

Barrow of the Emerald Guardians

Westernmost of the three gigantic Barrows of the Ferine Magi deep in the Feralwood Forest of Alarius, all three Barrows are also set within a vast zone where no magic functions. This map details the tiny, more accessible, interior part of this Barrow, whose entrance is in Hex 505 of the Barrows of the Ferine Magi map.

The exterior region is one of bare earth, dusty dunes, long-dead trees and dead undergrowth. In places, this undergrowth is dense enough to form barriers to surface movement, although such barriers will crumble to dust at the lightest touch at times.

The Barrow has the form of a low, gently-domed hill, surrounded, and apparently supported, by a 20-foot high (6-metre), circular outer wall of large, white quartzite stone blocks. The Barrow is around ten miles in diameter (15 kilometres), rising almost 1,000 ft above the general level of the ground at its centre (300 m), and of a curiously near-perfect circular shape. Facing southwest, a broad avenue has been cut into the Barrow, leading towards the centre, which is also lined with white quartzite blocks. This forms a slot about four miles long (6 km) and around a mile wide (1.5 km). At the rounded, narrowing, inner end is a closed, grey sandstone doorway. A path, difficult to make out in places, and sometimes covered by dead undergrowth, leads towards and right along this avenue, beginning around three or four miles outside the Barrow's outer wall (5 to 7 km).

The Barrow is clearly of ancient origin, as while its white stone walls stand-out against the barren landscape, and the dome is visible from many miles away in the bleak plains, the variably-sized stone blocks have fallen in places, or slumped a little in their former alignments, while close-to, the walls are obviously weather-worn, despite the natural resistance of the quartzite. Even the smallest of the quartzite blocks are far larger than builders would use to construct such things ordinarily, as if they were built by enormous giants, or magical forces well beyond the everyday. Whether the Barrow was really once a burial mound, perhaps gigantically enlarged by the magical event that blasted the woodlands around them, the squashed remnants of a once-soaring mage tower, or something else entirely, no one seems to know. Nor do any records tell as to what happened to so drastically alter the character of the forest here, changing a large part of it to wasteland. Perhaps the Ferine Magi were involved, or perhaps they have been invoked merely to indicate some long-past event beyond mortal comprehension occurred in this place.

As the No Magic Zone extends about a mile (1.5 km) above and below the surface here, it affects this small underground area completely as well. However, a form of what may seem to be magic is present throughout much of the interior, as something, probably related to whatever caused the unusual nature of the surrounding region, has created a transdimensional warp in which the Barrow interior is now stuck. This has allowed various creatures and objects to enter Nibirum from a completely different world, one which has passed through a very long period of technological advances, to the point where those without a knowledge of this, may believe the effects and devices involved are actually magical, for all they are really technological products; hence they function perfectly well here. The civilisation involved is though well past the peak of its former technical understanding and development, leaving many of those who still use, work with, experiment with and repair that technology, to appear much like magicians and sages do in Nibirum to their own folk.

The warp operates to mean folk from Nibirum are ordinarily unable to see or use the three Transdimensional Passages visible when the map's toggle in the FCW file version is activated, perceiving their entrances as simply continuous parts of the corridor walls. They may discover the Passages' presence only if someone from off-world enters or leaves through such a "solid wall". Similarly, the off-worlders are unable to perceive the long stone-built entrance passage (areas A & B), where it passes beneath the little "bridge" at the northeastern end of area B, or the secret door at the northwest passageway's end, also from area B. They may become aware of either should someone from Nibirum be observed passing through the "walls" here.

The nature of the content for this map was adapted from items, creatures and folk to be found in Monte Cook Games' "Numenera" RPG, which runs with the concept attributed to Arthur C Clarke, that "any sufficiently advanced technology is indistinguishable from magic", in a world setting of the distant future, where technology is essentially treated like magic. While presented in general terms in the descriptions below, these have also been provided with adapted statistics and values, where relevant, from the Shadowdark RPG rules. Parenthesized comments beginning "SD" below indicate aspects pertaining specifically to Shadowdark. The basic map layout was derived from randomly-rolled geomorphic designs from the Inkwell Ideas "Explorer" Dungeonmorph dice set.

Labelled Locations

A. Barrow Door: The end of the old, overgrown trail leading along the quartzite-walled avenue, is shown in the fragment of the outdoors illustrated on the extreme left map edge. The Door is a single, large, grey, 8 ft tall by 4 ft wide (2.4 by 1.2 m), sandstone slab, which is fixed in place, and must be physically removed to access the passageway beyond. It is not a traditional door. There is a label on the external lintel stone in an ancient

runed script, while the Door itself has a lightly-incised, sketchy figure of a bulky, angular, humanoid filling most of its outer face. If the script can be read (difficult without the use of magic, as the script is very ancient and unfamiliar to most), it translates as, "Barrow of the Emerald Guardians", and it would seem reasonable to take the sketchy figure as such a Guardian. The figure is easiest to determine under oblique lighting, as it, like the rest of the Barrow's exterior, is weather-worn. A very long, straight, squared-off, 8 ft high, grey sandstone slab-lined passage lies behind the door, running without turnings or side-passages for around 2,000 ft (600 m). Occasional, similarly lightly-incised, crystalline figures, have been carved into the passage walls along this route, easier to make out as scarcely worn at all. There is a smell of damp, ancient stone all along here, and the floor has enough loose sand fallen from walls and ceiling over time to crunch underfoot. The figure carvings increase in frequency in the last 100 ft (30 m) before reaching area B.

