

# Barrow of the Forgotten Wardens

This southeastern one of the three gigantic Barrows of the Ferine Magi, deep in the Feralwood Forest of Alarius, has its northwestern outer edge very near the southeastern side of the Barrow of the Noble Jewels. All three Barrows are set within a vast zone where no magic functions. This map details the tiny, more accessible, interior part of the Barrow of the Forgotten Wardens, whose entrance is in Hex 906 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.

Like the others, this 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 it, 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 south of the Barrow's outer wall (5 to 7 km). On the Barrow's northwestern slopes, in Hex 905, are a substantial number of large, rounded depressions, used by a group of Harpies, who come here to dust-bathe at times.

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) and the "Hyperborea" RPG by North Wind Adventures, which, as its tag-line indicates, mixes "Swords, Sorcery, and Weird Science-Fantasy". 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, somewhat overgrown, trail leading along the quartzite-walled avenue, is shown in the fragment of the outdoors illustrated on the extreme left map edge. There are numerous tumbled lumps of quartzite stone, fallen from the avenue's wall, towards the Door end of the avenue especially, including a couple of whole blocks that are still more or less complete. The Door itself 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 runic script, while the Door itself is plain and unmarked. 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 Wardens". The "Forgotten" element has presumably been added to the title as known in the region, because nobody now recalls who the Wardens were. 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). There is a musty 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.

**B. Dart Trap Corridor:** There is no difference in appearance on entering this section of the passage from the outside, or indeed at any point afterwards, up to the curving archway at its "bridge", northeastern, end. Although the overlying passageway itself is not visible, this is the first sign of a clear change in the nature of the long Corridor. 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 small and quite difficult to spot. Concealed floor pressure plates nearest each of these slit-pairs mechanically operate trigger mechanisms for the dart-shooters that are 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 15 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, the nature of the passageways and rooms alter dramatically. While still squared-off, they are all 9 ft high (2.7 m), unless noted, and moreover, their walls, ceilings and floors are panelled with a pale grey-green, plastic-coated metal sheeting, the panels of various rectangular sizes up to about 9 ft per side. These are nearly impossible to remove without specialist, high-tech, tools. Behind them is a plain yellow sandstone, quite unlike that of the blocks in the outer areas, and this stone is of cut tunnels in native rock, not slab-built walls, floors and ceilings. Attached to the stone walls behind the metal panels, and surrounding all parts of the complex except areas A, B and the three Transdimensional Passageways, is a closed loop of **Telepathy Wire**. This Wire is of techno-magical metal that when placed in such a closed ring around an area, enables all intelligent creatures within that zone to communicate freely with one another telepathically, providing they are within sight of one another. The Wire's ability to enable this lapses after an hour, taking a day to recharge. Should the Wire be broken while in use, those within the area take a minor amount of psychic damage. The Wire has a 5% chance to permanently fail per use. (Based on Numenera's Telepathic Wire. SD: Breaking the Wire causes 1 damage to everyone in the affected area.) This section of passage smells of rather stale, dry dust, mustiness and disuse. Stairs rise at the northeastern end of the corridor, leading to the upper level of area C.

**C. Exhibition Hall:** A 9 ft (2.7 m) high walkway surrounds a large, sheer-sided, 12 ft deep (3.6 m), central pit. Around the edges of the pit is a 3 ft, 1 m, high plastic-coated metal guard rail, supported by similar vertical metal posts at roughly 5 ft intervals (1.5 m), and corner posts, the gaps fitted with panes of clear glass or crystal. In sufficient light, these would allow an easy view down into the lower area, as would the open central area, as there is nothing other than the railings to prevent accessing the lower floor, except for the absence of any ladders or stairs down. The clear panes are surprisingly tough, as resistant to damage as the metal wall panels. All along the solid walls of the upper walkway are tall, narrow, broad-fronted, floor-to-ceiling, glass-fronted, plastic-coated metal cabinets containing many items, some, though not all, on shelves, or attached to

the back panel inside their cabinet, all labelled in an unknown script and language that does not belong to Nibirum. Their layout, and that of the items, could suggest these are museum exhibits and information notices. The texts appear to have been printed in some manner, and are not obviously hand-written. Much like the glass railings, the cabinet glass is equally resistant to breaking. The glass panels open like doors, though all are locked. An opening off the walkway's north corner leads to a stairwell and passage down to the lower level, through a normal doorway (again, 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 the concealed-for-the-Nibirese exit route 3, and rooms D, E, F and G.

In the pit are more cabinets, much like those on the upper walkway in substance, except these are lower, and have an angled, clear-paned, top cover, locked shut. They are set along most of the solid walls, again containing numerous labelled items. These are absent from the two short passageways to area I, and southeast to, and in, the corridor to rooms D, E, F and G. The items are of various kinds, some similar to typical museum exhibits of pottery, textiles and simple hand tools, with a variety of decorative and figurative pieces. Many though are of a technological or techno-magical kind, some of the more interesting or unusual pieces of which are detailed below (GMs may naturally add or remove whatever items they wish to or from these). There is a somewhat stale, slightly musty, scent to the air, and parts of the outer cases are quite dusty in places, especially on the upper walkway.

