



**the**  
**STONE APES**  
**of KNUUM**

## Adventure 10 The Stone Apes of Knuum

*"The final tomb can be entered with the aid of Knuum Gar, great spirit guardian of Knuum if he is summoned in the light of a full moon in a particular forest clearing in far off Alkebulan. I'm unsure of the details of this one."*

### **The stone apes of Knuum**

The statues commemorating the ancient giant ape guardians of the distant past are actually the guardians themselves. They were always stone apes.

### **Arrive in jungle via owl**

The jungle is hot and oppressive. Weird animal calls and bird sounds echo in the distance. There are a lot of insects around.

The party arrives in a clearing containing a gossip stone and an overgrown set of three monkey statues sitting around a stone pot. These are the Oracles.

Whispery voices rise from the pot:

*"Tell us how old we are traveller, we have forgotten."*

*"The tablets of Knuum hold the answer."*

*"The temple of the tablets is guarded."*

*"Tell us how old we are traveller, we have forgotten."*

*"Only the pallid stranger can summon Knuum Gar."*

*"Knuum Gar is the gateway to Knuum."*

*"Tell us how old we are traveller, we have forgotten."*

*"We will tell you how to summon Knuum Gar."*

*"Strangely, the tablets of Knuum were created long after Knuum was lost."*

Once the Oracles have been reminded of their ages, 3,3 and 8 millennia, the voices will say helpfully

*"When Knuum Gar ceases his wandering to rest he may be awakened by a silver whistle of Knuum."*

There will be no further messages or responses.

The pallid mask allows the wearer to see the steps of Knuum Gar in the moonlight. Following his steps shows the clearing he stops in to sleep where the whistle must be blown to wake him.

### **Gossip stone:**

1. Kamus of Kadizhar gazed on the Black Hole of Knuum in a dream and went mad it is said. Until the end of his days he raved about the Thing in the Pit and would not look at the sky.
2. The Cataclysm that wrought doom on Knuum removed the remains of that sad city from this reality. Perhaps the stone apes that survived are happier in their new home.

3. 'Yhtill wore the Pallid Mask of the Yellow Raja' as the old song tells us but this was not enough to save him and he was lost in Knuum forever.

4. The Yellow Raja is how the residents of prodigious Atlânaat referred to the Lord of the World. But they're all dead now.

5. The Lord of the World, sleeps, and sleeping, dreams; and all things that seem to be are but the figments of his dream; and those things whereof he ceases to dream at that moment cease to be.

6. The princess' lament has not been heard in the jungles of Knuum for untold ages. Luckily she wrote it down so she wouldn't forget the words if she returned.

### **Find temple of the tablets**

Cult of the three circles.

A High Priest who wears the pallid mask.

Cultists who want to access the lost third moon.

Half truths: their temple is actually a teleport machine although they don't know it.

The Three Circle cultists. The three circles are the three moons of a Yarth. The third moon is important. It's a clue to some great mystery. This is a mystery adventure. The tablets of Knuum are circular. Each resembles one of the moons of Yarth. The cultists search for the tablets looking for hidden secrets in the unreadable texts that apparently swirl around them.

### **Temple of the Three Moons**

Three metallic domes topped with spires that emit crackling energy.

The cult of the three circles is based here and hopes to locate the tablets of Knuum which contain the lost name of the third moon. Knowing this, they believe, will allow them to travel to it and learn the secrets of its lost inhabitants, who were not killed in the cinderwar but fled with their entire moon into another reality.

They are robed and have circles tattooed around their eyes. Each has a third circle tattooed on their forehead where their hidden third eye is. They use this eye to attack enemies with psychic beams.

They have the pallid mask, their high priest, Father Iormun-Gar wears it for ceremonies. The mask allows its wearer to see things that may not be in this reality. The third moon is visible in the heavens with the mask. The missing moon is alive with lights and seems to be inhabited.

The mask also reveals the writing that spirals around the inside walls of the three domes.

The writing is unintelligible even to magic but the High Priest chants meaningless syllables anyway as if he can read it.

Amongst this writing is the Princess' lament which can be read if the wearer of the mask also has princess Fetet's hat.

The cult owns a strange yellow bird which is kept in a cage.

*“A three-eyed golden foll. It speaks words of truth. Its eyes peer into the past, the present and the future—one eye for each!”*

The Golden Foll will speak once per day, at tea time, on receipt of food. It eats ham. It will utter a pronouncement for each time frame. Other than this it takes pleasure in mimicking other birds' calls.

The players will need to obtain the mask. This may cause conflict.