B. Dart Trap Corridor: The only real change on entering this section of the passage from the outside, is that the sketchy Emerald Guardian incised figures line this section's walls completely. They continue right up to the curving archway at its "bridge", northeastern, end, so although the overlying passageway itself is not visible, there is a clear change at this point. The Guardian carvings continue into the curve-roofed section under the bridge, stopping abruptly at its northeastern end, where the nature of the passageway dramatically alters. There are eight small slit-like holes, four on either side of the passageway where marked, at about adult Human waist height from the floor. These are very difficult to spot, as the incised carvings have been placed to help hide them. There are concealed floor pressure plates nearest each of these slit-pairs, which mechanically operate the trigger mechanisms for the dart-shooters fixed behind the slits in the passageways that run alongside the main entrance corridor. Each can shoot up to ten darts in succession before their magazine empties, with plates operating those on the northwestern and southeastern sides of the corridor independently of one another at each slit. (SD: Per trap triggered per round - 2 dart (double close) +2 (1d4); DC 18 INT to spot the slits without checking.) The side passageways, their connecting stairwells and bridge are all of the same grey sandstone slabs as the entrance corridor, and all are again around 8 ft high (2.4 m). The dart trap shooters can be accessed only from here. They would not be difficult to remove to use as hand-weapons, although they are only very short-range weapons, and there is no easy way to reload them. The stone secret door at the northwestern end of the stairwell passage is not hard to find from the stonework passage side. It slides to the right from this side, and allows entry to the bulk of the complex that way. Only folk from Nibirum are able to spot and open the secret door from the northwestern side initially.

Beyond the bridge northeastwards, all the passageways and rooms are squared-off once more, and are 9 ft high (2.7 m), unless noted. The walls, ceilings and floors are panelled with a pale grey, plastic-coated metal sheeting, of various rectangular or square sizes up to about 9 ft per side. These are nearly impossible to remove without specialist, high-tech, tools. Behind them is plain grey sandstone, superficially similar to that of the blocks in the outer areas, except the stone is of cut tunnels in native rock, not slab-built walls, floors and ceilings. This section of passage smells of rather stale, dry dust and disuse. Stairs rise at the northeastern end of this corridor, and light can be seen coming from their top (from area C).

C. Walkway Room (Two Levels): A 9 ft (2.7 m) high walkway surrounds a large, sheer-sided, 12 ft deep (3.6 m), central pit. A solid, thin, opaque barrier of the same material as the wall panels, around 4 ft tall (1.2 m) completely surrounds the pit-edge, forming a railing to it. There are three globular **Ceiling Lamps** in a diagonal line from west to east, one over two corners of the walkway, the other above the middle of the pit. These provide steady light much like that of a bright torch. As with all the marked Lamps, they can be turned on or off, each independently, by touching a wall panel somewhere relatively nearby (the central Lamp can be operated only from the Room's lower level). Folk from Nibirum may have trouble finding these at first. There are a couple of workbenches and empty cabinets along the walkway (again, of similar construction to the wall panels, except that the workbench tops are made from a very tough, amber-coloured, semi-transparent material - see Lab G for their origin). An opening off its north corner leads to the stairwell and passage down to the lower level of the pit, through a normal doorway (albeit, if as usual now, one made of the same plastic-coated metal as the wall panels, and as strong as a metal-reinforced wooden door). The passage beyond the door leads to areas D, E, F and G, and the concealed-for-the-Nibirese exit route 3. The Lamps in these passageways are not normally lit, so the opening will look dark to those on the walkway unless someone has activated the Lamp at the head of the stairs there. In the pit are more workbenches and cabinets like those on the upper walkway, plus various items of technological equipment. A square floor panel with a fold-flat handle forms a barely-used trapdoor down to the final section of area M, towards the southwestern wall. The large, square feature marked in the pit's north corner is a more-or-less 10 ft cubic machine (3 m), the **Light Generator**, that operates continually, and which is the power source for the Lamps throughout the complex, of which there are 20 in total. There is nothing to indicate this is its function, nor are there any obvious

connections between the Lamps, the wall-activators and it. It has a 1% failure probability per seven days of use. (With the Lamps, based and adapted from the Improved Luminous Dynamo in Numenera.)