A square floor panel with a fold-flat handle forms a trapdoor down to the final section of area M, towards the southwestern wall in the pit area. It seems not to have been used in a very long time, and will prove extremely resistant to opening through this disuse. It is partly concealed by the huge techno-magical **Undersea Walker** that occupies much of the central floor of this lower level. Its plan size can be gauged from the map, and in three-dimensions, the bulk of the contraption is a huge barrel in shape, with a distinct fore-and-aft appearance, including two extended metal pincers at the front end, and a downwards-folded fish-fin-like tail at the rear. It stands on four extended metallic legs. A concealed button opens the hatch at the rear allowing access to the inside, which, amongst various panels and levers, is space enough, and seats, for one or two average adult-sized Humans. The levers extend and retract the legs and tail, open and close two thick glass portholes, one on either side of the barrel's front, operate and extend or retract the pincers, and enable the Walker to be moved forwards, backwards, or make a turn to either side. Other controls open and shut two further portholes on the device's outer front casing, from which shine strong beams of light up to 120 ft away with clarity (35 m) when activated, cause the Walker to ascend or descend under water, and open or close the aft hatch. When underwater, the vehicle can withstand the pressure at depths up to 1,000 ft (300 m), and contains enough air to last one person 6 hours, or two people 3 hours. It moves rather like a gigantic mechanical lobster, at a pace up to that of a typical walking Human (including when sinking or rising). Its pincers can grab and grip, sufficient to cause substantial damage when required, although they can also accomplish fine manipulations not unlike a normal Human hand for a skilled operator. It is decorated inside and out with underwater flora and fauna, albeit few that those from Nibirum might recognise exactly. (The Walker is based on the Apparatus of the Atlanteans from Hyperborea. SD: **Undersea Walker**. AC 20, HP 120, ATK 2 pincer (close) +3 (2d6), MV near (including raising or lowering underwater). **Pincers**. S +3, D +3. **Sustain Damage**. On taking 90 damage, the Walker springs a critical leak, giving its occupants 2d4 rounds to escape or start drowning. At 120 damage, the Walker caves in and implodes, destroying itself completely. Worth at least 1,500 gp.)

Among the items in the walkway cabinets may be found the following.

The **Freezing Ray** has the form of a transparent handgun made from glass or crystal, inside which is a thin coil of copper tubing. When shot, an icy pale blue ray projects a 30 ft long by 10 ft wide cone (9 m by 3 m), affecting all in this area with extreme cold, including freezing substances in that area, such as water. It crumbles to crystal dust and fragments of copper after it has been used 66 times (or 1d6 x 11 if a random number is preferred). It has the form of an earthly nautilus-like shell, with extended tentacles as the gun-barrel, and appears quite decorative. (Based on the Atlantean Frost Raygun of Hyperborea. SD: (Near-sized cube) +1 (3d10+3), worth 300 gp.)

The **Electric Torch** is a sleek, foot-long, metal cylinder (30 cm) with a crystal lens at one end. The device is highly resistant to heat and cold, and is waterproof. When activated, it projects a bright beam of light up to 100 ft, forming a 20 ft lit area at that distance (30 m and 6 m respectively). The light can be used continually or intermittently, as required, and its battery will provide light for a total of one hour. It recharges automatically when left in sunlight for at least one hour. (Derived from the same-named item in Hyperborea, except that one has a battery that lasts 72 hours. The time has been reduced to match the importance of short-lasting light sources in SD here. Worth 600 gp in SD too.)

An ornate, scroll-decorated **Visored Helmet** has a pair of smoky-quartz-like spectacle-lenses that protect the wearer from harmful light effects, and magical/techno-magical optical effects. A stud on one side of the visor lenses (apparently part of the decoration) gives the wearer the ability to see in even complete

darkness for a short time. (Based on Hyperborea's Dark-Vizored Helm. SD: The see-in-darkness effect lasts up to 6 rounds once a day. Worth 400 gp.)

The **Poison Ray** is a handgun-sized weapon made from a strange, blue metal (a form of steel). Its barrel is about a foot long (30 cm), it has a crystalline gun-sight, and is powered by a slot-in energy-cell that fits into the handle. The cell contains 20 charges, and each shot uses one charge. Three more of these cells are in a plastic holder alongside the Ray in its display case. The weapon is lightly decorated with flowing designs across its outer surfaces, which help emphasize the "business end" of the gun. When shot, a radioactive blast is generated in a 30 ft by 10 ft cone (9 m by 3 m) creating deadly radiation damage to all in the affected area. Repeated use of the weapon by an unshielded user is apt to cause radiation damage to the wielder as well. (Adapted from the Atlantean Radium Pistol of Hyperborea. SD: (Near-sized cube) +1 (5d6 + radiation poison), **Radiation Poison**. Wasting disease, DC 18 (DC 15 for the wielder) CON or go to 0 HP in 1d12 + 12 days unless cured; worth 600 gp with the three spare cells.)

Looking rather like a light crossbow without a string, made of green-blue metal, decorated with lightly-moulded, unusual (for Nibirum) undersea creature designs, this is a **Laser Bow**. It is fitted with a magazine containing 30 one-shot charges, and is a techno-magical weapon. When activated, it has a sighting mechanism that generates a small red spot on a target less than 250 ft away (75 m), making it very accurate when shot. The weapon also has no range penalties, causing both penetrative and fire damage to whatever it hits. It cannot be recharged, and there are no spare magazines with it in its display case. (Derived from the Atlantean Laser Crossbow from Hyperborea. SD: (Far) +4 (1d6 + 1d6 fire), worth 700 gp, a magical weapon.)

A small, hand-sized, circular device, the **Compass**, does indeed look superficially rather like a handheld compass. However, the pointer is triangular in form, not diamond-shaped, though it is still suspended on a central spindle, with markings around the dial's edge similar to directional degree-indicators on an earthly compass. It always points north. Around the rim are attached several coloured-metal indicators that move automatically on their own, and which seem to represent a variety of planets and the sun in their motions around the sky. These are not though the recognisably Nibirran planets and sun. The sun disc is quite large and red. There are what seem to be two moons, a small red-brown-coloured disc that zips around the entire circumference in seven days, and a somewhat larger blue-green one that takes more than 45 days to complete a circuit. A small pink disc never strays far from the sun one. Another small disc is blue-green and slow moving, while another is blue and often cannot be found. Most dominant of all though is what seems a huge planet with rings, so large that only a fragment of it is represented among the moving rim-features. (Taken from the Hyperborean Compass in the Hyperborea RPG, as are, abbreviated, the sun and planet descriptions from the start of Chapter 14 in Volume II of those rules. SD: Useful as a compass, worth 100 gp as a curiosity beyond that.)

