of the insects and particularly the spiders.

Merdoramon will realise what has happened as soon as the party reaches the old outskirts if the Haunted Lands and he sees the rich vegetation. He will explain the likely danger.

Crash landing in the swamp infested Haunted Lands

The Shackleminds, ever alert for intruders, will use their powers to pull the air car out of the sky.

The party will have to trek through the swamp. Merdoramon knows which way to head.

The swamp is smelly, more like a sewer from the rotting plants and animals and the piles of excrement that mysteriously litter it. There are clouds of mosquitoes. The boggy ground saps strength as one moves through it and the air is poor. It is impossible to rest in the swamp. Several creatures in the swamp will be hostile to the party, set there as guardians by the Shackleminds.

Web Wisps

Collections of sentient web with glowing eyes, solidified strands of marsh gas.

HD6 HP60 AP0 competence 12

Damage 2D6 and adhere to their target.

Each Wisp that sticks does automatic damage each subsequent round as it envelops and digests its target.

Multiple wisps can attach themselves to a target, each also reduces all stats by 2 as they hamper movement and spell casting and leech the life force from their prey.

Damage done to a clinging wisp is also done to the wisp's target.

Spiders

These orange monstrosities infest the swamp scuttling along the ground and dropping from trees.

They attack with surprise so first attack is with advantage.

HD8 HP80 AP8 competence 16

Damage 3D6 + poison (CON save or OofA)

Webs: often concealed within undergrowth and vines these are hard to spot. Getting caught in a web immobilises the target and summons a spider next turn. (STR save at disadvantage to break free from a web).

Bloat Flies

Bloat flies congregate around the fetid piles of excrement that litter the swamp

HD10 HP100 AP10 competence 14

Damage 3D6 and poison (CON) or OofA a critical fail means a fly has laid larvae in the living host of the adventurer's body. The eggs burrow doing an automatic 1D4 a round until removed by being picked out, a time consuming business that is a full action. Each round of picking roll UD for the larvae which begins at D6. Once the UD reaches 0 they are removed.

Infectors (swarm)

Infectors lurk in the darkest and smelliest parts of the swamp. Their presence is heralded by the buzzing sound of the clouds of flies that surround them. They will usually swarm out once the Bloat Flies attack something.
HD6 HP60 AP0 competence 12
Damage 1D6+1D8 damage to all targets in the area.

The petrified heads

After hours of toiling through the swamps the characters will begin to come across the huge petrified heads of the Biogomhorans. These giant skulls the size of medium sized houses or shops are covered in vegetation now and resemble hills with cave entrances where the eyes and mouths are.

There are many more spiders here and several entrances are blocked by webs.

As the heads become more numerous and closer together they begin to overlap with piles developing and so the land rises. At the summit of the hills of heads is a massive fused set of skulls where the Ebeteen Shackleminds lurk.

Getting near this structure is difficult. The Shackleminds have psychic barriers in place to confuse the mind. Anyone wearing the helmet is safe but everyone else makes WIS checks at a disadvantage or wanders away from their intended direction. The hood wearer will see everyone else splitting up and wandering off.

Separated characters will be set upon by spiders and swarms of spider young.

Spider young swarms

HD5 HP50 AP0 competence 11

Damage D12 to all targets.

Once hit a target receives automatic damage until freed of the swarm. (Fire works well).

The young are not venomous.

The party will do doubt eventually make their way to the lair of the Ebeteen Shackleminds.

The lair of the Ebeteen Shackleminds

Clank will return at some point in this section as a fully kitted out Hyper Light Drifter.

Room One:

Entry into the giant heads from the swamps. The openings are either mouths or eye sockets. The heads of the Biogomorrhans have been turned to stone by time. Each head is about 100 ft across.

Every entrance is blocked by webs. Touching a web immobilises the character and summons a spider. Webs must be burnt to remove them. Immobilised characters take 1D6 damage from burning webs.

Each room contains an egg pile in a corner. Around the eggs are spider young who will attack the party. The spider young will continue to swarm from the eggs (1swarm per round) until the egg patch is destroyed.

Killing the swarms creates a lot of noise. The baby spiders shriek and hiss as they die. Each

swarm killed summons an adult spider from a random entrance (spiders are not hampered by webs) or dropping from the ceiling.

Each room also contains 1-3 plinths.