Along with whatever other items the GM may prefer in the pit area's workspace can be discovered the parts for a **Cooling Tower** under repair or construction. (When complete and functional - SD: if so, worth 200 gp - this is an obelisk of metal and plastic about 3 ft, 1 m, tall, able to cool the air in the space surrounding it to be comfortable for Humans. When working, it has a 5% failure rate per 28 days of operating. Based on the Cooling Obelisk in Numenera.) In one of the cabinets, in a fastened, though not locked, metal box with warning labels on it, are seven (there are spaces for eight) Acid Bombs. These are hand-grenade-sized metal devices, capable of exploding on impact when thrown, splashing corrosive acid all around them (SD: **Acid Bomb**. Near. Acid burst (double close) (1d6+2). Based on the Corrosive Detonation device in Numenera. 400 gp for the seven.)

Two short passages open out of the main pit level, one northwest to area I, the other southeast into the corridor to rooms D, E, F and G. At workbench-height on the northwestern wall, just beside the northwest passage entrance, is a 3 ft cubic box-device of metal and plastic, with a clear plastic, openable, window facing into the pit area, inside which are two compartments. On the bench near this are a couple of metal and plastic canisters, lidded tubes, each about 20 inches long by 10 inches diameter (50 by 25 centimetres). A tube, approximately a foot in diameter (30 cm), extends from the left and right sides of this box, then rises gradually to near-ceiling heights (about 9 ft, 2.7 m, in the pit area), running along the walls thence southeast to area G, and northwest to area I. These are **Pneumatic Tubes and their Connectors**, which allow items fitted into the canisters to be rapidly transferred to different parts of the complex at speeds of around 30 miles per hour (50 km/h) using compressed air. The Connectors also act as switching stations, allowing tubes to pass one another in opposite directions, or to continue their journey further along the system than the next Connector. The system has a 5% chance of failure per 28 days of use. (Based on a combination of the real-world systems used during the 20th century, and the Express Tube devices in Numenera.) Similar canisters are near most of the other Connectors elsewhere in the complex.

Several non-Nibirrans may be encountered in this area.

On either level of the Walkway Room, in any of the connecting passageways (including concealed passageway 3) or in area I, Rho the **Mysterion** may be found. Rho is an enigmatic, Human-sized, voluminous cloak, topped by a blank, oval, shiny metal and glass "head" of roughly Human size. As the name implies, the creature is mysterious in the extreme. It is able to defend itself at need using a concealed energy projector or a psychic attack. It appears to be telepathic, and can seemingly manipulate time and space in its vicinity with ease, while making no obvious outward motion, allowing it to appear or disappear at will. It can communicate verbally or telepathically, probably in some combination of both, since it can communicate readily with any creature it meets, regardless of type or place of origin. Such communications are though as enigmatic as itself, often seeming like riddles, yet ones that can display an extraordinary knowledge of the creature being communicated with, commonly obliquely. From a GM's perspective, it can be employed to help demonstrate more fully the "otherness" of the whole setting here. Rho is an adaptation of the Philethis from Numenera, which itself is an adaptation of the Vorlons from the TV show "Babylon 5". (SD: **Mysterion**. *An enigmatic, Human-sized, voluminous cloak with an oval, metal and glass "head"*. **AC** 15, **HP** 46, **ATK** 2 energy weapon (far) +6 (3d6) or 2 psychic weapon (far) +8 (1d6 + confusion), **MV** near, **S** +0, **D** +1, **C** +1, **I** +7, **W** +8, **Ch** +2, **AL** N, **LV** 10. **Confusion**. Target moves randomly and can't take actions for 1d4 rounds. **Enigmatic Interaction**. All spoken communication is confusing, often riddle-like, and may draw on any element of the target's background and experience. May require DC 15 WIS to avoid suffering confusion. **Probability Manipulation**. Mysterion has advantage on all actions and attacks. **Telepathy**. Secretly read the thoughts of all creatures within far. **Vanish**. In place of attacks, may teleport instantly to any other location.)

Elenath the **Technomage** is most commonly to be found in the lower level of this area, in areas I or G, or the passageways connecting them. She is a rather wild-looking, Human, technological expert, often considered a mage by her own folk, and liable to appear so to folk from Nibirum too. Often to be found working with or on pieces of equipment, and capable of identifying and using many such items, especially those that can alter the nearby surroundings. Careless of her own appearance, often half-naked, the better to squirm into larger pieces of equipment, she is liable to be oblivious to other creatures nearby, even if they speak to her (though she will listen to Rho), and will be easily distracted by unusual pieces of equipment, or a sudden thought to allow her to improve an existing mechanism in the complex here. She is though capable of defending herself at need, using apparently magical, actually technological, weapons and armour, with the ability to levitate or vanish by similar means. These may appear like the casting of spells to the uninitiated. The mechanisms to do so are attached to her person, mostly in ways not obvious to non-specialist observers - some may look like tattoos, or minor pieces of jewellery seemingly grafted into her skin, for instance - many of which cannot be removed for use by others. One more portable item she wears is a metal wristband, the Wristshield, that she never takes off, as it provides continuous protection from minor physical harm (derived