**The Princess' lament:**

*Along the shore the cloud waves break,  
The dim sun sinks behind the lake,  
The shadows lengthen  
In Lost Knuum.*

*Strange is the night where black stars rise,  
And strange moons circle through the skies,  
But stranger still is  
Lost Knuum.*

*Songs that the Stone Apes sing,  
Where flap the tatters of the King,  
Must die unheard in  
Lost Knuum.*

*Song of my soul, my voice is dead,  
Die thou, unsung, as tears unshed  
Shall dry and die in  
Lost Knuum.*

At the end of each verse is a button in the wall acting almost as punctuation. There are many, many of these buttons all over the insides of the domes and it is impossible to distinguish one from another.

Pressing all the buttons at the end of the verses causes the domes to shift into their converged alignment where the three spires touch and combine their beams. This also reveals the entrances into the tablet chambers. It's almost as if the poem was written to point them out.

There are strange machines inside the temple. Lost technology of the Other Men according to the cultists. Actually lost technology of Knuum. This can be worked out if someone notices the controls are not made for human hands but for apes. This technology is not dead and hums quietly to itself continuously. The humming will get louder if princess Fetet's hat is near a console.

This machinery seems to be the cause of the crackling energy outside.

The temple is three domes (actually globes half above ground) topped by spires. Once 'activated' the globes will rotate so the spires touch. This revealed an entrance in each globe allowing access to the previously inaccessible lower halves. As the spires touch they begin to hum and resonate together loudly. Eventually a beam of combined energy will shoot into the sky. This can be used to reach the moons of Yarth. Controls revealed beneath the domes can be used to target each moon.

#### **The tablets:**

Each dome has a room underneath it reached by steps from the entrances that are brought above ground and opened when the domes converge. Each room is small and contains one of the tablets housed on an ornate stand/lectern.

Each tablet is a plain circle of some sort of metal inscribed with a detailed surface texture so each resembles one of the moons of Yarth.

Each tablet contains an inscription written by Fetet as well as a lot of unintelligible writing similar to that which covers the insides of the rooms. Again this is visible only with the Pallid Mask.

*The three Oracles have existed for many millennia  
Multiplied together their existence would span seventy-two thousand years  
But even the learned priests of Knuum could not determine their individual ages.*

*The three Oracles have existed for many millennia  
Added together their existence would span millennia equal to the number of the Aspects of Gar  
But even knowing this the learned priests of Knuum who knew all there was to know about the Aspects of Gar could not determine their individual ages.*

*The three Oracles have existed for many millennia  
The eldest of the Oracles is the wisest  
If they'd known this the learned priests of Knuum could have determined the individual ages of the Oracles but, alas, none did.*

The Oracles are 3,3,8 millennia old.

The pallid mask allows the wearer to see the steps of Knuum Gar in the moonlight. Following his steps shows the clearing he stops in to sleep where the whistle must be blown to wake him.

#### **The cultists:**

If they are angered the cultists will attack. Each will open the third eye that is hidden in their foreheads and scourge their enemies with their psychic beams.

#### **Cultist of the Three Circles**

HD7 HP50 each.

competence 14

Damage Psychic beams for 2D8 and lose 1D4 points from a random stat. Defend with disadvantage.

No treasure.

### **Father Iormun-Gar, High Priest of the Three Circles cult**

HD10 HP100

Competence 16

Damage: Psychic beams for 2D8 and lose 2D4 points from a random stat. Defend with disadvantage.

### **Wake Knuum Gar and gain access to Knuum**

The pallid mask allows the wearer to see the steps of Knuum Gar in the moonlight. Following his steps shows the clearing he stops in to sleep where the whistle must be blown to wake him.

*"The final tomb can be entered with the aid of Knuum Gar, great spirit guardian of Knuum if he is summoned in the light of a full moon in a particular forest clearing in far off Alkebulan. I'm unsure of the details of this one."*

Small metal gorilla shaped whistle on a chain. Adds 4AP to the wearer and a certain craving for green leaves. It glows in moonlight and whistles (feebly because it's small) when danger threatens. When actually blown it is much louder but has no obvious effect. This whistle will summon Knuum Gar, great Gorilla spirit guardian of Knuum if blown in the light of a full moon in a particular forest clearing in far off Alkebulan.

Knuum Gar will teleport the party into the reality of Knuum after warning them it's dangerous. There may be no way back.

The jungle around them fades to be replaced with the overgrown ruins of an ancient, immense city. They were standing in Knuum all along.

The sky viewed from Knuum is a negative image. Black, crowded stars and three moons in a white firmament. It is always night.

Eerie howls, strangely melodious but haunting ring through the ruins. The stone apes mourn the passing of doomed Knuum grouped around the remains of an ancient temple. Each clutches a fragment of the banner that once belonged to the Forsaken, a brotherhood of fighting priests which made war against the Slain God who waited beneath Knuum, it is black and somehow fearsome to behold.

