

O the Gardener's Apprentice



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REQUIRES THE NUMENERA COREBOOK FROM MONTE COOK GAMES



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A religious crisis in the capital city of Quendazaem threatens to end the ruling order founded upon the veneration of an automaton god.

Rumors have circulated that the metal deity has been mysteriously deactivated which in turn has led to many seeing an opportunity to unseat the Church of Noromethreon as the dominant religion and ruling power of the city.

While the church and the dwindling faithful continue to wait for their god to reawaken, two desperate priests can wait no longer and secretly devise a blasphemous plan to force the resurrection of their god.

Working outside the tenets of their religion, the priests have set into motion events which will either provide the church's salvation or its damnation.

The Gardener's Apprentice is a tabletop roleplaying adventure for Numenera.

The adventure consists of scenes involving investigation, discovery and combat.

The Numenera Core Rulebook is needed to play the adventure. Numenera: In Strange Eons is recommended since a good portion of the creatures, discoveries and ideas presented in the adventure can cause Player Characters to suffer Intellect damage, descending them into madness.

The Gardener's Apprentice is divided into three sections with the first detailing the land of Xenthropa and the capital city of Quendazaem where the adventure begins. It's then followed by

the adventure itself which is suitable for four players using first-tier characters.

A brief section follows describing Uncanny Relics, a new form of artifacts that incorporates GM Intrusions.



Table of Contents

Xenthropa	Chapter 9: Encounters in Dormanthalas
The City of Quendazaem	Chapter 10: Dormanthalas
The Gardener's Apprentice Adventure Summary and Overview	Act I: The Road to Dormanthalas
Chapter 1: Resurrection (I)	Act II: Waking Madness
Act I: The Awakening	Act III: The Evening Celebration
Act II: The Priest Varculus	Act IV: The Twin Metal Maidens of the Soil
Act III: Resurrection of the Automaton	Act VI: The Umbilical City
Act IV: The Clues	Chapter 11: The Living Ocean
Chapter 2: Encounters in Quendazaem	Chapter 12: Encounters in Dormanthalas
Chapter 3: Cursed Follower of Noromethreon	Chapter 13: Enemies of the Church
Act I: The Devout Automaton Zyro zug	Act IA: Zyan the Witch
Act II: The Twilight Palisades	Act IB: The Alchemist Tremalayn
Act III: The Servant's Executioner	Act IC: The City of Voradethra
Chapter 4: The Athenaeum	Chapter 14: Krystatos and the Fallen Followers
Chapter 5: Revelations	Act I: Introduction and Conspiracies
Act I: Dunegarende	Act II-A: The Deception
Act II: The Tri-Armed Automaton	Act III-A: The Troll on the Automaton Bridge
Aradelphuse	Act IV-A: The Ritual at Zybarune
Act III: The Cavern at Vadach	Act II-B: The Stalkers
Act IV: Tracking the Rynthak's Numenera	Act III-B: Climbing the Automaton Bridge
Chapter 6: The Spectral Conjurer	Act IV-B: The Audience at Zybarune
Act I: Keepers of the Qaskalade	Chapter 15: The Garden Palace
Act II: Into the Qaskalade	Act I: The Garden
Act III: The Automatonic Garden	Act II: Fruits of the Garden
Act IV: The Laboratory and the Phase Duke	Chapter 16: Resurrection (II)
Chapter 7: The Spectral Mausoleum	Act I: The Return to Quendazaem
Act I: Arrival at the Spectral Mausoleum	Act II: The Resurrectors
Act II: Encounters in the Mausoleum	Uncanny Relics
Act III: Kavendysh Xelagorn	The Hydroropolis
Act IV: The Technix Plant and Ryst	
Act V: Cormalfalyn's Feast	
Chapter 8: The Flower of Life	
Act I: The Return to the Athenaeum	
Act II: The Imprisonment of Orletach the Wizard	



Xenthropa

A wondrous array of sweeping lands filled with colorful dunes and energized forests offer much to the traveler seeking incredible treasures of Earth's billion-year-old past.

But the vast beauty of Xenthropa belies the true nature of this ever-changing land, as the knowledge and relics it contains were used by far more complex beings whose minds could comprehend and tolerate the powerful, but sanity-stealing devices.

The rich soil of this land offers those troubling but valuable discoveries for those who successfully navigate it and can contend with the equally bizarre creatures and denizens.

For those who survive, most do not return unscathed since their newly found discoveries are often too much for one to understand, control or believe.

Although many call Xenthropa a jungle it is in fact made up of a diverse number of environments including the glass tree valleys of Pharadune and the deep green forests of Lalundapha where great wooden automaton behemoths thrive.

Each region presents visitors with their own peculiarities, dangers and life which all bleed into nearby lands, all distinctively different from the next.

Many believe that long ago Xenthropa, which spans nearly a thousand miles in the southeastern region of the Ninth World continent, was made up of a single tropical jungle.

But due to the introduction of an unknown agent, the environment has changed drastically over time.

The denizens still refer to Xenthropa as a jungle even as it continues to gradually metamorphosize to a more alien and uncharacterizable land.

Life

The people have grown accustomed to adapting to the constant changes of the land.

Hundreds of humanoid tribes who are versed in the ways of the jungle are found scattered throughout, while the cautious live in great cities.

The jungle's inviting, but treacherous vistas have made natives cautious of new faces and highly

perceptive of changes in the jungle, some of which signal the arrival of new dangers which sometimes manifest in plants.

Some have used the plant life to produce or enhance numenera with different degrees of success, often radically changing or corrupting the device.

Rare flowers hidden in the jungle are even thought to be numenera themselves.

Principal Territories

Xenthropa is bracketed by two monolithic mountain ranges to its north and south with vibrant rivers and lakes spread throughout the land. The bodies of water help to create borders differentiating between the multitude of environments.

The Karathames

One of the largest areas of the jungle, the Karathames is mostly composed of deep valleys and canyons filled with pastel colored plant life, stone forests and dunes. Dangers hidden in the land include the humanoid tribe of the Askelyons who have adapted the slithering and burrowing motions of the violet reptiles to camouflage their approach when surprising unsuspecting travelers in the smooth dunes of the centralized land.

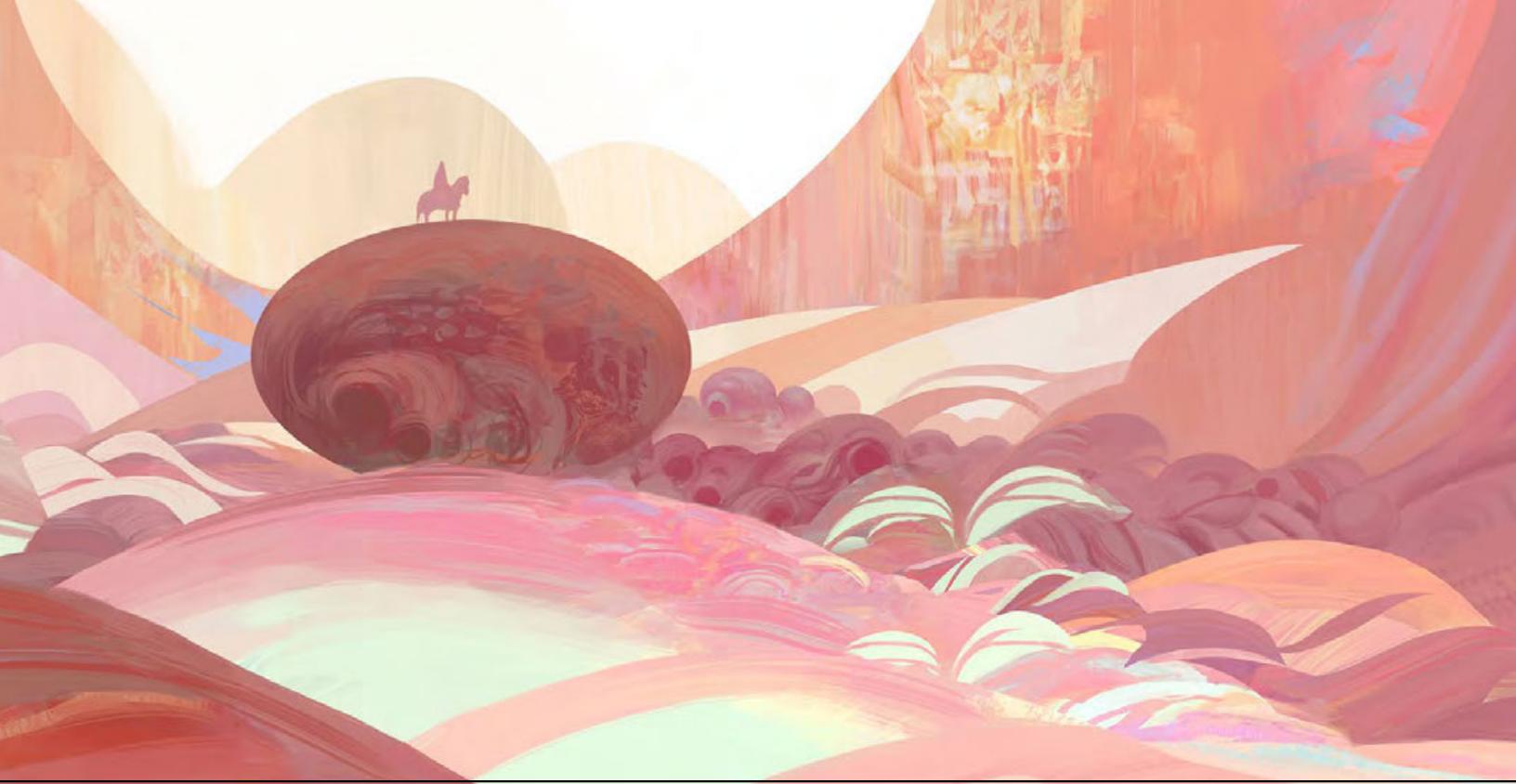
Although the Church of Noromethreon presence is strong in the capital city of Quendazaem, its nearby neighbors have no time for the automaton god as the Karathames continues to provide its denizens with other pressing and dangerous oddities.