from the Kinetic Shield in Numenera; SD: **Wristshield**. Acts as a magical, hands-free shield at all times, giving AC +2, worth 240 gp). She also carries a small plastic box containing 12 Smoke Matches, that give off persistent puffs of smoke in the form of faces, creatures or other things when burnt (a minor oddity from Numenera; SD: Smoke Matches burn for 1 round, with the smoke persisting for a further 1d6 rounds afterwards; 2 gp for the 12). (Elenath is based on the Nano from Numenera. SD: **Technomage**. *A humanoid able to use technological magic*. AC 14 (12 without Wristshield), HP 28, ATK 2 technospell +5, MV near, S +1, D +3, C +1, I +4, W +2, Ch +0, AL N, LV 6. **Electrical Bolt (INT technospell)**. DC 13. 3d6 damage to all creatures in a straight line out to far. **Fire Burst (INT technospell)**. DC 15. One target of LV 9 or less within near, DC 15 DEX or go to 0 HP. **Force Burst (INT technospell)**. DC 14. 4d6 damage to all within near-sized cube within far. **Stun (INT technospell)**. DC 13. Far. All within near of impact DC 15 CON or paralyzed for 1d4 rounds. **Force Armour**. Activate to give AC 16 for 10 rounds three times per day. **Invisibility**. Activate a distortion field to become invisible for 10 rounds. **Levitate**. Instead of normal move, may levitate up or down at near per round using anti-gravity technology.)

Jarrk the **Corven Envoy** may be in the lower level of this Walkway Room, in area I, or the corridor southeast from area C to Transdimensional Passageway 3, possibly alone, or trying to communicate with either Rho or Elenath (albeit she is unlikely to reciprocate if busy). Jarrk is a slender, long-necked, long-limbed, vaguely insect-like, humanoid technological construct. It moves with a jerky, darting manner that disconcerts most humanoids, and has a milky sphere as its head. During a conversation made while it has a psychic link to the other person, this sphere gradually begins to look increasingly like the person being conversed with. Jarrk's entire purpose is to make peaceable contact with other humanoids. Its abilities, including attacks, are made by purely mental means that appear spell-like, although they are its natural, technological, powers. These abilities include being able to summon a group of Corven Soldiers to defend it physically, should such be necessary. The Soldiers are very similar in appearance to Jarrk, except their heads are simply solid spheres, and they communicate with Jarrk and one another purely using telepathy. Their defences include sword-like melee weapons and technological projectile ones. (Adapted from the Oorgolian Envoy and Soldiers in Numenera. SD: **Corven Envoy**. *A slender, long-limbed, long-necked, insect-like humanoid communicator construct*. AC 12, HP 23, ATK 1 technospell +5, MV near, S +0, D +2, C +1, I +3, W +1, Ch -1, AL N, LV 5. **Psychic Attack (INT technospell)**. DC 15. Double close. Focus. One humanoid target 1d6 damage, creating a forced psychic link that allows the Envoy to control all the target's actions. Target may DC 18 INT each round to break the link. **Psychic Link (INT technospell)**. DC 12. Double close. Focus. One humanoid target DC 15 INT to prevent the link (target may voluntarily opt not to check). Link allows direct verbal communication with the Envoy, the only way to communicate with one. **Summon Aid (INT technospell)**. DC 15. Near. 1d6+2 Corven Soldiers appear instantly and obey the Envoy's mental commands. **Corven Soldier**. *A slender, long-limbed, long-necked, insect-like humanoid warrior construct*. AC 15, HP 20, ATK 2 longsword +4 (1d8), 3 projectile gun (far) +3 (1d8) or 1 mortar (far) +2 (3d6 to all in double close of impact point), MV near, S +3, D +2, C +2, I +0, W +1, Ch -3, AL N, LV 4.)

Should the GM wish to spice things up at any stage, in the passageway leading to areas D, E, F and G, approaching along Transdimensional Passageway 3, may be encountered a raiding group of ten **Nyarlathotep Spawn**. These are communal, telepathic, gaunt humanoids, whose heads are a single, long, muscular tentacle. While tender and solicitous of one another, they regard all other living humanoids as little more than cattle to be slaughtered for their blood. While preferring physical attacks, their close-knit, telepathic nature means they can combine in pairs to create a mental attack at times instead. If their number can be reduced sufficiently, they may flee. They will only pass through a closed door if they have detected someone using it previously, so will typically be found only in the open areas and passages here. They may instead be encountered in the corridors on the western side of the complex, entering from either Transdimensional Passageway 1 or 2, again at GM's choice. (Adapted from the Sathosh of Numenera. SD: **Nyarlathotep Spawn**. *A communal, telepathic, vicious, gaunt humanoid with a long, muscular tentacle as its head*. AC 13, HP 14, ATK 1 shortsword +2 (1d6) or 1 spear (near) +2 (1d6), MV near (climb), S +2, D +2, C +1, I +0, W +1, Ch -4, AL C, LV 3. **Communal**. As long as there are at least six, immune to morale checks. **Mental Assault**. Instead of attacking, two may combine in a psychic attack on one target in near, DC 15 INT or 1d6 damage. **Telepathic**. Can only communicate by telepathy.) The Mysterion, Technomage and/or Corven Envoy may also be passing through here at times (see area C).