The city of Knuum is a place of narrow alleys between rows of black towers that have been shattered by the cataclysm. Each pile of rubble is a perch for a stone ape, the guardians of this city.

The Stone Apes of Knuum appear as large statues of gorillas but are living creatures. They will not move or react or even register as alive unless triggered.

The Inverted temple of the Dweller sits near the center of Knuum, perched precariously on the lip of the chasm. Once a church dedicated to the Forsaken, before they made war against the slain god who waited beneath Knuum. Hints of markings of three circles can still be seen inscribed in places around the Inverted Abbey, hints of the world as it was before the cataclysm occurred.

The centre of Knuum is dominated by the vast hole of the cataclysm. 400 metres across and too deep to see the bottom. Things dropped into the hole fall for several minutes before making any sound.

It doesn't take much to work out that the hole was made by something coming up from below, not falling from above.

### **Stone Apes of Knuum**

HD8 HP80

Damage 3D6 x2 fists and 6D6 crush/bite

The Apes will follow anyone who descends the pit. A group of them (6) will spring down the sides of the hole. They will follow the party without communicating until they can join in the attack on the Izvoreni.

Yhtill Roams Knuum. He can babble about the history. He no longer has the pallid mask of course.

### **Yhtill, scholar from prodigious Atlânaat**

HD12 HP 60

A learned man, wise in the ways of magic and demons but with a broken mind that causes him to babble. Sometimes real nuggets of information will rise to the surface and sometimes he is lucid for quite extended periods.

He knows of the Master of the World and where prodigious Atlânaat can be found.

He saw the cataclysm in time echo images as he explored destroyed Knuum and can sense the horror of the Izvoreni although he doesn't know what they are. He saw the sphere ship head off to the moon. He knows the Temples of the Three Moons are a way of reaching the moons- there used to be more than one and he knows the stone apes can operate the arcane machines that power it but he doesn't know that any machinery survived the cataclysm.

### **Yhtill's ravings:**

Yhtill, scholar from prodigious Atlânaat

In amongst the wittering and babbling are nuggets of information.

*"The Lord of the World, sleeps, and sleeping, dreams; and all things that seem to be are but the figments of his dream; and those things whereof he ceases to dream at that moment cease to be."*

*"The girl is mysterious, no doubt, but she commands the lost magic of far-off Tsang, whereby men become gods, and gods become beasts."*

*"I saw thirteen seated statues but there is always space for more."*

*"There is a sculptured hand on the keystone of the arch. That way is safe."*

*"The Forsaken made war against the Slain God who waited beneath Knuum. Many ventured forth to best the god but none ever returned to tell of what they'd seen."*

*"Once a black shroud was found in the tunnels beneath Knuum. The Forsaken used it as a banner though none had courage enough to carry it."*

*"The Stone Apes weep sometimes. They mourn lost Knuum."*

*"A person who could influence the dreams of the Master of the World could change reality. Many have tried and we have no way of knowing if they succeed."*

### **The tomb.**

The tunnel descends for a mile or more before opening out into the interior of the opened tomb. The entrance is marked in a layer of fog which lingers in the upper reaches of the tomb room. The floor is several hundred metres further down.

The tomb is a vast chamber, too vast to exist in the space bounded by the outside world. It is echoing and cool with shafts of bluish light falling from a few scattered apertures in the ceiling which is masked in fog.

The floor and walls are textured like natural rock, perhaps slate but steps ring on it as if on metal and the sound is deepened, repeated and reflected by some vast chamber below the surface that causes low frequency echoes to reverberate up through the floor. They resemble nothing so much as the sleepy mutterings of some immense being. Despite the stillness here it is oddly menacing.

There is a larger ray of light from the pit falling on a huge cubic block of stone, hundreds of feet to a side with a single 40ft by 15ft rectangular entrance at ground level. No door. The tomb is massive and sits under the pit.

In the roof is a circular hole matching the size of the pit that leads directly into the inner tomb. The tomb is deactivated so instead of a mini world there is just an empty dark echoing space. In the centre of this space is the Starcophagus that should contain the Izvoreni. The Starcophagus is open. The Izvoreni has gone.

Stepping through the door in the side of the cube leads to a 50ft cubic room. The wall facing the entrance is a portal into the tomb itself. The guardian that us usually here is absent. Instead a 'proto' head sits in the middle of the room facing the door.

### **Chasing the Izvoreni.**

Yhtill Can tell of the Temples and how the apes of Knuum, the real apes, not their living



stone guardians, used them to reach the moons and other planets in the Yarth solar system. The stone apes can operate the controls if directed, only their hands can manipulate the controls correctly although someone with the the gauntlets of manipulation can try at disadvantage.