One of the cabinets, narrower in its front than most others around the walkway, contains a suit of **Iridescent Armour**. This has the form of plate armour sculpted like sea-shells (albeit of a type not recognisable to inhabitants of Nibirum), made from a lightweight metallic material that shimmers with a mother-of-pearl lustrousness, yet which protects like traditional mail armour. It is a full-body suit, appropriately jointed, able to fit most slim-muscular adult Humans, and has a similarly made open-face helmet alongside it in its display case. (The Atlantean Armor from Hyperborea. SD: Treat as mithral mail, AC 14, worth 500 gp.)

The **Levitating Belt** is made of brownish-grey, rectangular, metal plates, all linked together, each with an oval, black stone set into it, whose type proves impossible to identify. The fastening buckle is a similar metal clasp, with two buttons made of clear crystal placed one above the other. The metal is decorated with flowing foliate designs. Pressing the top button allows the wearer, and up to 300 pounds of worn/carried gear (135 kg), to raise themselves vertically at 30 ft per round (9 m). Pressing the lower one allows a vertical descent at the same rate. (Based on the Atlantean Anti-Grav Belt from Hyperborea, whose black stones are from Yuggoth. SD: Raise or lower at near per round, with up to 10 gear slots of worn/carried items; worth 150 gp.)

Another handgun-like device is the **Paralyser**. This is made from transparent crystal or glass, moulded with finely engraved, linear scrollwork running from the base of the handle to the end of the barrel. Inside the casing can be seen a tightly-wound network of copper-coloured wires, interspersed with, when activated, tiny glowing filaments. When shot, the entire gun glows with an orange radiance like a torch, emitting a small sphere, roughly 3 inches across (7 cm), of sparkling energy that rushes in a straight line up to 60 ft away (18 m). A living target struck is paralysed for a few minutes. The weapon has 18 charges, with each shot using one charge. It cannot be recharged. (Taken from Hyperborea's Paralyzing Pistol. SD: (Double near) +1 (DC 18 CON or paralyzed 1d4 rounds; worth 300 gp.)

While looking like a gun of some sort, the **Disintegrator** was seemingly not designed for use by typical humanoids, who will need familiarity with it to use it successfully. It has a foot-long (30 cm) crystal barrel, about an inch in diameter (2.5 cm), with controls to operate it on its oddly-formed handle that require several digits from both hands for a humanoid. It has a removable energy clip with 28 charges - there are no

spare clips with the gun. When activated, it shoots a narrow, blue-green energy beam at its target, anywhere within sight. If it hits, the target is reduced to smoking ash. If it merely grazes, the target only takes serious damage. (Based on the Mi-Go Disintegration Pistol from Hyperborea. SD: Requires DC 15 DEX to shoot correctly; (far) +2 (auto-destruct unless DC 15 DEX for 3d6 damage instead); worth 300 gp.)

One more narrow-fronted cabinet, like that containing the Iridescent Armour, holds the **Hermetic Suit**. This is an all-body suit of thin, silvery-grey metal, that has the weight and protective properties of a suit of full plate armour. It has leather-like (actually synthetic) airtight seams at all its joints, including the neck connector to a great-helm-sized helmet, that has a large, tinted glass or crystal visor over its front. The exterior has the moulded form of a heavily-muscled male Human, except for a number of curious ridges and bosses. The back of the left-hand glove has a small, black, triangular raised panel with a red crystal button on it. Three similar buttons under the helmet's chin can be used to open and close the suit, which splits down the back to allow entry and exit. Once inside, the suit fits perfectly comfortably to the wearer, so long as they are within the range of typical adult Human forms. The suit protects against physical blows, energy and techno-magical attacks, although it is susceptible to acid. Internal controls in the gloves allow the wearer to levitate up or down at their normal movement pace (using a built-in anti-gravity mechanism). The suit contains its own oxygen supply that will last up to 8 hours, as it is air- and water-tight, and can withstand extremes of pressure. The interior atmosphere is cool and dry, while automatically keeping its wearer properly hydrated without needing to drink or eat. The suit gives the wearer power to act as if they were extremely strong. The right hand has metallic claws that can be extended or retracted using internal controls, from which an electrical charge can be generated into a target as well. The crystal button on the left glove's exterior shoots a 30 ft by 5 ft blast cone (9 m by 1.5 m) when required. (Drawn from the Zirconium Suit armour in Hyperborea. SD: Mithral techno-magical plate, AC 17, S 18; 1 claw +4 (1d8 + 1d6 electricity) or 1 left-hand blast (near-sized cube) +2 (3d6); worth 800 gp.)

Items available for discovery among those stored in the cases on the lower level include the following.

Occupying the whole of one of the low, angled-top cabinets is a bulky device, the **Fire Starter**. This cabinet also has a glass panel over much of its front, to better display the item. It consists of a large, metal tank, with an attached, flexible metallic harness that would allow the tank to be worn as a backpack. From the tank's base extends a short, corrugated, flexible, metal hose, ending in a smooth, elongated nozzle with a trigger mechanism. The tank holds around five gallons of fuel (nearly 25 litres), and the whole mechanism when full weighs about 65 pounds (30 kg). Even with the tank empty, it still weighs roughly 45 pounds (20 kg). When activated, the trigger sprays and ignites fuel from the tank into a cone around 60 ft long by 30 ft wide at its further end (18 m by 9 m) causing a large amount of immediate fire damage, and further damage subsequently, until the flames are extinguished. There is enough fuel in the tank to allow six such bursts. All parts of the device have been carefully decorated with elaborate fiery creatures, and more abstract flame-like, designs. (Derived from the Atlantean Flamethrower in Hyperborea. SD: Even empty, the device still occupies two gear slots, and is a two-handed weapon; (near-sized cube) +2 (6d8 fire, halving - round down - each subsequent round unless extinguished); worth 600 gp.)