D. Store Room: One of three more or less identical, small, square rooms along the passageway here, this one is empty, beyond a degree of dustiness, a Ceiling Lamp and wall panel, and a Pneumatic Tube high up on the back wall (see area C for details on these). There is also a **Nanant**. This is a chunky, Human-sized, angular, multi-limbed creature, composed entirely of microscopic living constructs, nanites. It is currently dormant, although opening the door into here will start to awaken it. It can quickly shift its form into whatever it

needs to, and while blind, its other senses are very acute. It is powerfully strong, and while typically non-violent, it has a predilection for liberating (= stealing) magical and technomagic items. Trying to stop it from doing this will likely result in it turning nasty. It can also leave part of its substance surreptitiously on a larger technomagic object or technologically-made structure. Over time, this “gift” will spread across the whole surface of the object, and from the moment it is left, the object’s strength increases markedly, to be greater than the finest steel. However, this gift will then depart unseen at some random future time, reverting the object to its previous nature if large, or carrying the object away with it when it goes, on foot or flying off, if ordinarily portable. Possessing a degree of intelligence, the Nanant is able to communicate basic ideas by creating images, including writing, on its skin. Its nature makes it, or its gifts, extremely difficult to destroy, as it rapidly restores itself unless burnt or immersed in acid. (Based on the Revehent from Numenera. SD: **Nanant**. *A blind, Human-sized, angular, powerful, multi-limbed intelligent creature, made from smart tissue nanites, with very acute other senses.* **AC** 14, **HP** 29, **ATK** 3 rend +5 (1d8 + grab) or 2 bolts (far) +4 (1d10), **MV** double close (burrow, climb), near (ordinary), far (fly), **S** +4, **D** +3, **C** +2, **I** +0, **W** +1, **Ch** -3, **AL** N, **LV** 6. **Grab**. One target struck DC15 STR or held, and take 1d8 rend damage on subsequent rounds. DC 15 STR on turn to break free. **Gift**. Leaves part of itself on a magic or technomagic item as a discoloured patch. Object’s strength becomes twice that of steel. Normal weapons gain a +2 bonus. At a GM-determined time, the gift will leave when unobserved, taking any portable object with it, or reverting the object to normal strength if larger. The gift may be destroyed by fire or acid. **Regenerate**. Regains 1d4 HP on its turn even when reduced to 0 HP unless burnt or immersed in acid. **Skin Communication**. Able to create images, including writing, on its skin, allowing simple communication with other creatures.)

E. Store Room: Middle of the three small stores on this corridor, there are three metal-frame folding chairs leaning against the left wall, with a square folding table of metal and plastic, and an empty metal cupboard in the northwest corner. The room is slightly dusty.

F. Store Room: Third of the three small square stores, this one’s door faces the blank wall that non-Nibirrans see leads to Transdimensional Passageway 3. Both side walls here have metal benches along them, with an assortment of small, clean (except for dust), empty, glass, metal and plastic containers, tubes and similar smaller items, along with plastic hoses, metal clamps, clips and the like, with still more - often much dustier and older-looking - in plastic and metal bins and boxes underneath the benches. These look like pieces of spare chemical, or alchemical, laboratory equipment.

G. South Lab: A larger room at the end of the passage here, this has both a Ceiling Lamp and operating wall panel, and one of the Pneumatic Tube Connectors. Elenath the Technomage may be working in the Lab too (on Elenath and these features, see area C). There are several amber-topped workbenches with scattered tools and tool-racks, metal cabinets containing smaller items of many kinds, some of which items are also strewn over the bench tops. Among these items are five **Detonation Arrows**. These are metal head and shaft arrows with flexible plastic flights, and an additional, tiny, metal device attached near the tip, which explodes on impact like a grenade (SD: Explosion does an additional 1d6 damage to all within near, as well as the usual arrow damage; 400 gp for the five; derived from the Exploding Arrows of Numenera). On one of the benches is the **Amber Plane Generator**. This is a series of connected, short, rounded tubes and hoses around a foot long each (30 cm), all connected to a backpack-like mechanism that can be carried or worn. When activated, it produces a plank or sheet of semi-transparent, amber-coloured crystal in about a minute, up to 10 ft long, or 10 ft by 10 ft in area (10 ft = 3 m). This is fairly lightweight, yet strong and flat enough to be used as a work-surface, a floor, a wall, ramp, door, etc. The size is determined by the operator, but the shape is always that of a rectilinear plane. It can be cut after production, albeit with some difficulty if not using suitable high-tech tools. It has a failure rate of roughly 10% per seven days of use. Many of the work-surfaces in the complex have obviously been created using this device (which was based on the Structural Extruder of Numenera; SD: Generator is worth 700 gp). Propped against the bench nearby are a pair of five-foot-long amber planks (1.5 m). There is a scent of oil, metal, plastic and honey in the air.