The plinths are mechanical teleports. Activating a plinth causes anything on it to be teleported randomly to another room 1 or 2. Roll D10 and count clockwise.

The floor tunnels drop down 70-80 ft to room 3.

Spiders

These orange monstrosities infest the swamp scuttling along the ground and dropping from trees.

They attack with surprise so first attack is with advantage.

HD8 HP80 AP8 competence 16

Damage 3D6 + poison (CON save or OofA)

Webs: often concealed within undergrowth and vines these are hard to spot. Getting caught in a web immobilises the target and summons a spider next turn. (STR save at disadvantage to break free from a web).

Spider young swarms

HD5 HP50 AP0 competence 11

Damage D12 to all targets.

Once hit a target receives automatic damage until freed of the swarm. (Fire works well).

The young are not venomous.

Room Two:

Room twos are like room ones except they contain an adult spider as well as the babies and the egg piles are larger and generate 3 swarms a round.

Activating the plinths will do the same as in room one. Roll D10 and count clockwise.

The floor tunnels drop down 70-80 ft to room 3.

The adult spider is a spider boss and will rear up into its bipedal form as it attacks.

Spider Boss, genetic construct of the Shackleminds

They attack with surprise because of the transformation so first attack is with advantage.

HD10 HP100 AP9 competence 16

Damage 4D6/4D6 arms and 3D6 bite + poison (CON save or OofA)

Spits webs to immobilise opponents. DEX at disadvantage to avoid or immobilised and unable to defend.

Room Three:

The lower levels of the head pile contain 3+1D3 plinths, 1-2 small egg patches with accompanying baby spider swarms and any summoned adults that killing the swarms summon.

After the first round of combat 1D3 Shackleminds will warp in on to random plinths.

Ebeteen Shackleminds

Huge alien green heads with mesmerising blue/white glowing eyes. The Shackleminds are mysterious and unfathomable to human minds. Their total disdain for other life forms is

apparent in their everyday action.

Their massive brains give them fearsome psionic powers but they are physically weak and deflate like punctured air sacks when their thin skulls are crushed. The only sounds they make are a nauseating trilling that reverberates through human bodies causing a feeling of sickness and disorientation. Perhaps this is their language?

Someone wearing the Hood of Pulthoom is immune to all the Shacklemind attacks.

HD12 HP80 AP0 competence 16

Attack with psionic spell-like abilities. Two attacks per round.

Hold person. 4 targets. WIS save at disadvantage to break free each round.

Finger of death. 1 target, WIS save at disadvantage or OofA.

Charm. 1 target WIS save at disadvantage each round or attack nearest friend.

Feeblemind. 1 target. Reduce target's INT to 4.

Teleport. 1 target teleported. A Shacklemind can teleport themselves to another plinth as their sole action. This heals half their lost HP.

Anti magic shell. The Shacklemind is immune to magic for this round.

When all the Shackleminds have been killed the room wavers momentarily and any effects of Shacklemind attacks are cancelled. All the Shackleminds encountered in these rooms are illusions.

There is a web filled tunnel leading up 150ft to room 4.

Room Four:

This room is the top head of the pile.

All four Shackleminds wait here. There are six plinths but no spiders or eggs.

There is only one real Shacklemind, the one whose plinth spirals the opposite way to the others. Killing an illusionary Shacklemind is pointless, another will appear on an empty plinth next round.

Killing the real Shacklemind will destroy the others and shatter the plinths. 3D6 damage to all in the room from flying plinth debris. It will also trigger the appearance of the Spidermind!

The Spidermind will crash through the wall of the room from an adjoining skull. It scuttles forward chittering and mewling like a mad thing to devour the party. Part Shacklemind, part Biogomorrhan and part spider. The first of the unshackled minds!

The Spidermind, the next step in Shacklemind evolution.

The Spidermind is a mobile Shacklemind with prodigious speed and strength.

HD12 HP240 AP20 competence 18

Attack with psionic spell-like abilities. Three attacks per round.

Physical attacks with limbs and crushing body 3D6/3D6

Hold person. 4 targets. WIS save at disadvantage to break free each round.

Finger of death. 1 target, WIS save at disadvantage or OofA.

Charm. 1 target WIS save at disadvantage each round or attack nearest friend.

Feeblemind. 1 target. Reduce target's INT to 4.