In another display cabinet nearby, and the largest single object in its display case, is a **Lightning Staff**. This is a blue-metal, slightly tapered, javelin-shaped rod around 3 ft long (1 m), with a pattern of narrow, slightly rippling, ribs moulded into its surface along its length. A faint seam runs around its circumference at its midpoint, where the Staff is also at its thickest. This thicker central section feels warm, spongy and a little sticky to the touch. In use, this section techno-magically moulds to the wearer's grip. At one end of the Staff is a ribbed knob, twisting which activates the device so it emits a faint humming sound. If tapped, the Staff sounds, and feels, hollow. Flicking the activated Staff to point at a target within 30 ft (9 m) emits an electrical arc from its pointed tip, striking the target and causing damage. This uses one of the device's 60 charges. The upper half can be rotated about the central seam, causing a techno-magical, sharply-pointed blade to spring from the tip, allowing the Staff to be used like a spear. However, if it is thrown in this form, it behaves like a javelin, converting itself into a 150 ft long (45 m) lightning bolt, throwing out electrical bolts at all within 60 ft (18 m) around its flight line, causing damage dependent on how many remaining charges it still holds. This completely destroys the Staff. (Adapted from the Atlantean Lightning Rod in Hyperborea. SD: Electrical arc - (near) +3 (2d6); Spear - two-handed magical melee weapon, +1 (1d6); Lightning bolt - (far) +1 (1 damage per remaining charge to every target struck within double near of its flight-line); worth 500 gp.)

Filling a third display cabinet is a plastic and metal crate with individual spaces for twelve hand-grenade-sized, metallic, egg-shaped objects, each with a ring-pull pin in its top. Eleven spaces hold one egg each, while the twelfth is displayed separately with what seem to be rather detailed explanatory printed text notes. These are **Radium Bombs**, each of which weighs about two pounds (1 kg). Once the pin is removed, each Bomb will explode either shortly afterwards, or on impact, if thrown. Their range is around 60 ft at most (18 m), and their burst radius is 15 ft (4.5 m), causing both explosive and radiation poison damage to those caught in the blast area. The outer casing of the Bombs is decorated with a tessellated pattern all across its

surface, with deeply indented lines separating each segment. (Drawn from the Atlantean Radiation Grenades in Hyperborea. SD: Each bomb occupies one gear slot to carry; (double near) +0 (5d4 + radiation poison to all within near of impact), **Radiation Poison**. Wasting disease, DC 18 CON or go to 0 HP in 1d12 + 12 days unless cured; worth 50 gp each.)

One more display cabinet contains the final three objects of interest described here, a trio of different types of sword. One is the **Thornwood Sword**. This has the form of a shortsword which appears to be made of wood, and whose pommel is set with pieces of green, meteoritic iron, carefully etched to show a distinctive cross-hatched patterning. Despite its appearance, and light weight, the blade is extremely strong and sharp, like fine steel. (Based on the Quickthorn Wood from Saturn in Hyperborea. SD: Treat as a normal shortsword, except it does not take up a gear slot; worth 70 gp.) The other two are similar to one another, except they are of different sizes, the **Light Shortsword** and the **Light Longsword**. These appear to be bladeless weapon hilts of appropriate size for their type, made from a light, durable metal, decorated with swirling geometric spiral patterns made from small pieces of coloured crystal. One of these crystals activates a blade of techno-magical light energy to spring forth from the hilt of appropriate length for each weapon. The Shortsword blade is a foot long (30 cm), the Longsword one two feet long (60 cm). Each does more damage than a normal metal weapon of comparable type would, and each has 100 charges, with every activation using one charge. They cannot be recharged. (From the Atlantean Laser Dagger and Laser Sword in Hyperborea. SD: Shortsword +2 (2d6), 100 gp; Longsword +2 (2d10), 200 gp.)

Although Renel the Technosage (see area J) may be working on either level of this area (albeit only rarely up on the walkway), usually the only non-Nibirran likely to be encountered in this area, on either level, or in any of the connecting passageways (including concealed passageway 3 and area I), is Rho the **Mysterion**. 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.)

**D. Display Store 1:** One of three more or less identical, small, square rooms along the passageway here, this one contains a series of old display boards, some still with printed labels and sheets of notes attached, in stacks on the floor, and on a table. A single, locked, solid metal cabinet stands in the west corner, which contains two unlabelled items. In the base of the cabinet is a **Launcher**. This is a roughly 2 ft long (60 cm) metal tube, about the diameter of a typical adult Human fist, with a series of winding plastic tubes wrapped around it. It can be used to throw any object of fist-size with great force over a considerable distance. Objects such as rocks can be used in it. After each use, it cools down making unpleasantly loud noises and a strange smell. (Based on the Launcher from Numenera. SD: A two-handed ranged weapon (far) +0 (1d6), worth 100 gp.) On the top shelf, towards the back, is a lidded glass jar containing 16 Human-eye-sized, rounded seeds. When planted, each grows into a solid gold daffodil in half a year. (A Numenera oddity. SD: The jar of seeds is worth 20 gp; each golden daffodil would fetch 50 gp, however.) The room is very dusty and smells of old textiles.

