

Barrow of the Noble Jewels

The more northerly of the three gigantic Barrows of the Ferine Magi, deep in the Feralwood Forest of Alarius, with its southeastern outer edge very near the northwestern side of the Barrow of the Forgotten Wardens. All three Barrows are 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 805 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) in a ruined village, whose remains are encrusted with salt (Hex 705). On the high northwestern slopes of the Barrow is the tiny, lone, rustic dwelling of a former mage, Iroshnent (Hex 804), who watches over this Barrow, especially the old stone shrine on the southeastern side of the opening to the entrance avenue to the Barrow, also in Hex 805.

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.

Unlabelled 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. It is especially choked with petrified vegetation, and a large quartzite block lies fallen from the top of the avenue's wall a short way south of this Door. 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 has a lightly-incised, sketchy drawing of a large, faceted, vertically-elongated, diamond, surrounded by a diamond-shaped ring of eight smaller faceted diamond shapes. This design fills much of the Door's 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 Noble Jewels", and it would seem reasonable the design is representative of those. The design 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, diamond-in-a-ring designs 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 carved designs 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 diamond-shaped incised patterns 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 Jewel 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 blue-grey, plastic-coated metal sheeting, 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 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. Around the edges of the pit, a series of large, clear, glass or crystal panels in blue-grey plastic covered metal frames stretch from floor to ceiling. While affording an easy view down into the lower area, they also completely prevent accessing it that way. The panels are surprisingly tough, with even the glass/crystal as resistant to damage as the metal wall panels. There are three globular **Ceiling Lamps** in a diagonal line from west to east, one each 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 only be operated 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). An opening off its north corner leads to the stairwell and passage down to the lower level, 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 the concealed-for-the-Nibirians exit route 3, and rooms D, E, F and G. 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. There is a strong scent of oils, metals and plastics in the air, and parts of the room are quite dusty. A square floor panel with a fold-flat handle that looks quite well-used, forms a trapdoor down to the final section of area M, towards the southwestern wall. When this is opened, a metal ladder leads down a chute to that area, the ladder attached to the northeastern chute wall, and continuing down to the small cave's floor beneath. 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 on and adapted from the Improved Luminous Dynamo in Numenera.) 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.

Along with whatever items the GM may prefer in the lower workspace are several specific items.

Among the scattered materials and partly-made gadgets on one workbench, is a small collection of linked, though seemingly random, metal plates, wires and small controls or sensors in its own metal tray, with a small metal box into which the linked elements probably could be fitted. This is a **Trap Trigger**, and several more similar-looking groups of materials nearby look to be the makings of others. At least five could be constructed from the more obvious pieces here. Trap Triggers can be attached to separate devices, usually, if not exclusively, weapons, to turn them into traps of one sort or another, depending on how the device is finished and connected by a sufficiently skilled technological crafting expert. At present, they are all quite harmless, however (based on the Trigger Trap of Numenera; SD: Worthless, unless attached to an item as a trap able to be set, as the skills to have one function otherwise are unavailable on Nibirum outside).

On a different benchtop, beside one of the storage cabinets, is a small, rounded-oval case with a closed lid. Inside is a pair of spectacles, **Memory Lenses** (derived from devices with the same name in Numenera). These devices allow their wearer to mentally record, with precision, everything the person sees through the glasses for two minutes. The memory created is stored permanently with that same exactness. The cabinet nearby has another ten similar cases on its shelves, only four of which have Memory Lenses inside. The rest are empty. Memory Lenses are one-use items. (SD: Worth 200 gp per pair.)

Another cabinet has various gun-like pieces in incomplete states on its shelves and in its drawers. One of these is complete, and is a bulky, hand-held item looking rather like a large glue gun, with a broad, flat, nozzle, an **Acidifier**. It too can be used once-only, to apply a layer of acid to the blade of any metallic weapon, which remains active for up to an hour, until the weapon is cleaned/sheathed, or used in combat. This gives the weapon a temporarily greater damage potential. (Based on Numenera's Acidic Resonator. SD: As a guide, up to six shortswords or daggers, three longswords, one larger melee weapon blade, or ten arrows may be coated with acid at the same time. The weapons gain a +1 damage bonus for the next hour, until first used. In melee combat, the bonus lasts for 1d10 rounds. Worth 100 gp.)