Teleport. 1 target teleported.

Anti magic shell. The Spidermind is immune to magic for this round.

Examining the room the Spidermind emerged from will reveal a hole in the floor similar to those already encountered but not covered by webs.. This is the entrance to the tomb, it leads to a twisting passage that emerges into the outer tomb.

The Tomb

The Outer Tomb

The landscape is strange. Mutated plants and creatures exist among the derelict remains of strange technology. The air smells strange, loaded with spores, toxins and peculiar odours . Breathing is difficult here.

Rock spires jut from the ground in odd places and everything is covered with peculiar mosses and vines. This is the world of Yarth with the Biogomorrhans' plagues let loose upon it.

The cube is visible in the distance high on a promontory overlooking an uninviting body of water. It too is covered in unpleasant looking vegetation. The way towards it is through the nightmare landscape.

The outer tomb is patrolled by giant viruses spawned by Virus Nodes stationed at intervals throughout the area.

Virus Node. Giant Virus generator

HD12 HP120 AP12

Damage 0

Summons 1-3 Giant Viruses each turn to a maximum of 6

Giant Virus

HD10 HP100 AP10 competence 10

Damage 1D10 plus random plague effect from puncturing the skin with their legs.

Plague chart

- 1 Blinded
- 2 Deafened
- 3 Muted
- 4 Gnarled Hands. Can't hold items.
- 5 Eye Bleeding. Blindness and 1D4 CON loss.
- 6 Spontaneous Combustion- Massive fever! The character feels like they're on and is dealt 2d6 damage each round until cooled.
- 7 Boils, Warts, Zits and Festering Sores. 1D6 CON loss.
- 8 Massive Weight gain. 1D6 DEX loss.
- 9 Wasting away. 1D6 STR loss.
- 10 Random Body Part withers: right leg, left leg, right arm, left arm, torso, head. Limb useless. Head or torso OofA.
- 11 Headache! 1D6 INT and WIS loss.
- 12 OofA

The cube

Inside the cube waits Balok, a Biogomorrhan.

The doorway to the pocket universe is a huge corpse with a gap in its chest seemingly part of the wall behind him. It moans and twitches from time to time.

Balok the head of a Biogomorrhan

HD12 HP120 AP0 (successfully manipulating the plinth does damage equal to character's INT+level)

Balok summons a Virus Node to defend the tomb whilst attacking himself with his Stare of Corruption.

Stare of Corruption: 1 target begins to twist and change into a hideous parody of human life, genetically altered at the cellular level. This cannot be stopped and in three rounds the victim will become a twisted, crawling thing with no trace of its previous form or being left. (Timer D6!) A successful WIS save will delay the final fate by a round. The victim can attempt a save each round.

Once Balok is deactivated a remove curse will cure a victim that has not reached the final stage.

When Balok is beaten the chest hole in the wall corpse widens, with the appropriate wet cracking sounds., into an aperture wide enough for people to climb through. The journey through the corpse wall is wet, sticky and very unpleasant.

The Inner Tomb

The world of the inner tomb is even more of a nightmare than the outer tomb.

It is a jumble of spires and platforms floating or standing in a seething sea of corruption, a thick liquid with a surface like an overflowing Petrie dish magnified thousands of times. The party is only offered glimpses of the strange creatures that inhabit this sea but these are enough to warn them that entering it will be fatal.

The land masses are covered in dangerous organisms both plant and insect and are patrolled by invisible Floormasters which can scabble up sheer faces or drop from above. At least you can hear them when they scabble.

High levels:

Stage one Floormasters

HD8 HP80 AP8 competence 12

Damage 3D6 crushing. Once hit a character takes automatic 2D6 damage each round.

Floormasters are invisible to normal sight. When a stage one floormaster is killed it scuttles off and hides/waits until it can combine with two others to make a stage two floormaster.

Stage two Floormasters

HD12 HP120 AP12 competence 16

Damage 3D10 crushing. Once hit a character takes automatic 2D10 damage each round.

Floormasters are invisible to normal sight. When a stage two floormaster is killed it scuttles off and hides/waits until it can combine with another to make a stage three floormaster.

Stage three Floormaster

HD16 HP160 AP15 competence 18

Damage 3D12+12 crushing. Once hit a character takes automatic 2D12 damage each round.