H. Sheet Store: Another small square room, much like the three stores D, E and F, without the Pneumatic Tube passing through it, however. Instead, it contains several free-standing, wheeled, metal rails, rather like clothes’ rails. From these are suspended clip-hangers holding a variety of different types of thin plastic and cloth sheets in a range of colours, and mostly around 3 ft, 1 m, square in size. The room is less dusty than the other small stores.

I. Canteen: One of the larger rooms in the complex, this rectangular area opens off a short passage northwest from the lower level of area C, with a door out to the passageway that leads ultimately to the

concealed Experimental Lab (area N) in the northeast wall, another to the Canteen Lab (K) in the southwest wall of the southwest alcove, alongside which, in the alcove's southeast wall, is a third door into the Pantry (J). A Ceiling Lamp is here as well, below which on the northwest wall is a Pneumatic Tube Connector (see area C on both these features). Wall panels to operate the light are by the passage exit from C, the passageway door, and the door to K. There are various benches and chairs here of assorted forms, including a couple of larger, high-backed, wickerwork chairs, along with food preparation and minor storage facilities, dishes, plates, drinking vessels and eating utensils. In the east corner is a roughly 5 ft cubic device (1.5 m), from which a couple of flexible, extendable pipes extrude onto a bench-like front panel. This is the **Water Recycler**. Any liquid that contains at least some water can be fed in through the inlet pipe and turned into fresh, potable water through the outlet pipe, when activated. So long as there is enough liquid available (some water is also reclaimed from the air), enough purified water can be produced for the essential needs of up to ten Humans per day by this means. Plastic and metal bowls and buckets are kept nearby, suitable for use with the machine. It has small, concealed wheels underneath, so can be moved from place to place when required. A robust mechanism, it has only a 5% chance to fail per year of operation. (Derived from Numenera's Basic Water Purifier. SD: If it could be removed intact and functional, worth at least 500 gp.)

Much of one benchtop is occupied by a complex-looking piece of machinery, that also appears to be one-person-portable from its straps. This is the **Ice Waller**. It is a one-use device that can generate a wall of supercooled air nearby, up to about 30 ft by 30 ft in area, by 1 ft thick (9 m by 9 m by 30 cm), conforming in shape to whatever area is available when it is used. The wall lasts about 10 minutes once created, and causes freezing damage to anything passing through it (based on the Frigid Wall Projector of Numenera; SD: Causes 1d6+2 damage to anything passing through the wall; worth 200 gp).

Lying on the floor by the northwest wall, leading up to the room's northern corner, is the **Concealer**, a metal tripod with its legs currently collapsed for storage, which has a control box attached near the base, and a series of curious-looking antennas towards the top, also partly folded at present. When fully extended for use, the tripod stands around 12 ft tall (3.5 m). Once activated, all creatures, artificial constructions and non-natural alterations to the landscape within 500 ft (150 m) become visually hidden for those outside the affected area, for an hour at a time. The area inside the zone looks no different than the surrounding terrain and natural plants for external observers. Creatures within the affected area can still see out normally, although natural illumination inside the zone is reduced to be similar to that of heavily overcast sky conditions. The effect is created by a holographic illusion, and those with sufficient expertise in illusory effects and magics may be able to determine there is something amiss in the area, without being able to break the illusion. The device may fail to work on about 5% of uses. (Derived from the Empty Field Generator in Numenera; SD: Takes 1d4 rounds to set up the tripod before activation. Creatures of LV 8 and higher may attempt DC 18 WIS to identify the region as affected by an illusion of some kind, although they cannot see through the effect without using specialist high-tech viewing equipment. Worth 400 gp.)

Stored upright in a metal cabinet is the **Borer**, a long glass and metal tube, with a studded metal control box near one end. When pointed at a solid surface and activated, providing the material is less resistant than adamantine, a hole is immediately created in it up to 10 ft in diameter (3 m) and up to 50 ft deep (15 m). However, if any other substance than the solid first encountered is met along the line bored, the boring immediately stops (including water, air, or any other denser or less dense substance). An experienced user can set the size and depth of hole to be bored more precisely using the controls, although there is always a degree of leeway even in expert hands. There is a 5% chance per use the device will become depleted and permanently stop working. (Based on Numenera's Boring Lance. SD: Worth 200 gp.)