**E. Display Store 2:** Middle of the three small rooms on this corridor, there are two large, empty, metal cabinets here against the back wall, opposite the door. Near the middle of the room is a table on which is a dusty, shallow, angle-topped display case, with a clear glass- or crystal-paned lid. Inside the case are five items, each clearly labelled with some descriptive text of the usual printed kind, in a language and script incomprehensible to those from Nibirum. One is an identical Launcher to that found unidentified in Display Store 1 (D). Another is a smaller, rectangular, handheld device, somewhat confusingly called the **Travelling**

**Sphere.** When activated, this creates a techno-magical hovering sphere of force with the device's operator at its centre, and anyone else who was within 5 ft (1.5 m) when the device was turned on. The Sphere hovers at all times, along with its contents, moving as the operator directs at a typical walking pace horizontally or vertically. It lasts for 10 hours, although the operator can collapse the Sphere whenever they choose instead. When the Sphere ceases to be, everything inside it falls to the ground under gravity, as normal. It is a one-use device. (Based on Numenera's Travel Bubble. SD: MV near (hover/fly); Worth 400 gp.) Then there is an identical pair of **Food Tubes**. These are plastic tubes with writing on them, and a screw-top cap each. When the cap is removed, a grey paste can be extruded from each tube, making a very strange sound in doing so. The paste provides sufficient nutrition for one adult Human (or equivalent) for one day. It has a not unpleasant, if rather bland, taste. (A Numenera item of the same name. SD: Worth 1 gp per tube.) Finally, there is a **Floating Marble**. This is a green glass or crystal sphere, about the size of a Human eyeball. Whoever first touches it becomes its new owner, and it begins to float around that person, always remaining within 5 ft (1.5 m), sometimes within the person's clothing. When that person becomes angry, the Marble whistles like a boiling kettle. (A Numenera oddity. SD: Worth 1 gp, although some might pay more just to be rid of it.)

**F. Preparation Room:** Third of the three small square Rooms in this group. There are a total of six glass-fronted display cases here, three stand upright on their own table, two of the others lie flat on a separate table each, and one more case stands on the floor. All are dusty, and are around 4.5 ft tall (1.4 m). Two of those standing upright on tables contain at least one item. The other four are empty. One case contains a single spherical object, about the size of an adult Human head, made of glass/crystal, metal and plastic. It rests in a padded hollow of a shelf set at about the midline of the case, and is identified and described with the usual kind of printed label, which also contains a notice in larger characters. If this notice can be read, it is a warning not to open the display case. The case itself has also been sealed with some kind of solid, waxy putty. Opening the case by any means immediately causes this **GlowSphere** to activate. It is an intelligent, techno-magical constructed creature, able to levitate-fly on its own, and which will imprint itself on the first group of creatures it encounters. It will not leave them thereafter unless destroyed or driven-off in some manner. It constantly emits a wide variety of sounds, with moving images and lights all across its outer surface, shedding varicoloured, variable strength light, much like a flickering torch, always attracting attention to itself and those with it. It can defend itself by striking physically with its small bulk, or by projecting translucent force barriers with the strength of a metal wall all around it, which move with the GlowSphere, and which can also protect its chosen group, if inside the defended zone, which is typically a 10 ft cube (3 m) within 30 ft (9 m) of itself. (Adapted from the Cwiddit of Numenera. SD: **GlowSphere.** *A flying, constructed, Human-head-sized sphere that emits variable sounds and light continually.* **AC** 15, **HP** 14, **ATK** 1 slam +2 (1d8), **MV** near (fly), **S** +1, **D** +4, **C** +1, **I** +0, **W** +1, **Ch** +0. **AL** N, **LV** 3. **Force Barriers.** In place of attacking, may generate translucent force barriers up to a double close cube in size within near, equal in strength to an AC 18 wall. The barriers move with the GlowSphere. **Lightshow.** Continually sheds light like a flickering torch which cannot be turned off. **Startling.** Its continuous, variable, sounds mean it, and anyone with it, never surprises. All stealth tasks with an accompanying GlowSphere auto fail.)

The other occupied display case has a number of labelled items within, including several "ordinary" pieces, and two less usual objects. One is a **Paralysis Ring**, a one-use finger ring made of blue-grey metal, which when activated shoots a similar-coloured ray at a single target within 500 ft (150 m) that paralyzes it for up to 10 minutes. (Based on the Paralysis Ray Emitter in Numenera. SD: Range is far; DC 18 CON or paralyzed for 2d6 rounds; worth 50 gp.) The second object is a spray-can with a label on its exterior, the **Sliding Spray**. This is another one-use item that contains enough material to spray an area up to 10 ft square (3 m) with a clear gel that makes all surfaces extremely slick for one hour. (Numenera's Friction-Reducing Gel. SD: Disadvantage to move over the affected area; worth 20 gp.)

**G. Display Room:** A larger room at the end of the passage here, the passageway side of the door is labelled clearly "Display Room". There are tall, long, glass-fronted display cases all along the southwest wall, containing a large number of label-described items. Many of these are curiously-shaped pieces of flint-like weapons or blade pieces - some could be chert, obsidian or some similar type of rock instead. They all seem very ancient and appear to be quite ordinary. In the case nearest the south corner of the room is an equally ancient-seeming leather pouch, decorated on its visible side with an incised, stylized sunlit landscape scene, alongside which are 24 pale green tablets in a sealed glass bottle. If the labels for these can be read, the tablets were found inside the pouch originally. These are **Memory Pills**, which provide a vivid dream of that person's favourite memory when they next sleep, enhancing such rest time (a Numenera oddity; SD: Gain 1 luck token on waking after such a dream, worth 100 gp the bottle.) In the north corner of the Room, and not in a display case, although it has a label on the door wall alongside it, is the **Pain Reliever**. This a device that

occupies about a 3 ft cube (1 m), from which a metallic tendril protrudes on one side. If this tendril is held for a few minutes, all minor aches and pains are drained from that person for a few hours, enabling them to be more alert and active than normal. The device has a 1% chance to fail each day it is used. It is fixed in place. (Adapted from the Pain Taker in Numenera. SD: Gain advantage on all non-combat tasks for 1d4 hours.)