Floormasters are invisible to normal sight.

Mite swarms (swarm)

HD5 HP50 AP7 competence 12

Damage 1D12 to all targets in the area biting and blood drain.

These bloated mites lurk in crevasse and holes but swarm out when they sense blood.

Ground levels:

Grub swarms (swarm)

HD5 HP50 AP0 competence 11

Damage 1D12 to all targets in the area as they latch on and drain fluids. Anyone hit by a grub takes 1D8 automatic damage each turn until the grubs are dead or removed. Fire and salt work well.

These hideous creatures lurk in cavities under a thin viscous top layer of mud that resembles normal ground waiting for their prey to fall on them.

Terror trees

HD14 HP140 AP0 competence 14

Damage entangle up to four targets with roots and vines STR at disadvantage to break free. Captured characters are dragged to the Terror tree's maw next round to suffer an automatic 3D10+10 biting damage.

These are evil and indistinguishable from normal trees until they attack when they morph into their true shape and howl horribly.

Double damage from fire.

The sarcophagus is a pulsating spore/nodule thing with venting tubes high up on a platform. It can be opened by successfully stopping the gas venting from its nodules. Once the nodules are blocked the main body will begin to swell and will burst open three turns later doing 3D6 damage to anyone who is too near and releasing the Izvoreni.

Izvoreni (healthy) Giant cold germ

HD14 HP140 AP0 powerful opponent!

Competence 16

Immune to normal damage. Gets a save vs any spell.

Regenerates 4D6 HP a round.

Attacks psychically- WIS save or lose 1D6 from a random stat. If any stat reaches zero the OofA. These effects last 12 hours minus level. 1D3 targets.

And with plagues 1D3 targets.

Plague chart

- 1 Blinded
- 2 Deafened
- 3 Muted
- 4 Gnarled Hands. Can't hold items.

- 5 Eye Bleeding. Blindness and 1D4 CON loss.
- 6 Spontaneous Combustion- Massive fever! The character feels like they're on and is dealt 2d6 damage each round until cooled.
- 7 Boils, Warts, Zits and Festering Sores. 1D6 CON loss.
- 8 Massive Weight gain. 1D6 DEX loss.
- 9 Wasting away. 1D6 STR loss.
- 10 Random Body Part withers: right leg, left leg, right arm, left arm, torso, head. Limb useless. Head or torso OofA.
- 11 Headache! 1D6 INT and WIS loss.
- 12 OofA

Aftermath

Once the Izvoren is dead the tomb is broken and the stercophagus will be revealed as a massive stone coffin (just enough residual energy to take a firm familiar to the players). It is too big to move but Pulthoom can be summoned here to collect it. Pulthoom will be very pleased and give the wizards the promised spells.

New wizard spells from Pulthoom:

Magic Jar Spell Level: 5 Range: See Below Duration: See Below

This spell relocates the caster's life essence, intelligence, and soul into an object (of virtually any kind). The jar must be within 30 ft of the caster's body for the transition to succeed. Once within the magic jar, the caster can possess the bodies of other creatures and people, provided that they are within 120 ft of the jar and fail a saving throw. The caster can return his soul to the magic jar at any time, and if a body he controls is slain, his life essence returns immediately to the jar. If the caster's body is destroyed while his soul is in the magic jar, the soul no longer has a home other than within the magic jar (although the disembodied wizard can still possess other bodies as before). If the jar itself is destroyed while the Magic-user's soul is within, the soul is lost. The wizard can return from the jar to his own body whenever desired, thus ending the spell.