Although the Crafter (see area I) occasionally works in here, usually the only non-Nibirian 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. Paint Store: One of three more or less identical, small, square rooms along the passageway here, this one has a strong smell of paint fumes as soon as the door is opened. There are four cabinets along the wall opposite the door, and a table in the middle of the room, as well as a Ceiling Lamp and wall panel. Two of the cabinets contain small jars of paint in a range of colours, including several with black and white paint in. Each jar is the size of a typical earthly jam-jar, and it refills daily, as all are techno-magical items (SD: Worth 5 gp per jar). The third cabinet contains brushes, cleaning fluids and rags, and a series of plastic stencils (using purely non-Nibirran characters and signs), while the fourth contains an **Armour Spray**. This is a bulky device consisting of a pair of tanks in a backpack harness, with a broad, flexible, hose linking their bases to a handheld, spraygun-style nozzle. It can be used just once, to spray a fine mist of smart-metal nanoparticles over several creatures nearby, coating only their clothing (not exposed flesh) with a swift-hardening armouring that retains flexibility over their joints, and which lasts for an hour before falling away, leaving their clothes unharmed. Up to six adult Human-sized creatures, or their equivalent, can be so-coated. (Derived from the Ablative Thrower in Numenera. SD: The spray-coating gives +1 AC for the hour; worth 100 gp.)

E. Replicator Room: Middle of the three small rooms on this corridor, there are two large metal cabinets here, one on each side wall, and three benches, two against the back wall, and one in the middle of the room. On the mid-room bench is a single crystalline nodule resting on a soft cloth. Its base is flattened, and in form from overhead, it looks a little like the central, large diamond pattern incised in the walls of areas A and B. It is about the size of a cricket ball or a baseball. There is an attached metallic plate with folded-flat clips underneath the base. This is a **Replicator**, and six more are to be found, each on a small wooden tray in one of the cabinets. The second cabinet contains equipment for growing and forming more crystalline shapes of the same kind, along with metallic and plastic components for their base plates, as well as the tools useful in creating such things. The room is clean and the air feels fresher than other parts of the complex, free from the metallic and oily scents liable to be encountered in some of the workshops, for example. Replicators are one-use techno-magic items. When attached to an object weighing less than 10 pounds (4.5 kilogrammes; SD: One gear slot or less), the Replicator creates three identical copies of the object, destroying itself in the process, while leaving the original object unharmed. However, it cannot replicate living things or functional devices. (Adapted from the Object Replicator of Numenera. SD: Each Replicator is worth 200 gp.)

F. Spider Lair: Third of the three small square rooms in this group. Both side walls here have metal benches along them, and there are four cabinets along the wall opposite the door. The room is rather dusty, and the cabinets are all empty, as are the benches, except for one object on the right-hand wall's bench, furthest from the door along it. This is a small, closed, leather case about the size and shape of a small watercolour paint box. It contains a series of cosmetic colourings, gels and pastes that never run out (a techno-magic oddity from Numenera; SD: Skilled use of the cosmetics gives advantage on all Ch checks for 1d4 hours; worth 300 gp). Reaching the case, or even entering the room may prove challenging. The door here opens into the room, and if opened wide, it will have one free corner sliced off, or have an entire part of its open side sliced through (60:40% chance of either). The sliced-off part simply falls to the ground, possibly being further sliced-through in the process. This is because three **Steel Spiders** have made their lair here, and their deadly webs festoon the room. These are living-metal spiders, and their metal webs are incredibly strong, yet extremely thin, and appallingly sharp, able to slice through more or less any solid substance with little effort. Obviously, this could prove quite deadly. Magical or techno-magical armour can reduce this potential damage slightly (albeit magical armour will clearly not work as such in this area), and cutting the web-strands for use as weapons themselves would again require a magical or techno-magical cutting mechanism. (Adapted from creatures of the same name in Numenera. SD: **Steel Spider.** *A living-metal spider the size of a tarantula, that spins deadly sharp metal webs.* **AC** 13, **HP** 9, **ATK** 1 bite +6 (1d4 + inject strands), **MV** near (climb), **S** -4, **D** +2, **C** +0, **I** -4, **W** +0, **Ch** -4, **AL** N, **LV** 2. **Inject Strands.** DC 18 CON or take 1d8 damage. **Steel Webs.** Webs spun and left by the spider are of very thin, very strong, very sharp metal. DC 18 WIS to spot if unaware, or take 1d8 damage. Magical armour reduces this damage by 1 per positive armour bonus. Cutting a strand magically requires 2 damage per strand cut. A single cut web strand is worth 500 gp.)