Lalundapha

Out of all the lands in Xenthropa, Lalundapha closely resembles what Ninth Worlders would expect a jungle on Earth to look like.

With lush, green vegetation and looming greenwood trees, Lalundapha appears to be the odd one out of all the peculiar environments that make up the realm.

However, it is here that some of the strangest and most perplexing forms of organic and inorganic life reside. The giant, wooden automaton



Hydrocropolis has been spotted many times walking across Lalundapha, dragging settlements and inhabitants along its gargantuan feet. Aside from the destruction left in its wake, quick and dramatic changes in the environment are known to occur following its passing.

Pharadune

Pharadune enjoys a milder climate compared to other areas of the jungle due in part to its proximity to the cool, brisk northern mountain range known as the Shattered Automaton's Back where an army of robots continue to fight among themselves unless interrupted by naive and soon to be deceased wanderers.

Its most striking features are the sky reaching lavender and magenta glass, wooden trees that produce an endless amount of canopies, seemingly blocking all sunlight.

However the natives of the land know better, since the sun does not appear in the skies over Pharadune. Instead a moon-like planetoid hovers above the land.

Quorozenza

Although there are willing guides abound in all of Xenthropa most will think twice when leading travelers to Quorozenza, the most dangerous and volatile land in the region. The countless dangers

include horrific plagues and sanity stealing beasts created by the automaton conquerors known as the Emperors of the Shattered Steel.

The charming, multi-tiered yellow-orangewoods of Quorozenza have been the site of bloody battlefields for the automatons' servants and their humanoid enemies of New Ascentia. On occasion, adventurers have sought the guidance of New Ascentia to flee the eastern realm, only to be attacked upon by the tribe who views most newcomers, especially those who carry any type of metal, as agents of their automaton enemies.

Vassala

Vassala receives more visitors than even Xenthropa's capital. That's in part to the stunning landscapes the area has to offer including the massive, glimmering bluewoods which provide a fascinating and never-ending light show that can be seen for miles. The emerald, energy-based city of Cryozatte floats upon one of the trees and is itself a magnet for newly arrived visitors.

Kingdoms of all sizes reside in Vassala and have a tenuous pact to aid each other due to the constant influx of refugees who seek shelter from the nearby battles in Quorozenza. Leaders of the western land say it's only a matter of time before greater and more perilous creatures arrive in Vassala, and don't discount an invasion by the automatonic emperors.

Xylocrythanas

The most humid and scorching climate can be found in the southern lands of Xylocrythanas. Similar to its northern counterpart of Pharadune, a towering mountain range extends along its region. However this range, named the Chameleon's Tail, is made of a glass-like material which intensifies the sun's rays all along the land creating extreme temperatures and dreadful mutations in a land already filled with them.

The Chameleon's Tail is at times hard to distinguish from the land since it reflects the sky and land before it.

Many have chosen to live in the floating, fractured remains of the archaic city of Avasvaylos to escape the scorching temperatures below as they plan excavations in the hot, treasure-filled land.

Areas of Interest

Narthressya

Narthressya is a market spanning nearly a mile in the hot and arid lands of Xylocrythanas. The merchants there known as the Karatah sell and trade valuable numenera unearthed from the rarely travelled region. One can find artifacts as small as a hand sized emitter to that of a cockpit from a colossal spacecraft. Bargain prices and discounts are everywhere, especially if you have the means to transport the greater sized goods.

The Karatah usually find the remains of ambitious but ill-prepared adventurers who died at an excavation site from extreme heat, leaving the newly found treasures behind which the merchants easily pick off. The numenera are then brought to the market which is protected by an ornate and detailed canopy which quickly cools everything beneath it.

Zanzaqarez

Better known as the Garden of Evening, Zanzaqarez serves as the disputed capital of Quorozenza where the Twisted Emperors of the Shattered Steel reside.

Zanzaqarez's nickname originates from a grotesque lake which surrounds the dark purple synth and wood sky domes of the three emperors. The toxic lake is used to grow and feed the rulers' monsters, experiments and slaves. If the empire is not battling its long standing rivals of New

Ascentia, they are busy dealing with their creations who grow even more corrupt by the effects of the garden.

One troubling point for the emperors is the discovery of a deformed, yet intelligent creation hailing from the garden who has spoken of conquest with the first step being the domination over the Garden of Evening.

Reports of the Weird

Adventurers seeking new and mysterious discoveries need not look too far in Xenthropa to find them. However, as in most cases throughout the Ninth World, grave dangers and the unknown have sway over what if any discovery is made.

The Streaming Fragments

Protectors of Pharadune have been receiving reports of a robot who witnesses say was one of the hundreds of thousands who endlessly battled atop the Shattered Automaton's Back.

For some reason this automaton has ceased fighting and was seen traveling to a submerged chamber in a marsh. The chamber led to an underground, rusted metal and sand-filled city inhabited by thin, energized beings who have begun to communicate with the automaton by writing energized symbols in the air. The Protectorate believes that the events are not an immediate threat to the region, however they are calling on adventurers to investigate the phenomenon.

Whispered Shadows of a Darkened Age

Hundreds of years ago, the Korathaine, an elegant half-bird, half-humanoid wreaked havoc in the high towns of Lalundapha after a rare flower blossomed and released a pollen which woke it and sent it into a rage.

Nanos used a plethora of numenera to return the beast to slumber and bring it back to its subterranean domain.

Townsfolk are now telling the nearby lords that tiny versions of the Korathaine are sprouting where the beast had been buried, whispering in an unknown language to all who come across their path. The effects vary with most falling into paranoia or slowly disappearing from existence.



The City of Quendazaem

Just beyond the horizon of great swaying dunes, stands a twisting collection of intertwining structures. From a distance, it appears as though something planted a vast assortment of great flowers and plants attempting to realize a dream where the fantastic and the disturbing merged into a mystifying garden.

The City of Quendazaem is constructed of colorful spires and palace-like structures made of metal, glass, and stone all of which are shaped to parody the form of exotic flowers.

The districts or "Leaves" of the city are separated by the distinct and unearthly structural designs found at each Leaf.

Despite its wild look, Quendazaem shines and reflects as the beacon of order in the Karathames even as the automaton god Noromethreon struggles to keep its sway over the citizenry who number just over 20,000 and are just as diverse as their beliefs.

While Noromethreon's influence is carried by the greatest numbers in the metropolis, new religions are created and sold into existence on a regular basis, converting many of the disillusioned and weary.

The trade of religion is a profitable custom that's tolerated by the Church of Noromethreon lest they face protests for outlawing a tradition that dates back to the founding of the city.

Numenera

The majority of the city's inhabitants are unabashed when it comes to showing off their newly discovered numenera even though it may look extremely out of place or be an encumbrance upon them.

Common sights might include a wealthy merchant donning an oversized, rusted automatonic helmet that clearly clashes with his extravagant robes and white metal steed, or a group of people on a street giving a wide berth to a glaive walking proudly with an overly long cape emitting holographic-like historical images in the air.

The more powerful or odd looking the numenera, the more important one appears to be. And it's all the more better for the wielder since life in

Xenthropa cannot continue without the aid of the past.

Plentiful merchants not only provide these treasures, but offer gods and religion in the form of the discovered numenera.

Whether it be a disembodied synth head or a tiny humanoid in suspended animation, the City of Quendazaem is known for its citizenry's wide-ranging beliefs revolving around artifacts uncovered in Xenthropa.

Nearly a hundred religions, some of which date back nearly a millennia, are founded upon numenera with the most well known being the Church of Noromethreon.

Leaves of the City

Quendazaem is divided into four districts or Leaves each having their own unique architecture, plant life and purpose. The Leaves are made up of the Core, the Inner Leaf, the Outer Leaf and the Folium.

The Core

The Core, more commonly known as the Kyrapette, is the city's most visited district since one can't help but investigate the origins of the unique and appetizing smells of freshly, cooked flowers that travel throughout and beyond the city. Plump, ripe structures clutter most of the central district's land where hundreds gather on multi-tiered inns to sample the best edible flowers and nectar collected from the city's center where the richest soil is found.

Grand and luxurious houses occupied by the most successful merchants of the city are found nestled in between lesser homes where the Kyrapette's workers live.

Torrovvan's

Torrovvan's is one of Quendazaem's well known inns whose specialities include thick, meaty carnation-like flowers naturally spiced from the salty soil of the Kyrapette. The establishment has the most guest rooms in the district to accommodate the growing number of visitors.

The inn's flamboyant caretaker Chichayun, a

female humanoid with yellow-toned skin, is always on the lookout for capable adventurers to search for the missing Torrovvan who she believes was kidnapped and transformed into a flower by a jealous rival cook and wizard.

The Glass and The Synch

The inn is constantly crowded due to the addictive and intoxicating nature of the nectars produced by its in-house gardens. The Glass and The Synch has been growing wider and taller ever since the proprietors stumbled upon subterranean flowers as they were excavating a site for a well.

The varied drinks include Zoolabran which is known to give the ability to float a few inches from the ground for a few seconds while patrons relish the sweet and tangy taste of the drink.

Unbeknownst to employees, a small humanoid-insect has been growing in one of the underground gardens and plots to undo the inn's successful business by souring the flowers after its home was destroyed during construction of an extension.

As it grows bigger, its plots grow greater with the abduction of workers to serve as its nourishment.

Lady Eckoa's Manse

Lady Eckoa is the richest merchant of the city as her automaton workers are responsible for nearly a third of the discovery and recovery of new flowers and plant-life in the Karathames which she in turn sells to the merchants of Quendazaem.