Creatures that may be encountered in here include Rho the Mysterion, Jarrk the Corven Envoy, Elenath the Technomage (on all of whom, see area C), or the Human **Tech Crafter** AsQ. AsQ is very skilled in working with technological materials to create and repair (or wreck) high-tech objects, equipment and machines, and may be found occasionally tinkering with items in various parts of the complex, although most of his time is split between here and in the Experimental Lab (N). The observant will spot he carries a partly-hidden ray gun, that can also shoot explosives over distance, and a razorsword. The razorsword (based on Numenera's Windslice Blade) is a longsword made from a very dense, durable, high-tech metal, and is classed as a magical weapon. AsQ has magic-like abilities (again, thanks to semi-concealed technological items) with which to armour himself, and to allow him to move instantly from place to place. Clothed in hard-wearing, yet still quite stylish, items, which also help conceal an array of small tools and minor items, he is usually surrounded by a shoal of small, brightly coloured, holographic fish, swimming in the air around him, which can be rather distracting, thanks to his **Fish Amulet**. (AsQ is a variant on the Wright from Numenera, and his Fish Amulet is an oddity from there too. SD: **Tech Crafter**. *A humanoid very skilled in using tech materials to create and maintain high-tech objects and machines.* **AC 12, HP 23, ATK 2** razorsword +4 (1d10), 2 ray gun (far) +3 (1d8) or 1 mortar (far) +2 (3d8 in double close of impact area), **MV** near, **S +2, D +2, C +1, I +3, W +0, Ch +1, AL N, LV 5.** **Fish Amulet**. Projects holographic, moving, small fish images within

close as long as the amulet is worn by a living person. Anyone attempting to attack the wearer does so with disadvantage. **Force Shield.** Instantly generates an invisible, mobile armoured force screen in a double close area around user, AC 18 for 10 rounds. **Hack.** Scramble any technological machine so it ceases to function for 10 rounds. Takes 1d4 rounds to employ. **Teleport.** Instead of attacking, instantly teleport up to far.)

J. Pantry: Just off the southwest alcove in the Canteen (I), this is one of the few places in the complex that has no Ceiling Lamp in it. It is the main food store for those using the complex, with some fresh and packeted items, enough for up to four Humans for a few days only. Such items are kept in a couple of cupboards. There is also a work table and a couple of stools here, which can be readily carried out of the Pantry.

K. Canteen Lab: A second door off the southwestern alcove from the Canteen (I) leads into this room, which is fitted-out much like the South Lab (G), with workbenches, cabinets, a Ceiling Lamp and a Pneumatic Tube Connector. Among the general clutter are several high-tech items. A pair of **Running Boots** are in one cabinet, made from leather, metal and plastic, with small devices fitted to the side of each, designed to both fit the boots to most Human-sized wearers comfortably, and allow them to run and jump with great ease. They are though one-use items, and will cease to work after an hour. (Based on the Bounding Boots of Numenera, as well as similar fantasy RPG variants. SD: During their hour, allows moving at double normal speed, jumping up to a near distance from a standstill, and changing the DC for all DEX checks to 9, where higher. Worth 600 gp.) Another cabinet contains the **Instant Workbench**, a handheld device that when activated, expands and transforms into a metal workbench that permanently fixes itself in place wherever it was set-down. This has the form of an adjustable-height work surface, with a functional lamp and a range of tools attached in racks, to allow working with commonplace objects and materials, including high-tech equipment and structural pieces. All elements of and connected with the Workbench are made of durable shaping-metal (which reverts to its intended forms during the activation process). The Bench is immobile once activated, as it melds into its surroundings at the edges, ensuring it is firm and secure for working upon. (Derived from the Instant Workshop device in Numenera; SD: Worth 300 gp) Near one another on the main work-surface in the Lab are the Foam Lock Gun and the Camouflage Spray (based respectively on the Immobilizer and the Stealth Thrower from Numenera). The **Foam Lock Gun** is a handheld device that projects an expanding foam spray over a nearby target up to the size of a carthorse. The foam hardens swiftly, and holds the target immobile for one hour, after which the foam crumbles to harmless powder and falls away. The Gun has only enough foam for a single use (SD: Range is near, worth 100 gp). The **Camouflage Spray** consists of a bulky, handheld, gun-like nozzle device, attached by a hose to a pair of large tanks in a backpack harness. When activated, this sprays a fine mist of high-tech particles that completely coats any creature or object nearby in a few passes. Up to six adult Human-sized creatures or objects may be so coated all over before the tanks empty. This coating lasts for up to an hour (it can be removed sooner by vigorous rubbing), during which time the coated items are camouflaged against whatever surroundings they encounter. (SD: Range of spray is near. Gives advantage on all stealth activities while the coating lasts. Worth 200 gp.)