**H. Stores:** Another small square room, similar to rooms D, E and F. This one contains boxes of dust sheets and other simple textiles. A locked metal cabinet in the east corner contains boxes of pins, tacks, small metal connectors for display boards and similar small museum-display items. A small, locked, metal box also in the cabinet (Renel the Technosage - see area J - has both keys) holds a **Disruptor**. This is a techno-magical crystalline nodule that can be attached to any melee weapon. For the next day, any solid living creature successfully struck by the weapon is affected by a burst of nanites that directly attack the organic cells of the target, causing both extra damage and a brief, painful distraction. It is a one-use item. (Based on the Disrupting Nodule from Numenera. SD: Living target struck takes +3 damage and is paralysed for 1 round; worth 50 gp.)

**I. Exhibition Annexe:** One of the larger rooms in the complex, this rectangular area opens off a short passage northwest from the lower level of the Exhibition Hall (C), with a door out to the passageway that leads ultimately to the concealed Community Room (area N) in the northeast wall, another to the Secure Store (K) in the southwest wall of the southwest alcove, alongside which, in the alcove's southeast wall, is a third door into the Technosage's Office (J). Much of the room is filled with narrow, glass-fronted display cases stretching from floor to ceiling around the solid walls, with broader, but lower, angled-top cases in two lines towards the middle of the room, leaving a central alleyway between them there on the room's longer axis. There are a great many small items of assorted types spread throughout these, all labelled, sometimes with information boards, all neatly printed, and in the usual script and language completely unfamiliar to those from Nibirum. Renel the Technosage (see room J) may be working in here. There are a couple of gaps along the walls without display cases, where other significant objects may be found. In the east corner is a large device filling almost a 5 ft cube of space (1.5 m), the techno-magical **Sonic Wall Generator**. This has a display board describing it attached to the wall alongside. When activated, this creates an immobile plane of sonic force up to 20 ft by 20 ft in size (6 m by 6 m), conforming to whatever space is available, in a spot within sight of the machine. The force wall can be toggled on or off using either the main machine, or a handheld controller located in a slot on one side of the Generator. Its failure rate is 5% per year in use. The force wall halts anything physical trying to pass through it. (Adapted from the Force Gate in Numenera. SD: Worth 400 gp if still functional.) On the wall almost opposite the passageway from the Exhibition Hall, another space on the wall accommodates a slightly smaller device, filling about a 4 ft cube (1.2 m), again with a display board information panel beside it, the **Timeless Safe**. This is a hefty, externally solid and protective device, looking rather like a traditional earthly safe, and as difficult to open or break into. It has a front hatch panel that opens into an internal cavity almost as large as the outer casing. When this outer hatch is closed, no time passes for whatever is placed inside the Safe for up to ten years. At the end of that time, unless opened sooner, the hatch automatically opens, and the device then needs to be reset. It has a failure rate of 5% for each ten-year period it is in use. It is currently empty, and inactive. (Taken from the Enhanced Keepsafe Bin from Numenera. SD: Worth 600 gp if functional.) Next to the Safe southwards on the same wall, the space without any cabinets continues, and a further techno-magical device is there, also labelled, the **Transporter**. This is a bulky mechanism of metal and plastic, with several connected, but movable, metal plates. When attached to an otherwise immobile, large device, such as the Sonic Wall Generator or Timeless Safe, the Transporter allows the attached device to be moved easily to a new location and installed there. The user needs to push the device and object once linked, although they are both essentially near-weightless, levitating a little above any ground obstructions, for the hour the Transporter remains active. After that hour, the Transporter permanently ceases to function. The device to be moved must be deactivated before being so-moved. (Based on the Installation Mover from Numenera. SD: Worth 400 gp.)

**J. Technosage's Office:** Just off the southwest alcove in the Exhibition Annexe (I), this is a small, square-plan room, containing a cot, a table, a chair, and a padded rug, with several bookcases around the solid walls. One bookcase contains tomes with an inventory (incomplete) of the many items scattered throughout this museum complex. This is where Renel the Technosage is commonly to be found, always accompanied by her Crystal Hound, Jala (the rug is Jala's bed). She has keys to all the locks in the museum, and although these are unlabelled, she knows exactly which is which and what they open. She sometimes wears a techno-magical cirlet with a lamp on it on her head, although she commonly uses a larger glowglobe on a stand that can be carried from place to place, and which sheds brighter light over a larger area (much like a typical torch). On the table is a wide-topped bottle containing an amber-coloured liquid (see area N), with a glass

nearby. Renel is a later middle-aged Human woman, highly respected by her own folk, and a font of knowledge on scientific and technical matters relating to her own world. She can identify pretty well any technological item, and tell its uses, if sometimes only after a period of study. She always carries a couple of pouches containing smaller tools and assorted other items, and habitually wears a long, hooded robe, with an eye-like symbol medallion around her neck inside the robe. She carries a wooden staff with a metal and glass ornamented tip, and always has a couple of concealed weapons inside her robe, in case of need (the world outside this complex is not always a safe one). She can call upon other techno-magical powers when required too, including levitating, vanishing and defending herself with invisible force armour. Jala is a large, scaly, red-brown canine, with a prominent crystalline back-ridge. She can be fierce, and is very loyal to Renel, to whom she is completely devoted. Renel's staff is a techno-magical one, which when activated (only possible in bright light, such as the glowglobe provides), releases a cloud of noxious fumes when used to strike someone or something, fumes that cause incapacitating choking for a few minutes (based on Numenera's Mephitic Staff; SD: Treat as a normal staff if used as a weapon, except that if it hits while activated, it does additional choking fumes damage - DC 15 CON or disadvantage on all attacks and actions for 1d4 rounds; worth 50 gp.) (Technosage Renel is adapted from the Aeon Priest of Numenera, and Jala the Crystal Hound from the Seskis creature there. SD: **Technosage Renel.** *A respected technological sage, able to identify any technological or techno-magical item and its uses.* **AC** 13, **HP** 23, **ATK** 2 ray emitter (far) +3 (1d8) or 1 stun grenade (near) +3 (1d4 + stun), **MV** near, **S** +0, **D** +1, **C** +1, **I** +3, **W** +4, **Ch** +0, **AL** L, **LV** 5. **Stun.** All in close of impact point, DC 15 CON or paralyzed 1d6 rounds. **Force Armour.** Activate to give AC 17 for 10 rounds thrice per day. **Invisibility.** Instead of attacking, activate distortion field to become invisible for 10 rounds. **Levitate.** Antigravity device allows moving up or down at near per round, instead of normal move. **Crystal Hound.** *A very loyal, fierce, scaly, red-brown canine, with a sharp, prominent, crystalline back-ridge.* **AC** 14, **HP** 14, **ATK** 2 bite +3 (1d6), **MV** double near, **S** +3, **D** +2, **C** +1, **I** -1, **W** +1, **Ch** +0, **AL** N, **LV** 3. **Loyal.** When defending a place or creature to which it has become attached, immune to morale checks.) When within the complex, Renel and Jala sometimes communicate telepathically using the Telepathy Wire that surrounds the museum area (see the notes between areas B and C on this Wire), although their long-time companionship and knowledge of one another could easily be mistaken for telepathy too. Renel may also use the Wire to assist in communicating with any Nibirese adventurers within the complex. She is able to communicate with Rho the Mysterion (see area C) without needing to use this.