Eckoa, who is also well versed in numenera, lives in a garden home filled with her flower-animal hybrids who also serve as her well-capable guardians; thieves who attempt to steal her valuable collection of flowers always end up becoming an ingredient in one of her new creations.

The lady has recently lost one of her animals, PeaQyul, and is offering a reward to find the dog-slug hybrid. Witnesses tell investigators that an automaton in dark cloaks was seen enticing the animal with a tree's bark and leading it out of the district.

The Inner Leaf

The Inner Leaf is home to the automaton god and ruler of the city, Noromethreon. His impressive Holophane temple welcomes all to bear witness and pay homage to the metal miracle incarnate. Temples dedicated to the automaton and other gods of the city as well as public offices and parks are tightly packed in this district.

The wisdom of the gods is tempered by the knowledge in the great athenaeums found throughout the district where thousands of books and artifacts of past civilizations are stored and studied.

The Holophane Temple

A crystalized palace serves as Noromethreon's dwelling and its place of worship.

Standing more than 500 feet tall, the temple flashes with energy as a holographic image of Noromethreon illuminates the top of the holy structure.

The temple's interior is mostly composed of an enormous hall where worshippers pray alongside broken statues of their god as they bathe in the artificial light of Noromethreon who slowly floats around the hall then returns to his chamber.

Noromethreon's restricted chamber is found in an adjoining room where priests use machines to transcribe their god's teachings.

The Body of Akleyone

The priestesses of Akleyone live in a structure shaped in the form of their reptilian-like goddess. The church discourages its worshippers against any kind of violence even against those who may carry the appearance of evil such as their "holy and pure" goddess Akleyone.

As the goddess' temple stands incomplete, the priestesses continue their search to locate the missing body parts some of which were scattered throughout Xenthropa by a wizard claiming one of the priestess ordered him to do so. According to the wizard, he was told the complete formation of the goddess would bring about a catastrophe not only to the church but to the city itself.

The priestesses are currently investigating rumors that the great wooden automaton Hydroropolis has caught a piece of the goddess' body in his feet and are seeking a party to investigate the claim.

The Outer Leaf

The Outer Leaf, or as it's better known the Mazradrad, is a district full of artisans, merchants and synthsmiths who specialize in creating and selling works made from the plant life and numenera of the Karathames.

As craft smiths cut and decorate metal based numenera, plumes of colorful smoke rise and cover the elegantly detailed shops which rise and fall with the winding streets.

At times it appears the district's shops float among clouds.

Xyphoran's Emporium

Underneath a mammoth canopy of webbed leaves are extraordinary artifacts and treasures found, bought or stolen throughout Xenthropa. But first you have to dig through the small hills of old trinkets, weapons and broken numenera which are piled endlessly, nearly reaching the size of the emporium's customers.

Most of what the automaton Xyphoran sells is useless junk, to which he will wholeheartedly agree with, but some are "interesting and working junk" someone will pay handsomely for. The automaton knows how to get the most out of this junk, usually offering to throw in another "prized" but otherwise useless treasure to get buyers to give him what he wants.

Xyphoran has been using a thieves guild to acquire numenera in the far reaches of Xenthropa, but their shipments have been getting smaller every month. The automaton wants to know why and believes it has to do with a nearby swamp entity who is either enticing the thieves to a better deal or somehow lightening their load without their knowledge.

The Galleries of Dagouroun

One of the most famous artists of the Ninth World resides in this disorderly, domed shape structure which carries hundreds of his paintings. Dagouroun's works are known for the intricately, tiny details he puts into his pieces most of which feature thousands of people in cities throughout the known world.

Many rival artists believe that the secretive and elusive Dagouroun accomplishes his challenging style with the assistance of an assortment of powerful numenera.

A man searching for his missing twins believes he spotted the children in one of Dagouroun's paintings. The man's claims were dismissed after he told authorities he saw the twins moving in the painting and trying to escape from it.

Quelophene's Sand Shop

Nobles and the wealthy are regular visitors to this synthsmith shop where the floors are filled with several feet of strange dust from worktables of a dozen craftsman cutting and engraving numenera to create gorgeous works of art.

The elderly, but energetic Quelophene oversees the shop, picking new apprentices during her morning walks through the Mazradrad, searching for hungry artists who have a talent for creating unique designs.

Quelophene has relegated the actual manual work to her younger staff, but she has been known to produce work, some of which consist of maps she sees in dreams. She does not know why she receives the visions of the maps or where it leads. Usually the work it is based on is sold to a mutant collector who has grown wealthier and younger through the years.

The Folium

The Folium is the fastest growing district of Quendazaem with most of its citizenry, troops and visitors occupying some of the most unusual and breathtaking structures surrounded by the strongest life in the city.

The district's name comes from the multiple living walls that surround the city called the Folium. The great, thick plant life has been known to withstand just about anything, from natural disasters to invasion.

Specialized guards have developed a symbiotic relationship with the Folium which allow them to control the walls so they may be able to relax certain sections, creating gates and portals for daily traffic to and from the city.

The Marquasqarra

The Marquasqarra is a neighborhood filled with wide, blue and yellow towers formed to appear like water lilies and sharp, symmetrical mushrooms. Technology found along the rooftops emits dancing lights throughout the sky during the evening hours; although beautiful, it's purpose is unknown.



The multi-leveled buildings are mostly comprised of homes of various sizes, small shops and canteens, as well as schools focusing on a multitude of subjects including education, religion, numenera and wizardry.

Vyolindalare's apprentices numbered nearly 50 when she started the new year. However, rumors of her magic curriculum originating from dark, corrupt cultures has dwindled her class to a few. The wizard is adamant that someone in the city is spreading these lies after word spread of her discovery of a puzzling numenera that may discredit a prominent religious sect in the city.

The Moon Tides of the Morning

Spherical rocks are propped into the air by organic and metal vines. During certain phases of the moon, the vines push the rocks higher into the sky, nearly reaching the heights of the tallest temples of Quendazaem.

Along the mighty rocks float dark glass and synth obelisks which have been enhanced and altered to create homes and observation centers for humanoids of the city.

The human-insect hybrid known as Naralgophia is seeking help, preferably a nano's, with her human husband. She says he has been acting unlike himself, spouting undecipherable words and seeking assistance from unscrupulous characters following a night of observation during which the couple witnessed a comet streaking by. Naralgophia claims to have seen the comet eventually land to the east of the city.

Southeastern Gate of the Folium

This section of the folium is used by many tribesman and adventurers seeking to sell their salvaged numenera quickly and without any questions mostly to thieves and representatives of the most powerful merchants who have turned a nearby neighborhood into their base of operations.

Traffic can be at a standstill for hours during the day as twisting caravans wait to be seen by a representative as they crowd one of the most travelled gates of the city.

Josanphargo supervises the southeastern gate and has been corrupted by the bribes and fantastic treasures he has acquired for bending the rules when it comes to what and when caravans can come into Quendazaem. He has recently noticed that his symbiotic relationship with the Folium is

beginning to wane as there have been times he was unable to open a gate.

Could it be due to the copious amounts of intoxicating nectar he drinks on a daily basis to celebrate his newfound wealth? Or has the living walls begun to conspire against his careless ways?

Either way Josanphargo seeks an outside party to investigate, although he'll keep his corruption secret as long as possible.

Noromethreon

No numenera is more treasured, worshipped, questioned and feared in Xenthropa than that of Quendazaem's god and ruler Noromethreon (Level 7, Health: 30).

Hailed as both a prophesied savior and indecipherable enigma for his many hundred-year-old rule, the automaton has steered the city and its citizens away from many disasters as much as it has nearly brought it to the brink of them.

Protests and talks of advisorships have always come along following an ordered catastrophe, but they always lead to public trials and the eventual ceremonies of execution for those who dare to question Noromethreon's chaotic wisdom.

Although the people are free to worship gods other than the great automaton, when it comes to the rule and law of the city, Noromethreon is absolute. Those seeking guidance beyond the automaton's rulership are sent to the oblivion for there is only one pure answer, wrapped in the holy embrace of steel.

Noromethreon, who resides in the Holophane temple, towers 30-feet in the air with apparatuses and machines protruding from his egg-shaped body as cables and lines dangle from his lower half.

His teachings and commands are given to the people through eleven priests, called the Ayoradan, who transcribe the automaton's nonsensical movements and sounds into a language that can easily be understood.

The religion's main set of principles revolves around the strict balance of prosperities and hardships. Its followers keep a detailed log of their daily activities, and if one has more prosperities than hardships then they must account for that the following day whether it be working longer and harder, skipping a meal, giving an item away, damaging a valuable belonging, etc., etc.

As time has gone by, suspicion has mounted whether it is truly Noromethreon's will that is imposed or that of the Ayoradan.

At times, Noromethreon's declarations seem simple and straightforward, while others complex and mysterious with the outcomes either being to the benefit of the city or to its detriment.

Ardent followers believe the automaton is a loving and a punishing ruler, so if the city were stricken with a calamity by his command, it was with the knowledge that some wrong was perceived by Noromethreon which in turn incurred his wrath.

However, a growing number in the city are adamant that the automaton is just a "broken metal construct" with caretakers who have grown power hungry, exacting rewards and punishments on a whim purely for their enjoyment.

It's a sentiment that has grown popular and has begun to slowly overshadow the church's sway in the city as more religions in the metropolis ponder unseating the dominant force in Quendazaem.

Ideology

Noromethreon is the sole guiding force of all life in Quendazaem and must be held above all.