The players know the sphere ship landed on the smaller moon, they saw it, and can still see it with the telescope of Phordog Fal.

The temple beams can teleport everyone to the moon.

Once they're activated and ready to go Clank will appear. He has used the temple beams to home in on the party. He knows the final fight is imminent. Clank is in his improved Hyperlight Drifter role.

### **On the moon of Yarth.**

The Izvoreni resembles a Noise Golem, built from the cacophony of cries from a band of trapped demons.

It's almost invisible; when it moves it shrieks and bellows and screeches, and the air quivers. The Izvoreni has been summoning and chaining demons within itself to build its power. It is also working towards harnessing Yarth's sun to further enhance its abilities. All the energy it now holds cannot be contained in three dimensional space so the Izvoreni is invisible to human perceptions. Only the leakage of its demonic power can be detected.

If the Izvoreni can be forced to manifest in the characters' reality it can be harmed. It doesn't need to be harmed much to free the trapped demons. Once the demons have fled and the Izvoreni has been cut off from the sun's power it can be beaten just like the others, it will be in a much weakened form.

**Step one:** destroy the machinery that is harnessing the Sun's energy. Overcome the Grell and the boss grell.

Step two: force the Izvoreni to manifest in three dimensional space. The Pallid Mask can see it. Knuum Gar can see it and maybe wrestle it into existence. Inflict damage on the Izvoreni, magic only, to allow the demons to escape. Each escaping demon will shrink it a bit and make it more solid.

Step three: confront the weakened Izvoreni and defeat it. It will still be much more deadly than the Izvoreni previously encountered. The stone apes will help Knuum Gar will help but the players will be the main movers and shakers. If they can think of other allies they can help too. Clank.

The Izvoreni is recalling its empire from the future, relocating all its subject worlds into this time. It has built great machines from the material of the now mostly hollowed out moon powered by Yarth's Sun that are beginning to generate a time gate to the future. Already new worlds have appeared at the edges of the Yarth system but they are not yet fully materialised. More are coming and will cause massive gravitational changes in the system that may extinguish life on Yarth.

All this can be seen on screens in a control room deep within the Moon.

All this is visible on the dark side of the moon, away from where the travel pod landed.

Darkness. Cold. Hostile environment. Silence. Overwhelming scale.

**Environmental problems** (roll for outer works areas, surface is always vacuum with radiation).

1-4 Cold

5 Vacuum

6 Radiation

All areas of the surface and some outer works areas are subject to adverse environmental conditions.

The cold of space.

Even when there is air present it can be very, very cold.

Everything is rolled at disadvantage with further modifiers of +1,+2,+3 each round until some warmth is found.

When characters are actually in vacuum.

Everything is rolled at disadvantage with further modifiers of +1,+2,+3 each round until some warmth is found.

In addition decompression causes 3D6 damage to everyone each round.

When characters are in space.

Everything is rolled at disadvantage with further modifiers of +1,+2,+3 each round until some warmth is found.

In addition decompression causes 3D6 damage to everyone each round.

Finally solar and cosmic radiation does a further 1D8 damage every round.

**Minor Moon worms** (swarm) 1-3 swarms

These attack with surprise by burrowing up around the party.

HD8 HP50 AP7 competence 12

Damage affects all characters 3D6 bites

**Major Moon Worm** 1-2

These attack with surprise by burrowing up around the party.

HD12 HP80 AP20 (armoured shell) competence 14

Damage 3D12. STR save or devoured and a further 3D6 damage a round inside the worm.

Devoured characters may not move or act until freed.

Grell.

**Grell workers**

HD8 HP60 (soft and squishy).

Damage ensnaring tentacles STR roll to resist or physical actions at a disadvantage. Further +1 per additional Grell. Beak 2D6. Mind wave (ranged) 4D6.

They may carry characters off to other parts of the complex. They move quite fast and understand the teleport system.

**Grell boss**

HD12 HP100 (soft and squishy).

Damage Beak 3D6 and automatic Mind suck if it hits 4D6. Mind wave (affects all in range) 4D6.

It may carry characters off to other parts of the complex. It moves quite fast and understand the teleport system.

Robots.

### **Big robots, main construction workers**

HD12 HP400

Damage arms, weight and size crushes for 6D6

### **Swarms, computing robots**

HP N/A HP N/A

Damage everyone in the area for 2D6

Can only be destroyed or stopped by venting into space or magic. Consequently they are not found in hazardous areas other than cold places.

### **Landing on the moon**

The characters will arrive near the Izvoreni pod. There is no air. They will need to deal with this rather quickly.

Spells? Heals will reverse decompression and vacuum damage. Air elemental could help.

The pod is not damaged but has sunk or burrowed, there is evidence that it burrowed using metal cilia, partly beneath the surface.