**K. Secure Store:** A second door off the southwestern alcove from the Exhibition Annexe (I) leads into this room. The door is locked, and there is a sign on it, if it can be read, which reads "DANGER: SECURE STORE". Inside, the southern half is filled with twelve tall, supposedly once-magical, legendary standing stones. They vary in height between roughly 5 and 8 ft (1.5 m to 2.5 m), and all are made from a very pale, almost white, limey sandstone. Fallen particles of sand are scattered all across the floor here, giving it a slightly gritty, crunchy sound and feel to walk on, and there is a slightly salty, sandy tang to the air. Each stone is carved with sometimes deeply incised, curvilinear, apparently abstract designs in places. Each has a label on it, with a plastic string tie looped over the stone's top. These labels give the stone's original location, a name (not all have this) and other brief, diagnostic descriptive notes. The names are meaningless, as apparently long-forgotten even on their original world (they are not from Nibirum). Near the middle of the southwest wall, a little northwest of the standing stones, is a tall, broad, locked, metal cabinet, inside which are shelves with more, though much smaller, stones of identical type, each with a similar curvilinear design somewhere on it, all labelled in a comparable manner to the menhirs. Also in this cabinet is a **Silencer**. This is a small, one-use, handheld, techno-magical device that draws all sounds made within 100 ft (30 m) into itself for several minutes. During that time, not a sound can be made or heard within that zone. (Based on the Sonic Hole from Numenera. SD: Worth 60 gp.) By the northwestern wall is a long, sealed, glass-fronted case with warning notices on every visible side, saying essentially, "EXTREME DANGER. CYBERSLUG. DO NOT OPEN." Inside the case is an apparently dormant or sleeping translucent, spiny, slug-like form, about half the length of an adult Human's arm, a **Cyberslug**. This is a creature made from mimetic gel, which is able to replicate itself or any other object or creature it contacts while feeding. Larger, more complex creatures require more Cyberslugs to combine together to replicate them. A Human would need at least ten Cyberslugs to replicate it, for instance. While it feeds on a living creature alone, it can simply spawn a new, wholly independent, Cyberslug from its own substance, which is immediately able to move, feed and replicate. Cyberslug duplicates have an identical form and physical abilities to the original, even to clothing and weapons, although the weapons might be ineffective (a gun, for example, would not fire, although a sword would have a cutting edge). While some of an intelligent creature's mental abilities can be duplicated, these are commonly only partial - so a duplicated Human might be able to speak the same language as the original, but the words, or the order they were spoken, might not all make sense, for instance, and would have only part of the memories, skills and abilities of the original. If killed or destroyed, the duplicate collapses back into

its original number of Cyberslugs, each still, though only just, alive and able to begin the process again. (Drawn from Numenera's Mimetan. SD: **Cyberslug**. A translucent, spiny, slug-like creature about the length of a Human forearm, able to replicate itself or other creatures when it feeds. **AC** 14, **HP** 9, **ATK** 2 bite +2 (1d4), **MV** double close (climb), **S** -1, **D** +0, **C** +0, **I** -2, **W** +1, **Ch** -4, **AL** N, **LV** 2. **Combine Attacks**. Multiple Cyberslugs can combine to hold down a larger, more complex creature to duplicate it. As a scale, 10 could hold immobile and duplicate an adult Human in 2 rounds. If killed, such a duplicate dissolves back into the original number of Cyberslugs, each reduced to 1 HP. **Replicate**. Every bite that scores 4 damage allows the Cyberslug to replicate itself as a new, independent, identical Slug able to move and attack on its next turn.)

**L. North Display Room:** A room of similar dimensions to both the Display Room (G) and the Secure Store (K), this one contains a maze of tall, though not quite floor-to-ceiling-height, free-standing display boards containing historical information regarding a land quite alien to Nibirum. As usual, the printed texts are equally alien and incomprehensible to the Nibirese. Some of the boards have small, glass-panelled display cases attached to them containing various labelled minor items. One of these cases, on a board that seems to relate to a conflict, from the accompanying images and map, contains a Shocker and a Flash Bomb. The **Shocker** is a crystal nodule that can be attached to a melee weapon. For the next day, every time the weapon strikes a solid object or creature, it delivers a brief burst of electricity along with its usual damage. It lasts just the one day. (Based on the Shock Nodule of Numenera. SD: The electrical burst gives +1 damage per hit; worth 25 gp.) The **Flash Bomb** is a small, grenade-like explosive device, whose detonation produces a brilliant flash of light, dazzling all within 10 ft of it (3 m) for a short while (derived from Numenera's Flash Detonation device. SD: Blinding lasts 1d4 rounds; worth 20 gp). Another case on a separate board has a **Distance Shrinker** in it, a small metal ring that, when attached to another techno-magical device able to affect a single target at range, increases that range to one mile (1.6 km) with no penalty, although if the mechanism requires a direct line of sight to the target, that is still the case. The effect is due to a temporary warping of space to both see and strike the target. It can be used only once. (Drawn from the Spatial Warp device in Numenera. SD: Gives advantage to hit the target, as well as increasing the range; worth 10 gp.) One last display case, deep within the maze of boards, holds a **Concealing Amulet**, a single-use, bulky Amulet whose wearer can key any single object that can be held in one hand to the Amulet by touching the two together. The object vanishes into a transdimensional pocket where it can remain free from harm indefinitely, until the wearer activates the Amulet again, whereupon the object instantly reappears in their hand. (The Instant Item device from Numenera. SD: Worth 15 gp.)