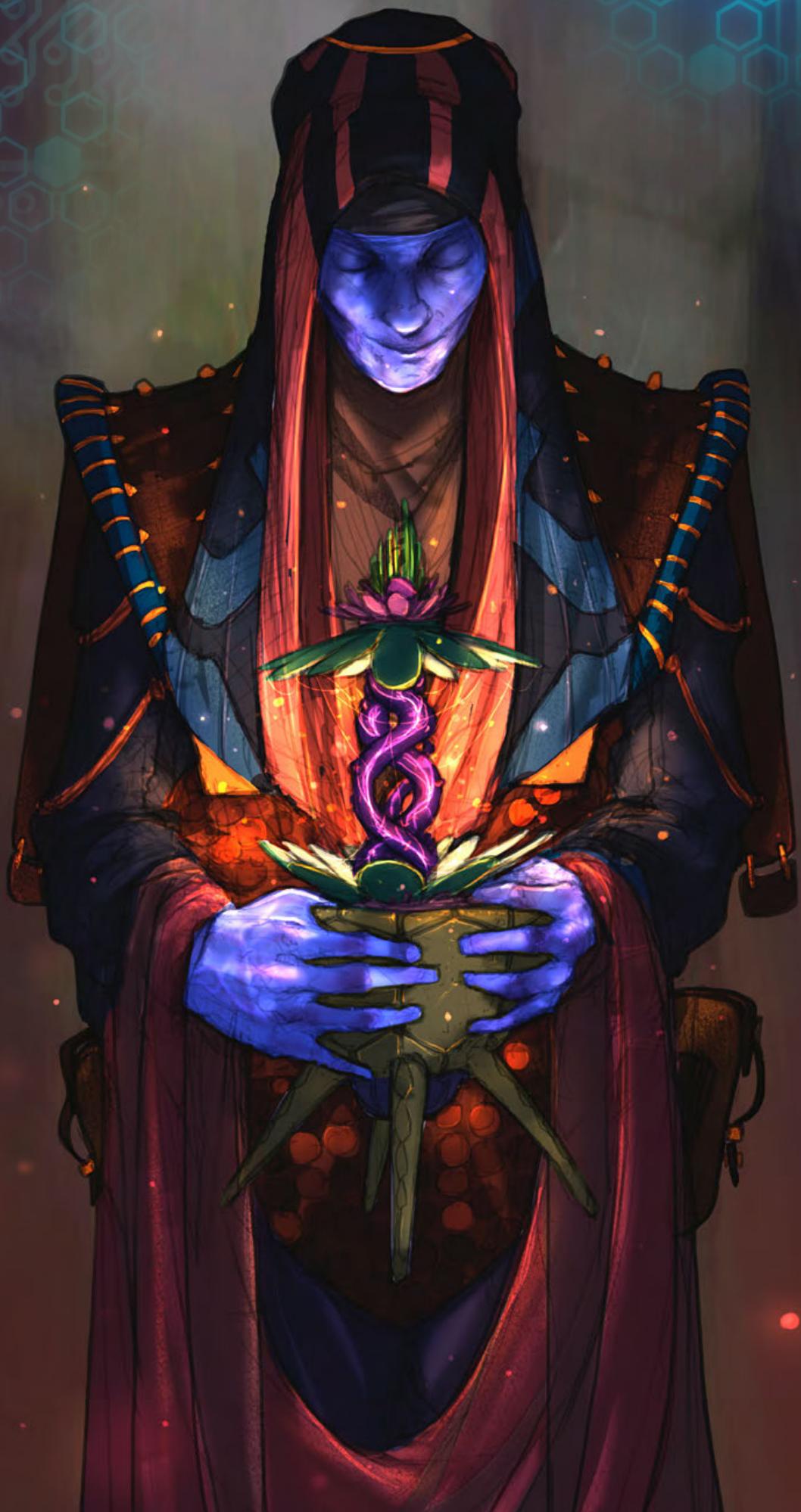
There is no other path when seeking answers to persevere in life and survive the automaton god's rulership. Devote yourself to Noromethreon and you will attain a peaceful enlightenment that will stay constant as you enter the steel afterlife.

Life must be balanced with prosperity and hardships lest one becomes over indulgent in one aspect leading to an imbalance filled with corruption and destruction.

Record all of life's struggles and successes, taking note of any imbalances so you may prepare future adequate actions to keep the symmetrical order of your life as mandated by Noromethreon's will.

Those who cast shadow and doubt upon the god's teaching will be illuminated by his blinding and holy lights, and tried for their godless crimes.





The Gardener's Apprentice

In the central reaches of the treacherous land of Xenthropa grows the City of Quendazaem where the people worship their automaton god Noromethreon.

Thousands have thrived in the metropolis under the guidance of the floating automaton and his rule.

The Ayoradan, eleven priests and priestesses, have assisted the god by interpreting his puzzling communication and movements and relating them to the city so they may better worship him and put to use his daily teachings and abide by his laws.

As of late, the Ayoradan have come under intense scrutiny of the citizenry as the priests have closed the doors of the god's Holophane temple to the public.

In addition, the interpretations of the Ayoradan have been inconsistent to past readings of their god. Some have speculated that Noromethreon has been taken ill or worse; perhaps the Ayoradan have taken full advantage of the situation and manufactured their own teachings, an accusation that is not entirely unheard of in the church's past.

The climate of rumored and secret conspiracies has created a schism within the city where individuals and organizations have put into motion plans to take advantage of the uncertainty in hopes of unseating the Church of Noromethreon as the dominant religion and ruling body of Quendazaem.

The Ayoradan are adamant that this is but a test of their faith as they patiently and stubbornly await their god's pure and unassisted return.

However, two priests of the church are desperate to alleviate the situation quickly before they are overtaken by the growing hysteria in the city their colleagues refuse to acknowledge which could lead to their downfall.

The two priests have brought clandestine and potentially destructive resources to the forefront in hopes of bringing faith and order back to the city.

Adventure Overview

The Gardener's Apprentice is an adventure comprised of scenes with investigation, discovery and combat mixed throughout the journey.

The adventure revolves around the PCs' efforts to revive the automaton god Noromethreon.

They first find themselves in one of the Church of Noromethreon's subterranean gardens under unusual circumstances. They are eventually met by an old friend who tasks them in resurrecting his god.

Clues are given which ultimately lead to the city's main athenaeum. There they find information and discover that others have similar interests which leads to a confrontation and the theft of a piece of a transcribing machine which is vital to the PCs.

The stolen piece is tracked to a sorcerer's home where her fearful automaton husband is found and points the PCs in the direction of his wife's pocket universe where they can locate the machine's missing piece.

With the transcribing machine intact, the adventurers gain information on the location of a key that will take them to Dormanthalas where a miracle flower called the Pelanatar is said to have the ability to resurrect Noromethreon.

Once they arrive, they are met by twin humanoid sisters who preside over an empire of plant life. The siblings assist the adventurers in their quest to find the Pelanatar by advising them of different guides who will help them secure it, all of which revolves around a religious group who seek to destroy their own god.

It will be up to the adventurers to decide how they wish to proceed against this religious order culminating in a ritual which brings about the appearance of Dormanthalas' god.

A chamber is then uncovered where the Pelanatar is grown.

When the adventurers return to Quendazaem, they find the streets empty, and eventually return to the church. There they witness a sanity-destructive sight as they attempt to enter Noromethreon's chamber.

Depending on the PCs' actions, they bear witness to the resurrection of a god which may not necessarily be the god they were tasked of reviving.

Adventure Summary

Chapter 1

The adventurers wake to find themselves in an underground garden in Quendazaem where they are eventually met by a friend who is now a priest. The priest tells of an incredible, and perhaps unbelievable, tale about the adventurers' recent deaths and their rebirths through the church's secretive gardens. They are asked to find a way to revive the city's god.

Chapter 2

After the PCs leave the church they travel through the streets of the City of Quendazaem. This chapter provides a number of encounters the PCs may run into.

Chapter 3

The priest's clues lead to an automaton who may not be as forthcoming with information, and may lead to violence. The automaton's clues lead to a fallen priest's writings of Noromethreon.

Chapter 4

The adventurers investigate the clues at the city's athenaeum. A trip to one of the structure's rarely traveled areas leads to a confrontation with flower-humanoid hybrids who have taken a part of a transcribing machine whose knowledge is sought by the adventurers.

Chapter 5

With the information and clues acquired from the athenaeum, the adventurers can decide their next course of action whether it be speaking to a former member of the church, negotiating with an automaton or investigating a broken numenera left by the flower-humanoid hybrids.

Chapter 6

The vital piece of the transcribing machine is eventually tracked to a sorcerer's palace within the city. The adventurers are approached by different parties, each with different agendas, who wish to help them access the palace and find what they are looking for. The palace leads to the discovery of the sorcerer's terrified automaton husband who knows where the PCs' query may be.

Chapter 7

The automaton's information leads to a mausoleum where the device the adventurers seek is being used to mine a valuable substance. They find a foreman at a mine who's key in locating the missing piece of the transcribing machine.

Chapter 8

The now complete machine gives information regarding a miracle flower called the Pelanatar that can revitalize Noromethreon. The adventurers track down a book which gives them the location to a door which will take them to Dormanthalas where the sought after flower can be found.

Chapter 9

The adventurers must travel through the jungles of Xenthropa to find the door to Dormanthalas. This chapter is made up of encounters throughout the jungle.

Chapter 10

The adventurers enter Dormanthalas where they encounter twin humanoid sisters and their empire of plant life. The sisters and their automaton counsel advise different guides to find the flower sought all of which involves another religious group seeking the destruction of their own god.

Chapter 11

A strange ocean must be navigated in order to reach the eastern region of Dormanthalas.

Chapter 12

After crossing the ocean, the PCs run into a number of encounters.

Chapter 13

The adventurers meet their guides who will direct them towards the Fallen Followers, the group who seeks the destruction of their own god. The guides themselves offer different methods to interact with the order and may provide contradictory information on the adventurers' existence.

Chapter 14

The adventurers must choose how they wish to make contact with the Fallen Followers which culminates in a ritual revealing Dormanthalas' god.