G. South Workshop: A larger room at the end of the passage here, this has a Ceiling Lamp and operating wall panel inside it. The Crafter (see area I) occasionally may be at work in here. There is a long workbench along most of the southwest wall opposite the doorway, with a couple of metal stools alongside it, and two metal cabinets along the door wall as well. Several more, lower, cabinets are under the bench, containing

tools, some of which tools are also scattered along the bench, with what seem to be several partly-completed projects. The room has the usual workshop smell of oil, metals and plastics to it. In the cabinet furthest from the door on that wall is the **Bonder**. This is a large hand-held device looking rather like a hot-glue gun, which has controls towards the handle end, and a bluntly-pointed nozzle end, which is solid. It can be used to fuse any two solid objects together, with a bond extremely difficult to break apart. However, it also emits a startlingly dramatic, albeit harmless, static discharge each time it is used. (Based on the Molecular Bonder of Numenera; SD: DC 18 STR to break a bond it creates; worth 200 gp.)

H. Clothes Room: Another small square room, similar to rooms D, E and F. This one contains five double-width cabinets, two of which are empty, and two of which hold an assortment of hard-wearing work clothes, including workshop aprons, safety boots and similar common items. The fifth cabinet contains a techno-magic plastic backpack, with straps and several small metal and plastic devices attached to it, a **Holdall**. The pack's top can be opened to a maximum of 6 ft (1.8 m) in diameter, and it is much larger internally than it seems, as it is the entrance to a transdimensional pocket, capable of holding five tons of material, while weighing no more than an unladen backpack. There is a 1% chance each time it is opened to add more items (not when retrieving something) that it will fail, and instantly expel all its contents. If that happens, the Holdall becomes useless, even as an ordinary pack. (Based on the Salvage Pack from Numenera; SD: Worth 200 gp.)

I. Rest Room: 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 to the concealed Haunted Chamber (area N) in the northeast wall, another to the Med Bay (K) in the southwest wall of the southwest alcove, alongside which, in the alcove's southeast wall, is a third door into the Store Room (J). A Ceiling Lamp is here as well, with wall panels to operate the light by the passage exit from C, the passageway door, and the door to K. There are various benches, tables and chairs here, and a cot is in the eastern corner, together with food preparation and minor storage facilities, dishes, plates, drinking vessels and eating utensils.

On one table by the southeast wall is the **Drinks Machine**, a roughly one-foot cubic device (30 cm) with an extendable input hose in a bowl that takes in water, and an outlet pipe pointing down into an open area of the machine large enough to hold one of the nearby bowl-like cups (one may be in this part of the machine already). Providing sufficient water is available, it will produce up to three of these large cups of a warm, fragrant, stimulating liquid per day. This is a mild mood enhancing drink, which improves knowledge recall for an hour or so. It has a 1% potential to fail per 28 days of use. (Based on the Restorative Dispenser from Numenera. SD: Drinking the brew gives advantage on all knowledge-based tasks for the following hour; worth 100 gp.) On the same tabletop are two clear drinking glasses that will change colour depending on their contents, **Liquid Identifiers** (drawn from a Numenera oddity; SD: Worth 300 gp the pair).

Near the middle of the northwest wall below the Ceiling Lamp, is another roughly cubic device, this time about 2 ft per side (60 cm), and standing on the floor, a **Hideaway**. It has a control panel on one side, and small wheels underneath it that allow it to be moved from place to place. It takes a few minutes to activate, and when it does so, it projects a 30 ft diameter (9 m) circular portal onto a hard, solid surface within 10 ft (3 m) of the device. This leads to an extra-dimensional space large enough to hold several thousand people in comfort, and maintains them there in timeless stasis for up to 90 days. Once opened, the portal remains for an hour. After it closes, it can only be opened from the outside, using the Hideaway machine, and when it does so, all those who entered may leave through the portal, rapidly, and in the same order they went in. If the portal is not reopened within 90 days, it reopens on that final day automatically, and expels those inside at that time. No time seems to have passed for those within. The device has a 33% chance to fail per use. (Based on Numenera's Instant Refuge; SD:Takes 1d4 rounds to activate, worth 500 gp.)