Inside the pod there is a way into the moon. The pod has extruded a tube beneath the surface. The pod will need to be opened mechanically from the outside. Inside it is clear that it used to contain machinery but this has all been removed and the pod is just a shell. The pod's atmosphere has leaked away. Opening the airlock will have to be done mechanically but it is possible to teleport inside etc.

### **Inside the moon**

The moon is filled with vast temporal transporters that the Izvoreni is using to collect its planets from the future. Around the inner surface of the moon's crust is a thin area where the Izvoreni's servants live and work. There is atmosphere, warmth and gravity here (gravity towards the centre of the moon).

Near the edge of the massive hole the atmosphere and warmth stop but the gravity remains. The Izvoreni servants work here but they are not numerous.

There are various teleport terminals that allow rapid transport to populated areas. Of course this will involve encounters.

In the unpopulated and seldom used areas there are indigenous moon worms and some of the original machines used to build the machinery. Most have been cannibalised to use their components elsewhere but some remain and are dangerous. They were programmed to destroy biological life and will attack any living thing.

### **Surface.**

The surface is in vacuum plus radiation.

There are numerous ways into the moon's interior.

Movement on the surface attracts worms.  
Damaging Worm swarms attracts big worms.

### **Outer works area.**

Passages, some cramped, others spacious. Areas are separated by doors that may lead to vacuum. Some doors open automatically when moved close to. Journeys between outer works hubs consist of 1D6+1 areas.

Each area has a 2/6 chance to contain robots and a 1/6 chance to contain worms. Damaging Worm s attracts big worms and causes a vacuum. Hubs always contain robots.

### **Grell areas.**

Habitable. Possibly cold (1-3 on D6) large open areas joined by teleporters and passages. Journeys between Grell hubs consist of 1D6 areas. Each area has a 2/6 chance to contain Grell workers. Hubs always contain workers and a boss.

### **Teleport hub.**

There is a Stargate here that can be set to take travellers to any location that has a teleport. This is the only way to access the Telescope and the Solar Control Room.

The controls will need to be worked out mechanically or by deciphering the Grell language.

There is a 3D map of the moon that reveals the existence of the hidden locations and the location of the Izvoreni who can't be reached. This is the room where the plan to beat the Izvoreni can be worked out.

### **Teleporters.**

Every location with a teleports has a floor disk. Stepping on the disk activated the teleport to a random location (NOT the Telescope or the Solar Control Room).

### **Life Support.**

This room allows air and heat to be routed to all parts of the Moon. Dangerous outer areas can be made habitable, safe areas can be made inhabitable. Only the areas accessed by tunnels can be affected, not the Telescope or Solar Control Room.

### **Telescope.**

This is actually a room of viewing screens.

Some screens show the Planet ray assembling planets on the edge of the Yarth system. One screen shows the Golems of Meaning. Vast, vaguely humanoid creatures. Even through the screen they emanate an aura of implacable danger. They are HUGE, many miles high and they crackle with energy. They are clearly getting nearer and have reached the fringes of the Yarth system.

### **Solar Control Room.**

There are controls here which can overload the Solar collectors and cause the Planet Ray to malfunction. This will take a certain amount of working out.

### **THE PLAN.**

Someone will need to answer questions so the players can form a plan. Someone needs to be able to explain what the characters are seeing. Some one will need to prompt them about the Master of the World.

Knuum Gar can do it. He knows of the Master of the World and understands what's happening.

Any Demon can do it although they won't care much and don't know about the Master of the World.

Ythill can fill in the Master of the World part.

Clank can explain the Golem part if he returns.

**Step one:** destroy the machinery that is harnessing the Sun's energy. Overcome the Grell and the boss grell.

The solar collectors feed into an energy converter. The controls for this can be manipulated so it overloads.

**Step two:** force the Izvoreni to manifest in three dimensional space. The Pallid Mask can see it. Knuum Gar can see it and maybe wrestle it into existence. Inflict damage on the Izvoreni, magic only, to allow the demons to escape. Each escaping demon will shrink it a bit and make it more solid.

Overloading the energy converters is serious enough to bring the Izvoreni from where it lurks, unreachable, at the centre of the moon. It will howl through the rooms and corridors looking for the cause of the problem.

**Step three:** confront the weakened Izvoreni and defeat it. It will still be much more deadly than the Izvoreni previously encountered. The stone apes will help Knuum Gar will help but the players will be the main movers and shakers. If they can think of other allies they can help too. Clank can return. Some freed demons will stay to exact revenge. They will not bother with the manifested final form though and will leave before the final fight. They may consider that they owe the characters a favour.

### **The final Izvoreni in sound form**

HD20 HP lots

Immune to normal damage. Gets a save vs any spell. INT roll with powerful opponent rule to affect it.