Chapter 15

A great chamber is discovered which holds the Pelanatar. The process in communicating with the chamber's overseer leads to someone's death and rebirth followed by the discovery of the Pelanatar.

Chapter 16

The adventurers with flower in hand return to the Holophane palace as they attempt to bring the flower to Noromethreon.

It will be up to the PCs if the automaton god is revived or if a new god is birthed.



Chapter 1

Resurrection

The Church of Noromethreon is on the brink of collapse as the Ayoradan continue to keep the Holophane palace closed to hide the deactivated god's condition.

With talk of lies and insurrection increasing in the city, a priest and priestess of the church are desperate to find a solution. Both have decided to work outside the tenets of their religion to concoct a secret plan to bring life back to their deactivated god.

Their plans lie in the PCs who begin the adventure inside of a creature who is painfully transporting them to the Priest Varculus, one of the Ayoradan and an old friend of the adventurers.

Once they escape from the creature they see a subterranean garden before them.

A numenera device in the form of a bio-mechanical tree is discovered where Varculus provides answers to their current predicament and asks for their help in the revitalization of his god.

Act I: The Awakening

The adventurers wake to find themselves in the organics sacs of the slow-crawling Aspiralynn (Level: 3), a small flat-headed monstrous being whose enormous torso is made up of dozens of sacs (Each with a Health of 3) that trail along the creature's body. Each sac contains different organisms including the PCs.

The individual sacs are filled with an orange, syrupy liquid which is breathable but is causing mental anguish and horrific hallucinations.

Subtract one Intellect point for every minute the PCs stay in the sac. As the PCs lose Intellect points small glowing, parasites form in the sacs. The lost Intellect points can be regained if the PC eats the parasites, but the adventurers must leave the sacs or lose all their Intellect points.

The Aspiralynn, a collector of life, will stop crawling and scream in pain as soon as the adventurers make their exit from its body. It will appear dumfounded as to what is happening,

then begins to curiously watch what's happening. The Aspiralynn does not make any overt antagonistic gestures, but if attacked it will use its sticky, stubby arms to crush the attacker's bones (Damage: 4).

The adventurers' escape cause other creatures in the sacs to awaken and flee from the Aspiralynn.

The creatures quickly flee the area although there are some who have since perished due to their Intellect deficiencies; 1D4 organic numenera can be found in their carcasses. There is a 40% chance one of the living ones takes notice of the PCs and interacts with them (See Encounters in the Garden).

The PCs' body hair has grown extraordinarily long and thick covering their naked bodies. Their equipment and clothing has been displaced.

The Subterranean Garden

The environment appears to be a seemingly endless subterranean garden filled with grey, swirling mists and blood red sand which rises from a soil littered with dense, waving plants and flowers.

In the far off distance towards the west stands a massive tree (See the Factory) with three faces and branches that rise to an undeterminable height and stretch out across the whole garden.

Red seed-like pods gently fall from the tree's branches and into the land where they are absorbed. A pod can be caught and studied to reveal a moist and soft exterior. If the pod is held for more than 5 minutes it will wither away and reveal a portion of a damaged flower or organism whether it be a petal or an appendage.

To the east a poorly constructed and swaying structure (See the Church) made out of the remains of mammoth creatures rises on a hill filled with beautiful, sparkling flowers. Numerous plant-based creatures are seen entering the Church.

Encounters in the Garden

Have one PC roll 2D10 on the encounter table before the investigation of the elements in the garden. If the PCs visit the Church have them roll another once they leave. The GM can also pick the encounters.

1-25) Lost Memory

A 10-foot multi-legged creature (Level 3) covered in fading grey leaves with a ghastly humanoid head appears terrified at the PCs' presence. It will rise from its emaciated legs and attempt to assault the adventurers with its sharpened bony hooves.

It can also create ear-piercing screams as it observes the adventurers. The screams cause some of the nearby flowers to darken and shake violently. The darkened flowers will wither and die creating a path towards the Church.

The PCs must make a Level 4 Intellect roll or suffer 4 Intellect damage from the screams.

Additionally, they will somehow know they have forgotten a specific memory like their name, where they are from, where they were before this happened, etc. That knowledge returns if the creature is destroyed, or if they enter the Church.

26-46) The Artist

A tall and thin humanoid made of thousands of orange-red filaments and soft peach flesh is using a blade to carefully trim and carve trees and organisms in an egg-shaped sculpt.

The creature (Level 3) pays no attention to the PCs as it carves its current project which is a vaguely shaped humanoid growth rising from the ground.

The growth is made of bright bark-like material, is incomplete and deformed as a third of its face, mouth and torso are filled with bioluminescent fungus attaching the body to the ground.

If the PCs do nothing but watch, the artist continues its work which kills the growth, carving its head into an egg shaped form. The artist will then stare at the adventurers and walk towards the Factory.

If the PCs attack the artist, it will stare at the adventurers in wonder and will not attack them until it's attacked twice at which point it will begin attacking the PCs focusing on carving their heads (Damage: 4).

In this instance the growth will still be alive and will attempt to talk to the PCs, but its mouth is too badly damaged to make any sense. Instead green liquid streams from its eyes and mouth as it points towards the Church.

47-87) New Skin

A human sized arthropod is growing from the land but stops when the adventurers near it.

The creature is composed of a mix of purple membranes with red muscles coursing through its shell-shaped body which erupts into a thick array of antennas at the top of its head.

If the arthropod (Level 3) is left untouched, its muscles begin to twitch rapidly creating acoustic beats which produces a bizarre magnetic field drawing the PCs toward the arthropod's body.

A Level 4 Might roll must be made with failure resulting in some of the PC's skin and hair attaching to the creature's body. Detaching from the arthropod's body is painful, causing 6 points of damage.

If one or more PCs are attached to the arthropod's body, it will begin moving them towards the Factory in an effort to transport the victims to that location.

The arthropod gains an Armor of 1 if more than two adventurers organic material is caught in the creature's body as the captured skin and hair quickly hardens.

88-00) Fragile Thieves

Wide eyed creatures (Level 1) made out of dozens of layers of brittle, pale leaf-like material are seen savagely attacking each other for a piece of an old, hairy fruit which emits a soothing sound.

The eight Leyletch immediately stop trying to kill each other when they see the PCs.

Their 4-foot bodies dissolve as their heads float 10-feet in the air away from the adventurers' reach. The Leyletch will then look towards the Church.

If the adventurers pick up the fruit, the Leyletch's attention will turn to the PCs as their eyes widen even more as their mouths gape open.

A bite from the fruit will replenish 1 point; a total of four bites can be taken. The Leyletch will sing an Intellect damaging song to punish the adventurers for stealing their rotten numenera. PCs must make a Level 3 Intellect roll or suffer 3 Intellect damage.

The PCs can flee their attackers since the Leyletchs' movement is slow and limited. If the PCs manage to harm the Leyletch they scream as they are attacked; destroying four will cause the others to float higher in the air as they attempt a slow retreat.

The Church

The Church is a 50-foot edifice which leans to one side with its eastern wall coming very close to the edges of a nearby hill. The structure is built from the surrounding plant life and the cracked fossilized remains of mammoth bipedal lifeforms who are stacked upon each other forming a vague octagonal structure albeit with hundreds of six-eyed heads and legs that jut out at irregular intervals.

Yellow light escapes from the fissures along the fossils and flashes briefly as drapes made out of dead leaves wave back and forth from several doors found across the Church.

Inside are nearly a hundred plant-based creatures forming a circle around a 2-foot tree with fine vein-like branches and a swirling yellow energized core. The tree, called the Distortion, is a frightened and helpless creature who is near death.

It communicates telepathically with the PCs and begs for their help in attaining one of the pods that falls from the sky. It is trying to grow and evolve using a pod, but was stopped after the nearby creatures became curious of its energized body and began to venerate it with the construction of the Church which has blocked the pods from coming near the entity.

A Level 3 Intellect roll will discern there is no deception on the Distortion's part.

If the PCs return to the church with a pod, one of the fossilized creatures (Level 4, Damage: 6) that makes up a lower corner of the Church comes alive and attempts to smash the adventurers with a pair of dangling legs.

The pod slowly evaporates as the Distortion consumes it causing the plant-based creatures to attack each other and eventually flee the church.

In return for the pod, the Distortion tells the adventurers that the Factory has some but not all answers concerning their predicament, and offers them its continued assistance. It tells one of the PCs to put their hands in the soil to attain its wisdom. At various points in the adventure, the Distortion will appear before the affected PC.

The Factory

Growing to an undeterminable height, the Factory appears to be a hybrid of a colossal tree suffused with strange mechanical elements and three monstrous heads. The branches, which span the entirety of the garden, constantly release pods.

A bright portal can be found at the base of the factory leading to a chamber filled with faceless, plant-humanoids who grow from the ground. The humanoids form lines around muscle-made conveyor belts which slowly rise upwards as they disappear into the walls of the factory.

At the start of each line are various sized jars filled with the remains of organic beings.

The humanoids extract the material from the jars and secrete a substance on the object, then pass it along to others who emit other substances until finally releasing the material on the conveyor belts which transports it inside of the tree.

Some of the jars contain small pieces of organic material like an appendage, while others have more substance and unfortunately more detail. If the PCs look into the jars, there is a 50% chance that they see a horrific sight. Have them roll a Level 5 Intellect roll with failure resulting in 7 Intellect damage.

The humanoids will clap at the PCs' arrival into the factory as they notice a green-skinned priestess looking in their direction. The Priestess Praketen slightly smiles as she walks off towards a large fold in the Factory's wall.

Act II: The Priest Varculus

Once Praketen makes her exit, the adventurers become aware of a priest walking behind them carrying a plant with an energized, coiling center. The priest is talking to the plant as he nears the adventurers.