Kamas the Human **Crafter** may be found in the lower level of areas C or M (including using the trapdoor access from C to M), Workshop, G, or some other part of the complex, except for Chamber N and its secret passage entryway, which he habitually avoids, at the turning to Transdimensional Passageway 1 and the secret entrance to area B. He is more frequently to be located in areas I or L, and the passageway connecting them. He looks like a solid, middle-aged individual, rather unkempt, with stained hands and solid work-clothes that have seen hard wear. He is a crafting expert, very skilled in working with mundane and technological materials, to create and maintain high-tech objects and machines. Commonly to be found working with or on assorted pieces of equipment, as well as being able to identify and use many such items. He can be oddly superstitious, especially in regard to avoiding certain parts of the complex (especially areas K and N) and the ghosts he believes to be in both places. Curiously, he is perfectly comfortable conversing with the Mysterion Rho, despite Rho's very strange way of communicating. (Kamas is based on the Master Crafter from Numenera. SD: **Crafter**. *A humanoid skilled in working with materials mundane and technological to maintain and create high-tech objects and machines.* **AC** 13 (leather work-clothes), **HP** 10, **ATK** 2 heavy club +2 (V, 1d6/1d8), **MV** near, **S** +2, **D** +2, **C** +1, **I** +1, **W** +2, **Ch** +1, **AL** N, **LV** 2.)

J. Store Room: Just off the southwest alcove in the Rest Room (I), this is one of the few places in the complex that has no Ceiling Lamp in it. There are some food packs in a cabinet here, and on a bench alongside it, together with a curious plastic device with lights on it that blink on and off, apparently at random (an oddity from Numenera, this object has no apparent function; SD: Worth 20 gp as a novelty item). A second cabinet contains a **Fog Maker**. This is a large, backpack-sized device with a metal tube attached by hoses and wires to the base of the pack. When activated, it produces copious quantities of water-vapour fog in a cloud around 500 ft across (150 m) that moves with the prevailing wind. Like natural fog, it makes seeing anything inside it using normal vision all-but impossible, including from outside or inside the cloud. The device has a 5% chance to fail per use. (Derived from Numenera's Brain Fogger; SD: Attacks made into or from within the fog are at disadvantage; worth 200 gp.)

K. Med Bay: A second door off the southwestern alcove from the Rest Room (I) leads into this room, which contains several small benches or tables, two cabinets, a couple of stools and a Ceiling Lamp. Against the long southwest wall, towards the room's south corner, is the **Med Bay** device itself, occupying around a 3 ft cubic area (1 m cube) overall, and fixed in place. It has a cavity in its front about as large as a Human leg. When activated, the device is capable of identifying and repairing damage to a limb up to adult Human sized placed within the cavity, after which it requires half a day to recharge before it can repeat the action. It has a 5% chance of failing and ceasing to work per day of use (derived from the Auto Mender in Numenera; SD: Restores 1d4+2 HP per use, taking 1 round per HP restored to do so). Although Kamas the Crafter will use the Med Bay device at need, he is reluctant to even enter the room ordinarily, and never works in here by choice.

In one of the cabinets is a **Transdimensional Ray Projector**, a large-handgun-sized device with a wide dish at one end, and a set of controls at the other. However, it is completely drained and useless. The reason for this is also the reason Kamas dislikes the room, because it is haunted by a **Transdimensional Ghost**. This is a shadowy, hazy, humanoid form with all the classic characteristics of a ghost - insubstantial, able to pass through solid objects, liable to appear or disappear without warning, and often found lurking in this area. It is actually a living creature, one which is drawn to items of transdimensional technology, and which appears to also be trapped within the confines of the mapped part of the small complex here, possibly because of the same event that caused the transdimensional crossover to occur here originally. Either that, or it is attracted to the area because of its strange qualities. Quite why it so frequently manifests in the Med Bay is unclear too. Given the chance, it will feed on any transdimensional tech items, rendering them useless. (Based on the Abykos from Numenera. SD: **Transdimensional Ghost**. *A hazy, shadowy, insubstantial, humanoid form, that is attracted to, and feeds on, transdimensional technology.* **AC 13, HP 18, ATK 2 claws +2 (1d6) or 1 tech drain, MV near (fly), S -2, D +3, C +0, I +0, W +2, Ch -2, AL C, LV 4. Tech Drain.** Touching an item of transdimensional technology while corporeal drains it of all its power, restoring 1d6 HP to the Ghost. **Incorporeal.** In place of attacking, may become corporeal or incorporeal. **Transdimensional.** When incorporeal, only damaged by magic or transdimensional technology.

L. Main Workroom: Only considered the Main Workroom as it is where Kamas the Crafter prefers to work, given it has similar dimensions to both the South Workshop (G) and the Med Bay (K), and a similar Ceiling Lamp, while also being much smaller than the lower level of area C. The quantity of tools here, and the more worn nature of the benches, cabinets, tables and chairs scattered about, further confirm its regular, heavy use. There are many pieces of incomplete gear, components and materials strewn about, sometimes more carefully stored, and there is a good chance Kamas will be present, working on one or other project in-progress. For all the clutter makes it hard to confirm, there are currently no fully-functional technological or techno-magical devices in this room.