Project Image Spell Level: 6 Range: Far Duration: 1 hour

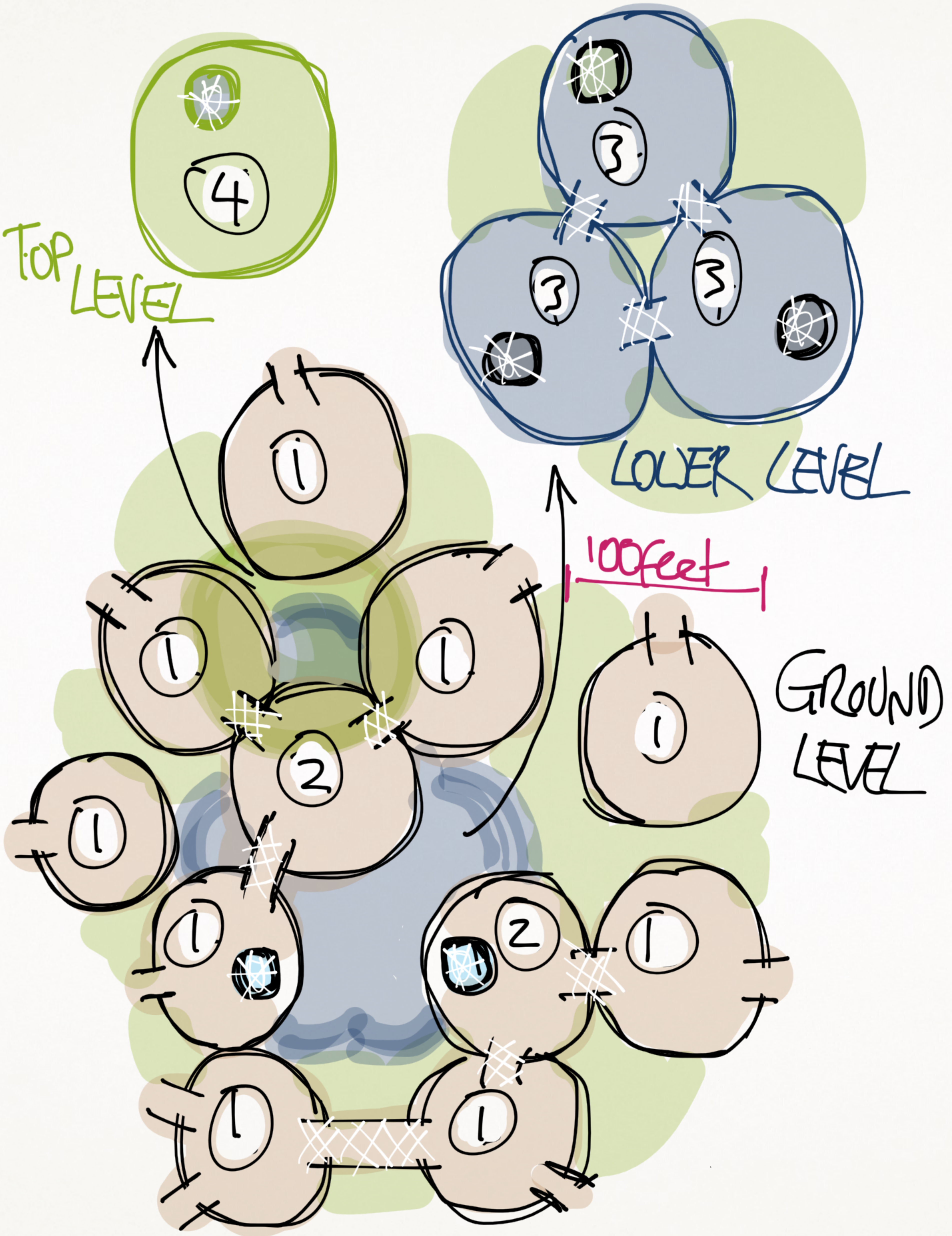
The caster projects an image of himself to a max range of 240 ft. Not only does the projected image mimic the caster's sounds and gestures, but any spells he casts will appear to originate from the image.

Merdoramon will be constantly amazed at the abilities of his newfound future companions and will decide to investigate the possibilities of time travel. He's also determined to make his 'own' Chester.

He will rescue and repair his air car later.

He can cast a spell to return everyone to Radimore.