L. North Lab: Third of the trio of smaller laboratories, this one is just off the early part of the long corridor that runs the length of the western side of the complex. In layout and contents, it shares similarities with both the Canteen (K) and South Labs (G), including its Ceiling Lamp and Pneumatic Tube Connector. AsQ the Tech Crafter (see the Canteen, I, for details) may be working in here some of the time. Along with the usual amber-, metal- and plastic-topped workbenches, and three cabinets, there is a substantial rack of larger tools along much of the long, northwestern wall. Among the items scattered about on the benches is the **Stunner**, a small handgun-like device with a very narrow “gun barrel”. It shoots needles finer than a Human hair to a maximum distance of about 60 ft (18 m), either one or two at a time. A single needle calms any belligerent or raging creature for a few minutes, or until the creature is attacked. Two needles together cause the target to fall asleep for a similar time, or again until harmed. The gun does not easily miss, thanks to its high-tech nature helping the user to aim better. It can be set to detonate on a timer, releasing all its needles in a burst that affects all creatures not behind cover within its usual range, although this destroys the gun completely. It may fail permanently 5% of the time it is used otherwise. (Derived from Numenera’s Pacifying Needler. SD: Range is double near, and the effects in either case last 1d4 rounds. Aimed shots with it have a +4 bonus. Worth 500 gp.) In the largest of the room’s cabinets is the **Mobile Workbench**. This is a large-pack-sized device with numerous extendable arms and tools, and is in essence a wearable workshop, as it allows the repair and construction of high-tech items without a formal workshop space being available. It holds objects being worked upon firmly in place, and has tools allowing construction, repair, investigation and analysis tasks to be carried out by someone with sufficient know-how. It is bulky, and means the wearer/user is unable to move easily or swiftly. However, items produced using it are always of better-quality and more robust than usual, as the Mobile Workbench is made from smart materials that do parts of the fine work for the user. It has a failure

rate of about 5% per completed project. (Based on the Smart Wearable Workshop from Numenera. SD: The Workshop occupies 4 gear slots and halves the user's MV while wearing it. Items produced using it, where appropriate, gain an automatic +2 bonus aside from any other improved features. Worth 900 gp.)

Transdimensional Passageways 1 and 2 open off the outer side of the long corridor on the northwestern side of the complex. Only the corridor itself has Ceiling Lamps along it in various places, with the usual wall-mounted operating panels. The Passageways do not. AsQ the Tech Crafter is sometimes found walking the long corridor, when not in areas N, L, I, or elsewhere, and ten Nyarlathotep Spawn raiders may make their way into it from either Transdimensional Passageway too (see the notes between areas C and D on them). All four secret, "S"-marked, doors off the southwestern half of the long corridor are actually sliding doors, three of which slide into the adjoining wall when a concealed wall panel is touched, and close again a few seconds later. They look like just a wall panel typical of others in this part of the complex, so folk from Nibirum will at first find them especially difficult to locate and operate. The Nyarlathotep Spawn will struggle to find or use these at all. As noted earlier (area B), the secret door from area B is also a sliding one, though of a purely physical type, and which can be found and operated on its northwestern side only by those from Nibirum initially. It is not one of the high-tech doors, and looks to the non-Nibiense like just an ordinary wall panel on its northwestern side.

M. Hidden Passage: Beyond the first of the sliding secret doors when heading southwest on the long outer corridor, some steps down begin a short way inside. Although this passageway and stairwell are of the same character as the rest of the non-Nibirran section of the complex, there is no Ceiling Lamp here, and once the sliding door has shut, there will be no light in here at all. The air smells stale and dusty, with hints of plastic, metal and disuse. Beyond the lower sliding door, the passageway drops to 8 ft in height (2.4 m) and assumes a very rough mix of natural stone tunnel and a few crudely cut-through sections, forming a short route through the solid rock that ends in a small, still equally low, rock cave, beneath the lower level of area C. A 4 ft long chute (1.2 m) in the cave's ceiling rises to the underside of the plastic-coated metal trapdoor that opens upwards into the lower floor of area C. It is very stiff, and apparently has been rarely used, much like the cave and passageway, which apart from dust and minor debris, seem quite empty. A very faint, musical humming can be heard in the rock tunnel, which is faintest in the cave. Its source cannot be easily identified. There are also thin, patchy bands of faintly self-luminous rock in the walls of both passage and cave, not enough to usefully see by, but enough to be obvious in the absence of any other light sources. The rock seems very different in character to that of the stone-lined areas A and B (or behind any of the wall panels elsewhere, should any have been removed earlier).

N. Experimental Lab: Largest of the main laboratories here, this is where AsQ the Tech Crafter (see I) is more frequently to be found. Aside from the usual cluttered tables/benches, cabinets, Ceiling Lamp (whose operating panel is inside the door) and Pneumatic Tube Connector, are a whole series of large-sized stands, supports and ceiling rails for moving heavier objects, with ties and chains that run along the rails hanging down from them. The northwestern alcove contains a cot bed, a chair and a small table, given that AsQ sometimes more or less lives in here when working on a complicated project. Hanging on a stand near the south corner is a **Diagnostic Shirt**. When worn over bare skin, the outer surface of this shirt shows the muscles, blood vessels, bones and internal organs of the person wearing it, making it valuable for medical diagnoses. A skilled user can adjust the Shirt to view specific depths within the body (SD: Worth 400 gp). Other items in here, some quite large, are clearly incomplete, or are in the process of being taken apart for detailed examinations.