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. Kamas the Crafter rarely ventures further from the main part of the complex than the entrance to area M, and never seems to use Passageway 1, or the concealed passageway to area N beyond it, at all. 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. 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 a little stale and dusty, with hints of plastic, oil and metal, which are somewhat stronger at the foot of the stairs, where there are two metal cabinets and half a dozen lidded plastic and metal storage bins. Various tech components and materials are stored in some of these, in a fashion suggestive of a junk room. One of the cabinets though does contain a large spool of **Telepathy Wire**. This Wire is a techno-magical metal item that when placed in a closed ring around an area (the spool contains enough Wire to ring an area about 500 ft in diameter, 150 m), 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 deployed use. (Based on Numenera's Telepathic Wire. SD: Breaking the Wire causes 1 damage to everyone in the affected area; worth 300 gp.) 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 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. A metal ladder runs from the floor of the cave right up the chute, and both it and the trapdoor hatch show signs of repeated use. The rock is identical to that found elsewhere in the complex, so far as can be told - like that in stone-lined areas A and B, and behind the wall panels elsewhere, should any have been removed earlier. There are a couple more storage bins in the cave, in one of which is the **Amber Generator**. This is a series of connected short tubes and hoses, around a foot long in all (30 cm), and vaguely gun-like in form. When activated while pointed at a target within 30 ft (9 m), the device solidifies the air in an area up to a 10 ft cube (3 m) in size, turning it into an amber-like substance that completely encases the target. If the target is a living creature that requires air, it will suffocate. The device glows with strange colours when activated. (Based on the Amber Casement device from Numenera. SD: Worth 300 gp.)

N. Haunted Chamber: Despite being the largest open chamber in the complex, Kamas the Crafter never comes here, or into the stretch of passage beyond the sliding door at the turning to Transdimensional Passageway 1, as he believes it to be haunted. However, the room contains a table, chair, cot and a cabinet with a few clothes, as it is the place a **Flesh Ghost** comes to rest. The Ghost has the form of a long-dead humanoid, recreated as they were in life by a malfunctioning technological device. While completely substantial and apparently made of normal matter, the creature has only partial memories relating to the dead person, and seems only to wish to be accepted as that person, who has either escaped death or been reincarnated in some fashion. It behaves as a normal humanoid would in other respects, including fighting to stay alive. However, if it is harmed, it bleeds a deadly, black, viscous, strongly acidic blood, and it will strenuously avoid going near the machine that spawned it (in this case, the Light Generator in area C). It may have the form of someone known to any adventurers visiting here from Nibirum who has previously died, or it may be someone from the high-tech world it more closely belongs to - GM's choice. If the latter, it is someone Kamas knew in life, hence his especial fear of it. It uses Transdimensional Passageway 1 to leave the complex and visit the outside world, very rarely venturing elsewhere in the complex, although it knows of the Passageway 2 exit as well. Much of the time, but particularly when it plans to be meeting people who may have known it before, it wears an **Enhancement Cloak**, a glittering cloak with multiple layers of smart fibres, which is studded with small techno-magical devices. These allow the cloak to automatically fit itself to the form of the person wearing it, and then enhance their appearance in various ways, with favourable lighting, adjusting the sounds from and near the wearer, including a limited ability to edit out pauses, grammatical errors of speech, and adjusting the tone of voice of the wearer. This serves to help the wearer be more effective in all social interactions. The effects persist for a few minutes per activation, with a 5% chance the Cloak will fail each time it activates. (The Flesh Ghost was adapted from that in Numenera, as was the Cloak, from the Cloak of Finery there. SD: **Flesh Ghost**. *A long-dead humanoid, recreated as they were in life by a malfunctioning techno-magical item, with partial former memories.* **AC** 10, **HP** 10, **ATK** 1 club +0 (1d4), **MV** near, **S** +0, **D** +1, **C** +1, **I** +0, **W** +1, **Ch** +1, **AL** N, **LV** 2. **Acid Blood**. When wounded, all attacks by the Flesh Ghost spatter viscous, black, acidic blood on all targets attacked, +1d4 damage. When killed, the Ghost dissolves into a pool of acid that does 1d8 damage per round to anything it contacts. The pool evaporates in 2d4 rounds. **Enhancement Cloak**. Activating this gives advantage on all social interactions and CHA checks for 1d4 minutes. Worth 200 gp.)