Transdimensional Passageway 2 opens off the outer side of the long corridor on the northwestern side of the complex beside the North Display Room (L). Renel the Technosage may use this passageway to leave the complex from time to time, and daily makes a trip to the Community Room (N) to fill her bottle with amber fluid when she is planning to stay in the complex. 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. 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-Nibirese 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. This passageway and stairwell are of the same character as the rest of the non-Nibirran section of the complex, though the air smells very stale, dusty, and long unused. This is especially so in the area beyond the lower sliding door, where the passageway drops to 8 ft in height (2.4 m) and assumes a very rough mix of natural stone tunnel, with a few crudely-cut 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. Neither the cave nor the chute seem to have been used in long ages, as the trapdoor is very difficult to open. The rock is identical to that found behind the wall panels elsewhere in the museum part of the complex, so far as can be told (assuming any to have been removed earlier), a yellow sandstone, quite unlike the rock in the Nibirum-stone-lined areas A and B.

**N. Community Room:** The largest open chamber in the complex, with Transdimensional Passageway 1 opening out of the alcove on its northwestern wall providing a direct accessway to the non-Nibirum world outside, one which is close to the settlement community that lies there. Folks from that community come here daily, if not usually in great numbers, except at certain times for meetings or special events. Everyone knows

Renel the Technosage, who spends much of her time in the museum complex (see area J). Fixed to the centre of the floor is the tall, circular **Amber Fountain**. This is a fairly shallow, broad, crystalline bowl, about five feet (1.5 m) across, set on a stout, roughly three feet high (1 m) pedestal, with the floor beneath and around the pedestal carefully tiled in a ring extending about 1.5 ft (0.5 m) beyond the edge of the bowl. The room has a clean, fresh scent in the air, with a hint of honey to it. A glowing amber liquid constantly jets up in a small fountain from the bowl's middle, which always keeps the bowl filled. The liquid is delicious, refreshing, and provides the food and water needs for up to 20 adult Humans per day. Its properties mean the first task attempted after drinking some in the day always seems to be more successful. Those who regularly drink it also find it helps bond together a community in friendship. There is an annual 5% chance the Fountain will fail. (Derived from the Everflowing Nectar device in Numenera. It produces approximately 10 gallons of liquid per day (45 litres), should GMs need further guidance. SD: The day's first action for all drinkers is performed with advantage. Regular drinkers in a group gain +1 to all CHA checks within that group.) The Fountain has an attached **Protector**, a crystalline nodule fixed to the pedestal just below the bowl. This is set to activate if the Fountain is ever struck hard enough to cause it damage, causing the whole Fountain and pedestal, with all its amber fluid, to phase out and vanish for one hour, simultaneously sounding an alarm in this Room and the community outside. It only functions once, and cannot be removed from the Fountain without activating itself. (The Protector is an amended version of the Hiding Alarm Nodule from Numenera.) The community, including the Technosage, all make use of the Fountain daily. When the room is otherwise unoccupied, another creature may be in here, snooping around, a **Melmoth**. It may be looking to feed on the amber fluid (although it finds the taste unpleasant), or looking for a way to destroy the Fountain without triggering the Protector, so it can feed on its techno-magical power instead. The Melmoth is a mysterious, wandering seeker of tales and news, appearing as a heavily-cloaked humanoid of generally adult Human proportions. When it has recently fed, its true nature may be revealed by accidental glimpses of a glow from within its cloak. Indeed the "cloak" is really part of the creature, whose actual form is vaguely insectoid. It feeds primarily on power and substance from worked objects and structures, especially techno-magical ones. That cloak, part of which can be extended and used like a tentacle up to 30 ft from itself (9 m), is what it uses to attack and defend itself with, and to feed, as any weapon that strikes it has part of its energy absorbed and fed upon too, including the physical weapon itself. Always solitary, a Melmoth can be distracted and turned away from feeding sometimes by the prospect of a good tale or item of news - at least for a time. (Based on Numenera's Tabanid. SD: **Melmoth**. *A solitary, mysterious, wandering seeker of tales, heavily cloaked as a humanoid to disguise its insectoid nature, that feeds upon worked objects and structures.* **AC** 12, **HP** 24, **ATK** 1 cloak (near) +3 (1d6 + grab), **MV** near, **S** +2, **D** +1, **C** +2, **I** +1, **W** +1, **Ch** -1, **AL** N, **LV** 5. **Grab**. One target DC 15 STR or held immobile until released, or a further DC 15 STR check is successful on a future turn. **Absorb Attacks**. In place of either moving or taking an action, if the Melmoth is struck by a weapon, it can absorb the weapon used. The Melmoth takes normal damage from the weapon strike, but if the attacker fails a DC 15 STR (melee) or DC 15 DEX (ranged) check, the weapon is absorbed and destroyed, restoring 1d4 HP to the Melmoth. Magical weapons add their bonus to these checks. **Absorb Materials**. Any worked items in contact with the Melmoth's cloak are absorbed and destroyed, each item or structural part of the creature's own size or smaller restoring 1d4 HP to the Melmoth. Magical items absorbed add any bonus to the d4 roll.)