Just look at you.

When we found you, you were just bits and pieces someone had trampled on.

But here you are, put back together...and in fine shape. (He turns his attention to the adventurers)

An Old Friend's Tale of Resurrection

The blue-skinned priest will introduce himself as Varculus, one of the eleven priests who watches over and interprets the automaton god Noromethreon. Adventurers will realize the priest's name is the same exact one used for a man who had greatly helped each of them during different times in their lives, and now desperately seeks their help.

Varculus will tell the adventurers that he is in fact the same man they once knew, albeit physically changed due to the long exposures of emanating energy in the temple above; he can and will relate tales only the adventurers and he would know.

Players can make Intellect rolls to gauge the validity of what Varculus is telling them.

It will take a Level 4 roll to determine that the priest believes what he is saying and is genuine.

The priest is a kind man who is fascinated by the adventurers' appearances, and is more than willing to sing the praises of the great Noromethreon. He also treats the plant he holds as a person and speaks to it, often talking to it about its thoughts on the PCs before returning to the conversation with the newly awakened guests.

Varculus reveals they are in a great garden underneath the Holophane temple in Quendazaem. The tree they find themselves in is a machine which the church has called the Factory.

According to Varculus, the Priestess Praketen, who the PCs glimpsed briefly, found the adventurers' remains in the jungle and took it upon herself to resurrect them using the Factory; an action the priest says she had foreseen in a dream.

The adventurers will have no memory of how they came to be in Xenthropa or why.

Varculus can provide the following information before asking their assistance in his secret quest:

- The creature that the adventurers found themselves in, the Aspiralynn, was a servant of the priest's who was transporting them to Varculus. He did not take into account the creature's Intellect destructive nature and apologizes for any harm that may have been done.

- The priest will not divulge the factory's resurrection process as he says they are sacred teachings only known to the priesthood.
- He has no knowledge of the Church or the Distortion, suggesting there are thousands of creatures in the garden who are given new lives that he is unaware of. Attempts to go to or return to the church once contact is made with Varculus reveals the edifice is empty.
- Praketen found no information or evidence to suggest why the adventurers were in Xenthropa or what they were confronting when their remains were found months ago, "There were bits and pieces of you strewn all over the place."
- They are the first "true humans" to be regrown in the factory. The factory is usually used to regrow plant-based lifeforms who are on the verge of extinction.
- The other priests do not know about the adventurers' resurrections. If they did, Varculus says he and Praketen would most likely be put to death for using the garden on humans. The garden's existence is only known to the priests.
- The PCs are given their equipment and clothing that appear similar to those they wore before this adventure took place. The only numenera they will have on hand now is ones they may have found in the garden.
- Although the adventurers may have heard rumors of Noromethreon's sickness, Varculus confirms it and says the god has been in a state of suspended animation for more than a month. They do not know the reason for his inactivity.

Act III: Resurrection of the Automaton

The secret task Varculus would entrust to his dear friends is one that he dare not ask anyone else due to the perceived wrong he would be doing against the church.

The quest is to revitalize the church's automaton god Noromethreon from his frozen state.

As the other priests wait for the god to reawaken on its own, Varculus and Praketen, have decided

to seek outside help beyond the church, a blasphemous act that would result in their deaths if the other priests in the palace or other religions in the city found out.

According to Varculus, the priests closed the Holophane temple a month ago, a needed action to hide the god's inactive status, but the act has since deepened suspicions of Noromethreon's rumored illness. He says without Noromethreon, the city will eventually tear itself apart since the automaton god has been the guiding force of the city for hundreds of years.

Varculus asks the adventurers to take up the task of resurrecting their god. Once they are successful, he promises them several numenera and a safe way out of Xenthropa back to the their land of origin.

Act IV: The Clues

When Varculus tells how he came upon the knowledge that may revive the automaton god he does this with great hesitation, often telling the plant he's holding he has no choice in the matter. The plant replies by increasing the light it emits as it sways from left to right.

The initial clue is in the form of a century old rumor which Varculus believes is true.

Merkerran

Nearly 100 years ago, there were rumors of Noromethreon inexplicably deactivating, and the priests of that time closing the Holophane palace, attributing the action to the god's commands. But in that instance, an Ayoradan priest named Merkerran made public the condition of the automaton god which enraged the other priests who vehemently denied Noromethreon's sickness and instead claimed a mental sickness had infected one of their own.

Weeks later, the doors of the church re-opened and revealed the automaton god fully functional. The priests were adamant that nothing had been wrong with Noromethreon and the closure of the church had nothing to do with the claims of Merkerran whose presence in the city continued to spark violence and troubling rhetoric throughout Quendazaem.

After pressure from countless citizens, the priests held a one-sided public trial, then imprisoned

Merkerran in a steel container locked only with his blasphemous writings. After Merkerran starved to death, the steel container's contents were blasted into oblivion.

Varculus says although every trace of knowledge pertaining to Merkerran and his claims were destroyed, there is an automaton named Zyrozeg who may provide valuable information.

Zyrozeg was briefly imprisoned and tortured after he was seen defending and speaking to Merkerran. The automaton is known for his now devout worship of Noromethreon and produces countless statues and art pieces of the god in his shop located in the Outer Leaf of the city.

Parting Gift

Before the adventurers depart, they are given a numenera in the form of a circular disk with glowing, glass symbols and writing around its edges. The device continually emits a holographic-like image of a priest carrying an energized flower.

They are instructed to show this to true allies of the church to prove they are indeed agents of Noromethreon, since there are many devout worshippers who will aid agents of the church. But the priest emphasizes not to reveal the true condition of the automaton god or the exact details of their quest.

They are also shown a button on the device to press once they have found the cure. The button will transport them back to Quendazaem.

Varculus tells the adventurers not to return to the Holophane temple until they have the cure in hand. He instructs them to enter through the main and only door of the church; he will open the doors and allow their entrance.

The adventurers are finally led to a chamber surrounded by shining flowers which appear to be in motion, although there is no wind present.

The flowers emit spores that quickly engulf the adventurers, changing them into hundreds of slivers of rainbow colored energy which are then sucked in by the flowers. They are then emitted by flowers growing on a street in Quendazaem, and re-transformed into their original states.

Passerbys give no attention to the adventurers' sudden appearance as if the mode of transportation is a common occurrence in the city.



Chapter 2

Encounters in Quendazaem

The adventurers find themselves in the city proper of Quendazaem where colorful and oddly formed streets are crowded with human and creature traffic with merchants at nearly every corner offering questionable numenera, exotic plants and new religions where buyers can instantly become the leader of their own faiths.

But beware since what you believe can leave you dead on the streets as Noromethreon's downfall is whispered and many conspire toward supremacy of the city through violence.

Following one of the encounters, the group can proceed with their investigations into Zyro zug.

Act I: Encounters In Quendazaem

An encounter takes place between the chapters taking place in the city. The first encounter happens after the group rematerializes in Quendazaem's streets. Roll two 1D10s to determine the encounter or the GM can choose the encounters. If the encounter has already been rolled, choose the next option until all choices have been exhausted.

0-11) The Parade of the Melting God

An encounter involving a rival religion turns into violence, a deadly and daily occurrence in the city.

Dozens of humanoids covered in toxic metal plates walk the streets singing songs while announcing the falsehoods of Noromethreon and the coming of their "melting god" Arzo zex. They carry pointed banners and a stand holding a four-legged automaton whose eyes stream red liquid.

Shouts and some laughter from nearby crowds and shop owners, provokes the followers into violence where the adventurers are caught in the middle. Three followers (Level 3) attack the group with their banners all the while yelling, "Those who will not yield to the power of Arzo zex, deserve no mercy!"

In addition, the four legged automaton statue (Level 4) activates and violently silences a laughing merchant then focuses its attention to one of the PCs. Those who get a good look at the automaton's face which appears to be transforming into organic life must make a Level 3 Intellect roll or suffer 3 Intellect damage. The automaton can emit an energy beam from its eyes, infecting the target with burning tears which causes 3 damage for two rounds. The target also loses their next action.

The vanquished attackers leave behind 1D4 cyphers.

Once the attendees disperse, there is confusion among the crowd as the adventurers are accused to be in league with the troublemakers. Several people get the attention of local authorities (Two Level 3 glaives with the Church of Noromethreon) and point them towards the adventurers as allies of the melting god. The adventurers can attempt to evade the glaives as the confusion continues, talk their way out or fight them.

12-23) The Cabled Crown

A merchant approaches the adventurers with extravagant and useless treasures but could be a valued asset in the future if they help him with some troublemakers.

The adventurers turn a corner and find an elaborate seller's stall down a street manned by an energetic, orange toned humanoid dressed in robes with a thick necklace filled with the heads of skeletons of bone, synth and metal.

When it's apparent that the PCs are not moved by any of Zaranshau'd's (Level 5) wares, he quickly runs to a triangular treasure box and shows what appears to be a gold and silver crown with an assortment of cables streaming down its side. Once the crown is revealed, two nanos (Level 4, each armed with 1 cypher and a crescent sword.) wearing overly-elongated caps and cloaks appear from the shadows and call Zaranshau'd a thief.

They all take turns calling each other thieves. It will take a Level 3 Intellect roll to determine the nanos speak the truth.

Zaranshaud begs for the adventurers' help and offers to give the crown as a reward for dealing with the nanos and promises to deliver them an artifact at a later time.

If the adventurers decide to attack the Nanos, the duo will each have a cypher they will use to redirect the PCs first attacks to Zaranshaud.

Vanquishing the nanos leads Zaranshaud to greatly thank the PCs as he offers the adventurers a bargain price of 50 shins for the crown, hoping that they forgot about his actual promise of a free crown for their help. He will relent however and give the crown if pressed and say that he himself forgot about the deal after all the excitement.

The merchant will later assist the PCs in the jungles of Xenthropa with an offer of another artifact.