Radiates fear. Anyone who wants to physically attack the Izvoreni must pass a WIS check (powerful opponent) each 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.

Once enough damage has been done and enough demons have been freed the Izvoreni will manifest.

### **The final Izvoreni in its solid form.**

HD20 HP lots

Immune to normal damage. Gets a save vs any spell. INT roll with powerful opponent rule to

affect it.

Radiates fear. Anyone who wants to physically attack the Izvoreni must pass a WIS check (powerful opponent) each round.

Scream: Disintegrate. A single target saves vs CON or is turned into a fine powder.

Everything else who can hear it suffers 6D8 damage.

As soon as the Izvoreni leaves the centre of the machine the planet Ray will stop functioning and the emerging planets will begin to slip back to their correct time. Once the Izvoreni is killed the moon machinery is lifeless. Nothing currently in the Universe has the knowledge to start it again.

### **Returning to Earth.**

The players can possibly return under their own steam if they prepared carefully.

A demon can return them.

They can use the Izvoreni pod as it's engines will function (Heaven's ball).

### **Finale**

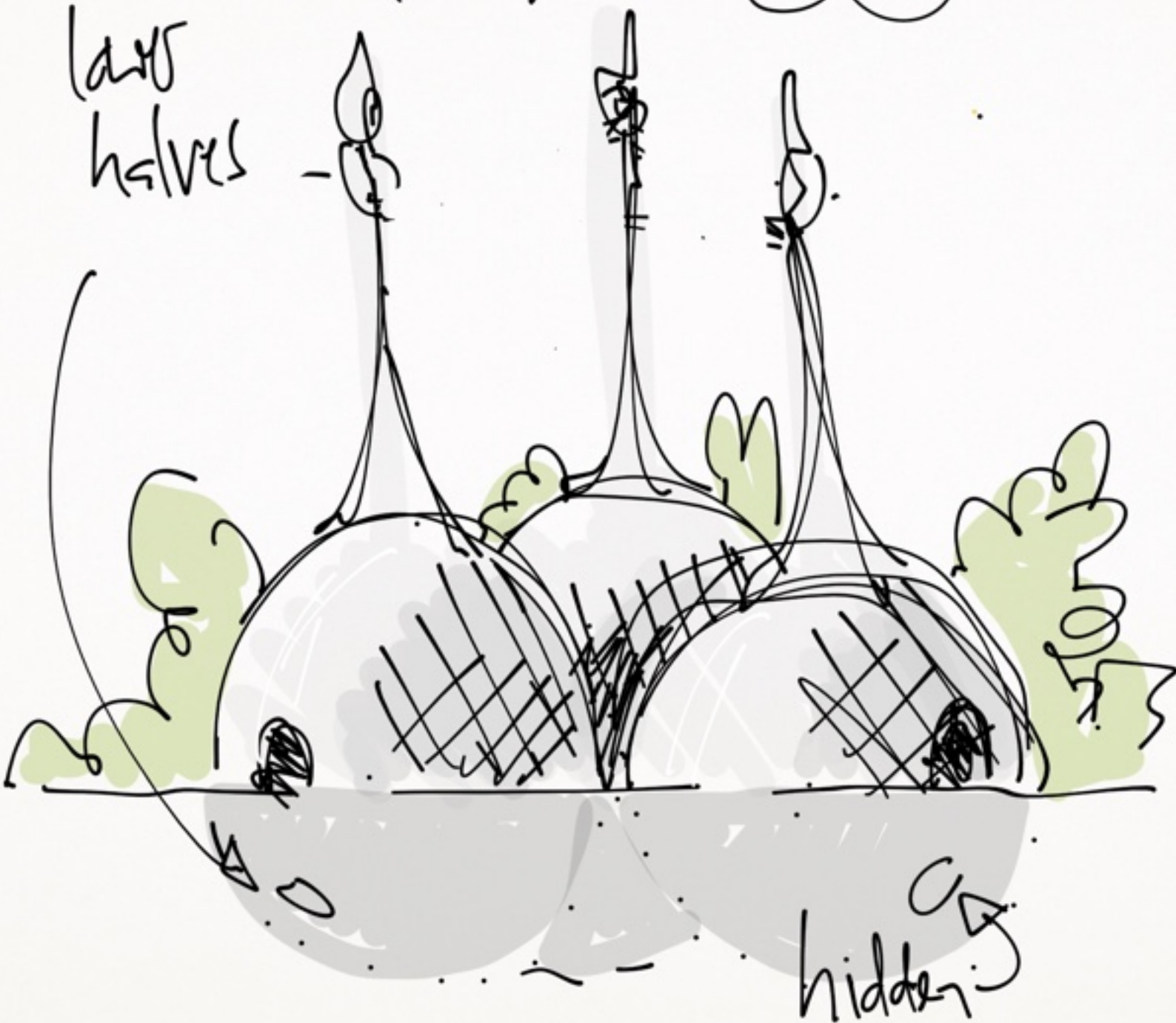
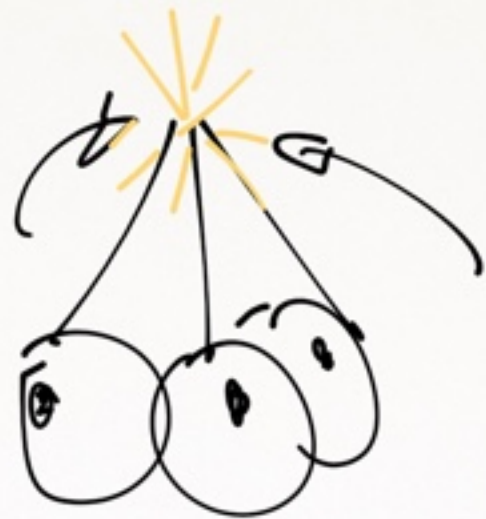
The Golems are still coming. They are visible to the naked eye now.