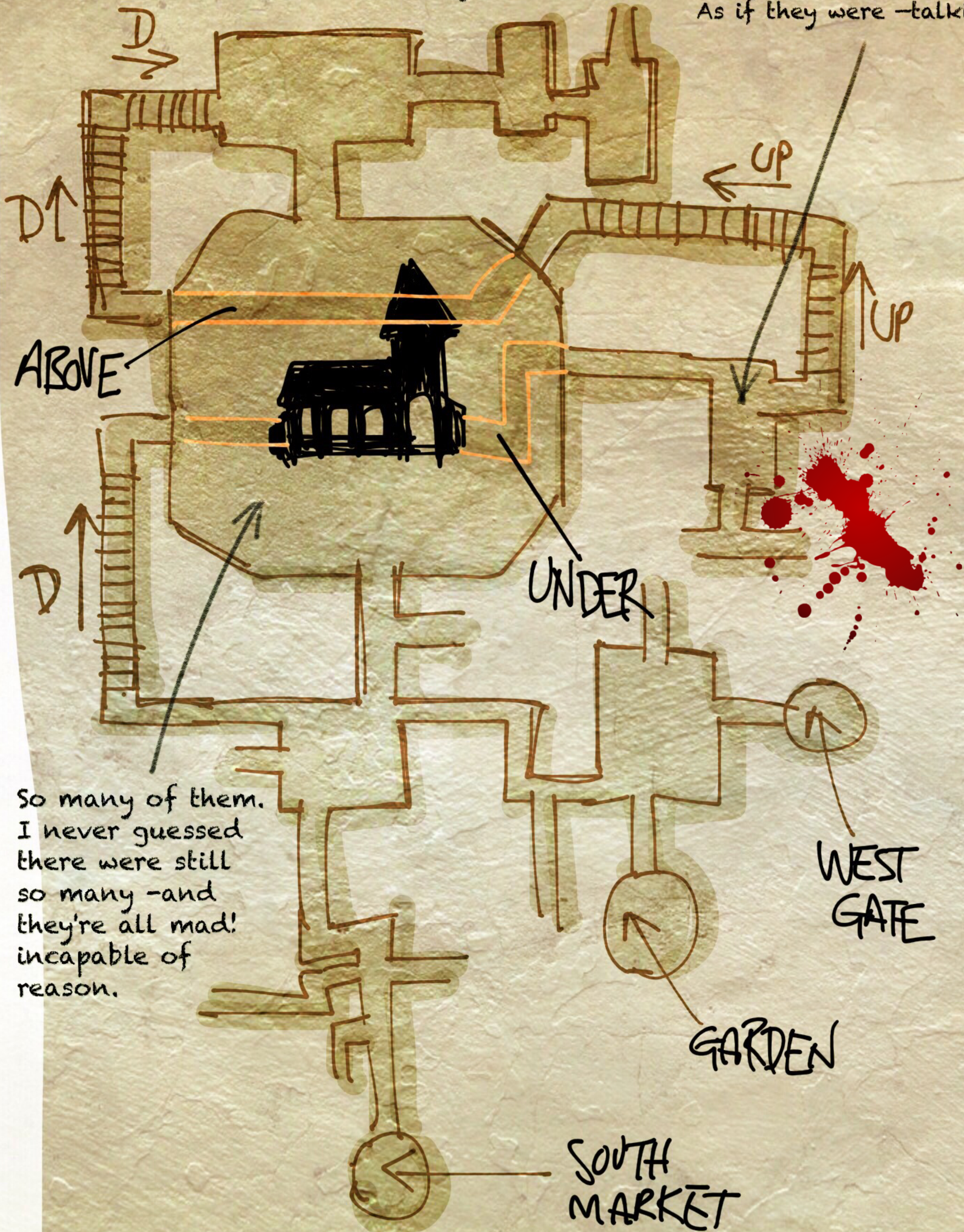


- "The Haunted Lands lie between the Pits of Koforal and the poisonous swamps of Illipat. All men of Yarth hate and fear the Haunted Lands, there are devils and worse in those mists that seep eternally from cracks in the rocks and crevasses in the ground, and that come down from the very clouds to add their moisture to the rest. A wanderer might make only a weak fire in that wilderness of tumbled stone and gravelly ground. It is a dead, barren world, and what little vegetation grows there is sparse and stunted, and oddly distorted.

Past a huge boulder that bears cryptic carvings, put there by a hand that Yarth has long ago forgotten, lie the remains of the Biogomorrhans, instigators and final victims of the Cinderwar. Somewhere deep within those giant petrified heads that litter the landscape lurk the Ebeteen Shackleminds weaving their wicked plans and hatching their plots that will doom mankind." -
An ancient guidebook to the southern continent of Yarth

They are in the swamps of Illpat!
How have they moved there?

I face more than wizardry, I deal not with demons but with -things of some other world, another place in the universe. They come and gibber at me, when night falls. As if they were -talking.



So many of them. I never guessed there were still so many -and they're all mad! incapable of reason.