Alternatively, they can hand over the crown to the nanos who in return thank the PCs with three cyphers, and can be persuaded not to kill Zaranshaud if the adventurers desire. The PCs still have the chance to later meet Zaranshaud in Xenthropa but at that time he will not give the promised artifact freely, and will attack them.

If the PCs manage to keep the crown, they realize that it is in fact a true cypher (Level 1D6), perhaps the only real one Zaranshaud had in his stall, which enables the user to steal Points (Maximum of 6 points) from sentient beings and gain some of their memories. There is a 20% chance that the user gains a troubling memory and instead loses 6 Intellect points.

24-35) The Healing Jars

A merchant offers delicacies which must be eaten quickly or face a deadly consequence.

A crowd full of the best culinary experts gather at a square to see a humanoid's new dish which are stone jars filled with beetles with hundreds of legs. When the jar is opened, the beetle jumps into the mouth of the nearest living thing, and if not killed or eaten in the first five seconds, the target begins transforming into a fungal structure.

Although, the beetle will die off as humans are not its normal target, and the affected human will slowly transform back to normal in two days. During this time, all difficulty rolls are increased by one level.

If the beetle is eaten within the first five seconds, the PC's mouth is filled with a putrid smell as she

recovers 5 points to any pool points.

The adventurers are witness to the first taste of the creatures when a man opens one of the jars. The crowd claps and cries out in congratulations, then stop and realize the man's surprised reaction to the beetle has shocked him and stopped him from eating it. The man begins transforming into the beetle's home.

The merchant sees the PCs and offers to sell some of the jars for 10 shins a piece (Maximum of 3 jars for the group). Each time the PC attempts to use the jars, there is a 30% chance that he is shocked by the beetle's quick leap into his mouth that he is unable to react quickly and eat it causing 4 points of Intellect and Might damage as he transforms into the beetle's home.

36-47)

The Winged Messengers of Alaskalor

A religion spreading quickly in the northern part of the city is seeking more followers using forceful methods.

As the adventurers make their way up steep steps along a deserted back alley, they catch a glimpse of three humanoids flying through the sky.

Some time later, the trio are encountered walking calmly toward the PCs. They all have chalk white skin, black voids for eyes and elongated fingers which flap in the air. Their criss crossing mechanical wings connect to antiquated blue and gold armor.

The female of the group bows gracefully and introduces herself as Razzallah a messenger of the god Alaskalor. She says she is curious about the adventurers, and entices (rather forcefully) them to serve her god.

Razzallah first demands to know who they are and why they are in the city.

An attempt to deceive her can be made with a Level 4 intellect roll, but any failed attempt to trick Razzallah (Level 4) or if they decline her invitation ends with her taking out an overly long and malleable rapier and ordering her male subordinates (both Level 3) to attack.

If the PCs successfully trick her, Razzallah propositions them to join her order which venerates the god Alaskalor who is a stone and metal face found on the walls of the northeastern region of the city. The followers are hoping

their sneering-faced ruler will take the place of the city's god and ruler once Noromethreon's fall is complete. The religion centers around the perfection of life through severe discipline and often times deadly rituals. Those who survive and serve the god for a number of years are painfully grafted with glass wings and armor which decreases the life span of the user by half.

If the PCs agree to join the religion, two adult brothers (Level 3) faithful to Noromethreon overhear the conversation and begin to throw plants at the group from their cart. The plants (Health: 5) wrap their spongy tentacle roots around targets, quickly restricting their movements until destroyed. Razzallah orders the adventurers to kill the brothers (Level 2) to prove their devotion to Ralaskylor.

She will be quite pleased if the adventurers take care of the siblings; she will give them three cyphers and will induct them as agents of the church.

48-59) Shambalanq

A creature used to produce a tasty drink shares some insight with the adventurers after noticing they hail from the Steadfast (the Steadfast can be changed to another area if the PCs place of origin is different).

A tall, green and white animal-humanoid with wide, white eyes and two metal legs is led by a small delegation of merchants one of whom uses a numenera to draw out a sugary liquid from its body. The merchants then pass the liquid to interested bystanders.

Shambalanq has willingly agreed to the merchants' whims for the day to draw out his sweet, constantly-regenerating blood in exchange for some magical items in the form of numenera recently discovered in the Karathames.

The creature is well mannered and studies those that drink his blood with curiosity. He is seen taking notes from time to time in a small leather book while mumbling praise or disgust.

Shambalanq notices the adventurers and asks them by chance if they are from the Steadfast; the merchants seem unaffected by his curiosity toward the PCs as they continue to draw out the liquid from it and offer the drink both to the growing crowd as well as the adventurers.

He says it is a rarity to find outsiders this far in Xenthropa, since there are many dangers across its land which stop most who are not well informed of its hazards. Shambalanq says he is unsure how he arrived in the city, but was delighted to learn he was in Quendazaem. He offers a brief summary of the districts or "Leaves" of the city (See the City of Quendazaem).

60-71) Corralling the Gynthvarads

An elderly mutant woman asks for the PCs help to corral a pack of her animals which have been startled by a numenera in the adventurers' possession.

Six giant, four-legged animals covered in heavy white and red fur trot along a street with an elderly mutant woman, Kallytek, leading them into the city.

When the creatures, called Gynthvarads, get near the adventurers, one of the PCs' cyphers mysteriously activates causing the animals to scatter leaving Kallytek on the ground. The mutant woman then rushes toward the adventurers and blames them for startling her beloved Gynthvarads. She is quite angry at the PCs, but the anger subsides and turns to pleas of help to capture her beasts. Kallytek offers some medicinal plants and special flowers she has collected from her trip through the jungles in exchange for the their help.

To soothe the Gynthvarads (Level 3, Health: 10), PCs must make make Level 3 Intellect rolls to attempt to calm and capture a total of two of the Rynthvarads. There is a 50% chance that a failed roll makes the beast angry which leads it to rush the PC, trampling him into the ground (Damage: 6). A failed roll also allows the Gynthvarad to quickly flee the area.

The rewards and Kallytek's mood will depend on how many Gynthvarads the PCs capture.

- **0-1) Kallytek (Level 4, Health: 15.)** once again becomes angry and uses her newly found plants to attack the adventurers; she is armed with an energized, glowing whip-like vine (Damage 3). The mutant woman calls two automaton floating platforms where flowers grow towards the ground. The platforms (Level 3) attempt to place themselves above the PCs where they

are exposed to the flowers. PCs failing a Level 3 Might roll have their skin changed to a bright orange color, and an itching sensation erupts throughout their body causing the PC to lose his next action.

If it looks as though Kallytek is near defeat she surrenders and continues her search for her missing pack. If she is detained, she will scream until she tires out.

- **2-3)** The mutant woman is restrained with her thanks saying, "That's all you've captured? How hard did you try? You're adventurers, right?" After grumbling under her breath, she produces three fist-sized yellow and blue seeds and shoves them to the adventurers before walking off. Each seed rejuvenates one point from any Pool.
- **4 or more)** Kallytek nods at the adventurers as they bring the Gynthvarads to her. "You've done good strangers. Despite what my lovelies thought of you, I knew there was something special about you the moment I laid eyes on you." In addition to giving the healing seeds, she cuts off a vine from one of the flowers found on one of her floating platforms and hands it over to them. The vine will allow a depleted cypher to re-energize. This is done by wrapping the vine around the cypher which then "soaks" into the device in two minutes, making the numenera fully functional again.

She also offers a glowing seed with tiny tentacles glowing around it. Kallytek says those who consume it will learn to communicate with certain plants and flowers of Xenthropa. After a day of consuming the seed, the adventurer's hair begins to lightly glow and their skin has a slight turquoise tint. Every time they speak they release particles in the air. They can also sense basic moods of sentient flowers when near them.

72 - 83) The Field Trip

A class tour of important city sites results in revelations in Noromethreon's chaotic but accepted rule of Quendazaem. The adventurers may become unwilling teaching tools.

A humanoid is followed by dozens of children as they walk around a field filled with the gutted remains and skeletons of once great buildings. They all wear helmets which are connected to each other by a mechanical cable. The teacher Korthur is leading an informative trip on the many miracles and curses casted by Noromethreon.

Korthur's barely audible lecture revolves around the remains of the factories which were destroyed because of Noromethreon's jealousy towards the designers' dresses whose luxuriant reflective construction rivaled the god's steel construction. The teacher emphasizes that anything attempting to surpass or rival the great automaton god's appearance must be de-evolved or be destroyed. The class reluctantly nods to each other.