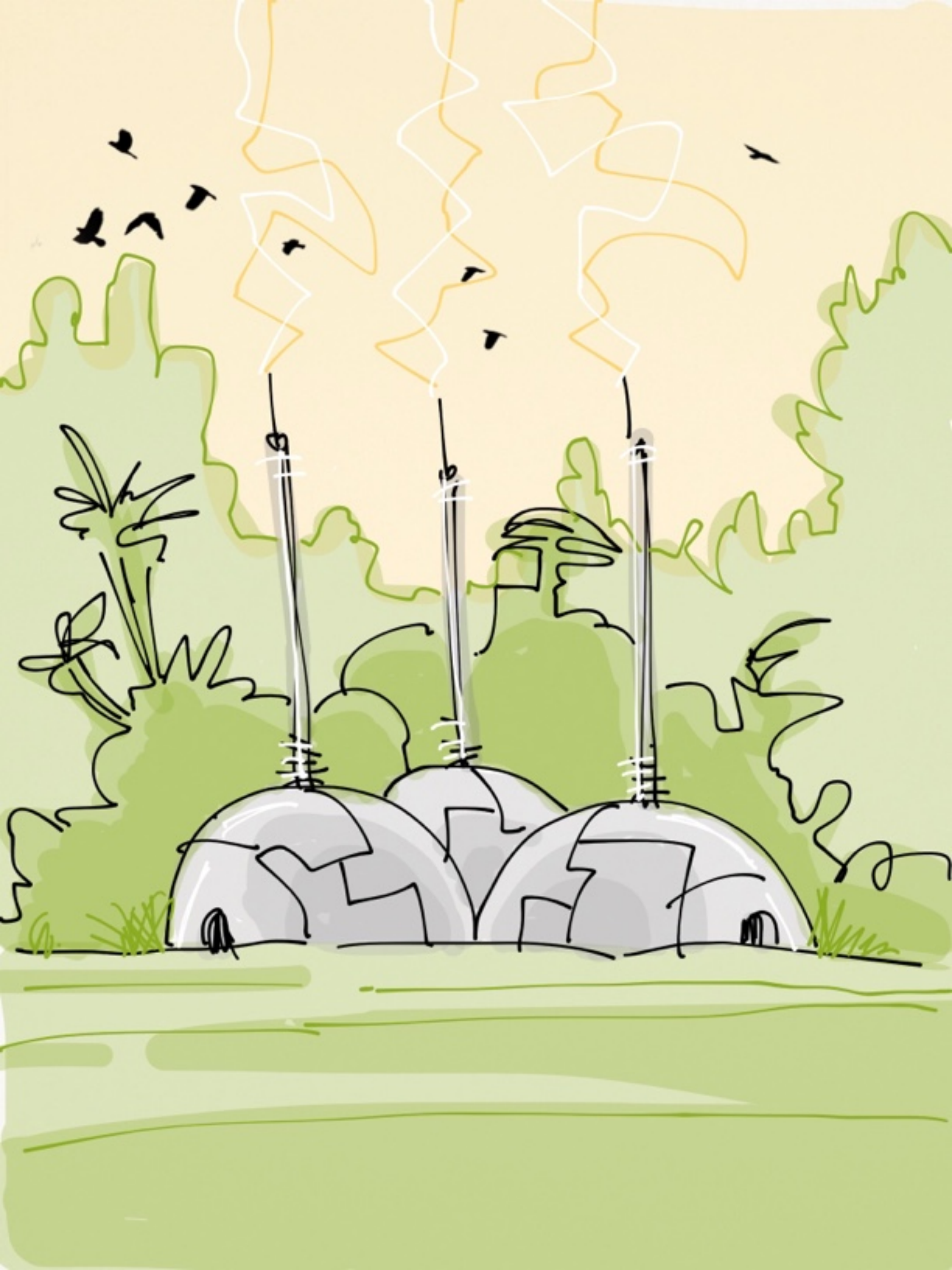
Realise that only the Master of the World can stop the Golems of Meaning.

A way to reach a Prodigious Atlânaat even further back in time. Clank can take them using a Hyperlight Highway.

Balls rotate so  
spines meet.

Reveal entrances to  
lower  
halves





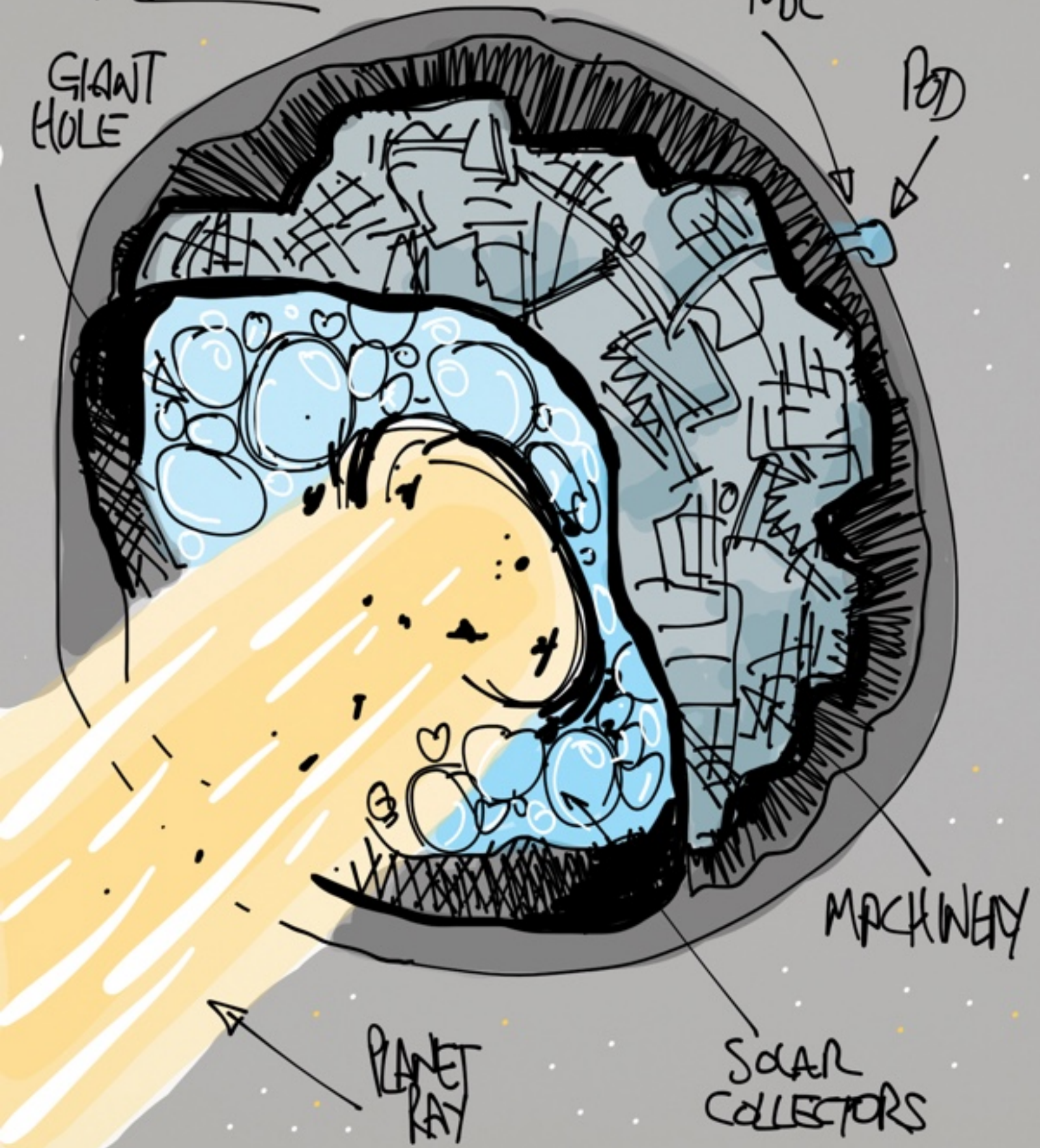


# HOLLOW MOON

GIANT HOLE

TUBE

POD



MACHINERY

SOLAR COLLECTORS

PLANET RAY

# INSIDE THE MOON