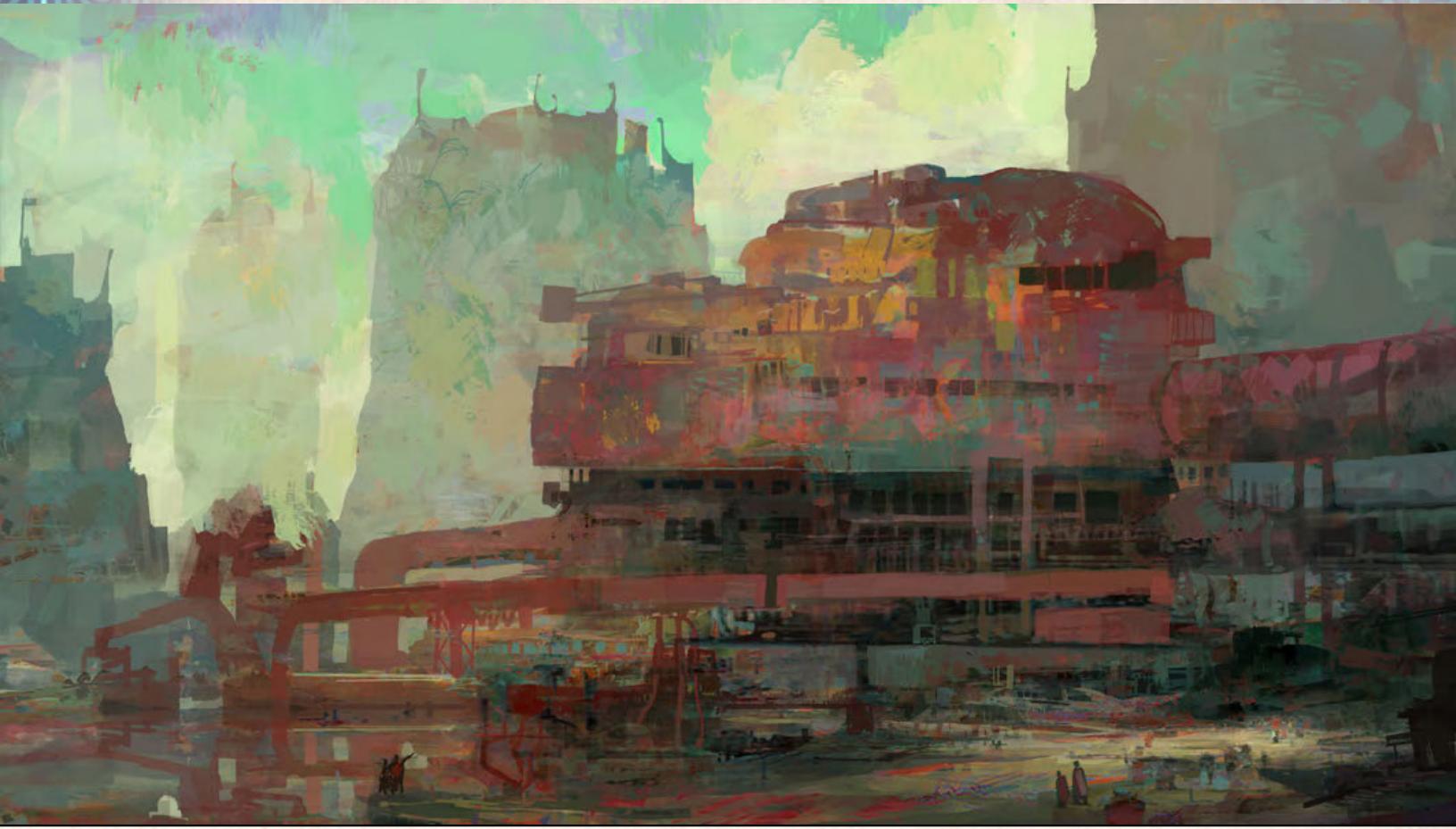
Korthur will then use his staff to attempt to take over the bodies of the adventurers who must make Level 5 Intellect rolls or fall under the teacher's control as participants in another lesson. One PC plays the part of Noromethreon, another is a towering automaton, and the others portray Noromethreon's priests.

The adventurers act out a story of a towering automaton accidentally destroying a statue of Noromethreon during a parade honoring the god. Days after, Noromethreon orders that no automaton may rise above his height within Quendazaem whether it be a construct created in the city or visiting robots. Those who disobey the law are redesigned so they will not reach the heights of the automaton god.

The PCs playing Noromethreon's priests attempt to pull off the legs of the PC portraying the blasphemous automaton causing 5 damage which bypasses armor.

The class claps as they watch the performance which ends with Korthur thanking the adventurers.

If the adventurers attack Korthur (Level 5, Health: 10), he will attempt to use his staff to control one of the PCs to defend him and attack the other adventurers for four rounds. The targeted PC must make a Level 5 Intellect roll to escape control.



Killing Korthur or damaging the cable (Health: 10) connecting the class to Korthur causes the students to break free from the teacher as he is pelted by rocks from the now free-thinking children.

84-95) Responsibilities

A cleric's walk-and-talk with a pestering noble is interrupted when the cleric's staff senses something familiar with the adventurers leading to possible imprisonment for the group.

Genna's daily responsibilities include speaking to lords of the city regarding any concerns they may have when it comes to rumors of those seeking the downfall of the great automaton god.

The cleric (Level 4) has learned over the years that there are certain people who attempt to take advantage of his job by coming to him with fabricated stories in attempts to destroy their enemies who have nothing to do with Noromethreon. One such person is the paranoid automaton Roto-bannus (Level 4), who never misses a day to pester Genna about rumored conspiracies, half of which prove to be true.

However, Genna's recent meeting with Roto-bannus is interrupted when the cleric's staff alerts him to the adventurers; it has detected the

numenera given to them by Varculus.

Genna is suspicious of the adventurers, but he's not as forceful or intruding as his brothers and sisters of the church. He will simply stop them, tell them that his numenera has sensed something troubling with the adventurers and ask for an explanation. Unfortunately, Roto-bannus will attempt to get on Genna's good graces and emphatically declare (so that all those in the street hear as well) he may have seen the PCs gathering at an anti-Noromethreon protest near the outer walls of the city.

It will take a Level 4 Intellect roll to prove Roto-bannus' claims false with a successful roll leaving the automaton flabbergasted as Genna apologizes and hands over two cyphers for troubling them. Roto-bannus continues to glare at the PCs as he follows the cleric down the street.

Failing this roll only intensifies Roto-bannus' false claims as he tells Genna the adventurers were leading the blasphemous gathering. Genna has no choice at this point and apologizes to the adventurers, telling them that they must come with him to the nearest guard station for questioning and a search.

Alternatively, if they can get the cleric aside and show him Varculus' numenera, the cleric will be all but happy to release them. However if this is done in the presence of Roto-bannus, he claims he saw them steal it.

The PCs can attempt to evade the scene, but are pursued by two guards of the church (Level 4, Health: 10) and are attacked by nearby citizens who heard the accusations, throwing rocks and metals at the adventurers, increasing the PCs' difficulty rolls by one.

If they are led to the two-story guard station, which is manned by four glaives (Level 3), a search will reveal Varculus' numenera at which point the PCs are imprisoned in a gold cell at the top floor of the station. It will take a Level 4 Might roll to release them from their bonds or a Level 4 Speed roll to pick the locks. They will also have to have to contend with the guards.

However, if they wait until night, only one guard will be present at the bottom floor. The adventurers can find 1D4 cyphers in the station.

96-00) The Dream

The first sense that the adventurers are able to detect is a sweet and powerful smell which mingles with another strong scent that they can somehow detect as "pain."

They are then treated to a vision of Praketen slowly and delicately walking along a soothing energized glade with flowers growing in the center. A sun quickly appears from the east, stops and sheds its light to reveal a metal exterior.

The priestess slowly bends down and picks a number of the plants; the plants are equal to the number of players in the party.

Once she is done she looks in the direction of the adventurers and smiles.

The flowers in her hands begin to vibrate and rapidly grow into humanoid forms who fill the entire land.

PCs must make a Level 5 Intellect roll or suffer 8 Intellect damage. It's at this point the adventurers awaken.





Chapter 3:

Cursed Follower of Noromethreon

Zyrozeg is well known throughout the Church of Noromethreon for the thousands of devotional sculptures and paintings of Noromethreon he has created throughout the decades. The automaton began to show and share his gratitude and loyalty to the god following his severe torture after a mob erroneously thought him to be a blasphemer.

The automaton can provide information in the adventurers' quest, but he suffers an insanity due to trauma he suffered in his persecution which may lead to violence.

The clues lead to Merkerran's neighborhood where an overseer is more than willing to turn over the priest's belongings, and also entices the PCs in a secret enterprise.

The adventurers eventually find a metal slab in an executioner's garden. The piece of metal is discovered to have been a piece of a wall of Merkerran's small prison which has the last writings of the fallen priest.

Act I: The Devout Automaton Worshipper Zyrozeg

Nearly a century ago, Zyrozeg was as an engineer working with architects who continued to uncover vast dwellings in and around the city. The automaton's job was to help devise ways to make the city more accessible to humanoids since Quendazaem's main structures were clearly not intended for humans.

Around this time, the fallen priest Merkerran became the automaton's neighbor. The priest faced ridicule daily with his house broken into and vandalized numerous times. Unfortunately, Zyrozeg fell victim to similar crimes after he had rushed to the defense of the priest one day not knowing who Merkerran was.

During Merkerran's subsequent trial, Zyrozeg

was imprisoned and relentlessly tortured until confessing to a false claim that he was a party to Merkerran's blasphemous beliefs; Merkerran never spoke to Zyrozeg of his claims of a frozen automaton god or his studies relating to the subject of a cure.

Ever since the trial, Zyrozeg has devoted his life to Noromethreon because of an insanity that manifested during his torturous imprisonment.

Zyrozeg's Hall of Worship

Passerbys, especially those who continue to worship Noromethreon, will gladly give directions to Zyrozeg's shop which they say contains "glorious" paintings and sculptures crafted by the automaton. The shop is an ancient building of colorful faded stone filled with abstract artwork depicting Noromethreon during different events in the city, and countless books on the god.

Zyrozeg (Level 4) is a 6-foot automaton covered in heavy brown and blue robes, with piercing, glowing blue eyes.

When the adventurers enter the shop, Zyrozeg is assisting a couple interested in a painting showing Noromethreon rising from the land.

Zyrozeg is joyfully eager to talk about his works and convert non-believers to the glory of Noromethreon, but will become very paranoid, overly suspicious and come to violence if any inquiries are made about Merkerran.

He will curse the name and wish the fallen priest had never existed. Anyone speaking Merkerran's name is assaulted by Zyrozeg who uses nearby paintings or sculptures as weapons.

The adventurers can attempt to calm Zyrozeg with a Level 4 Intellect roll and get him to speak about the fallen priest, but they must contend with the curious and concerned couple (Varculus' numenera will not work for this encounter).

Failing the roll enrages Zyrozeg who is screaming for the adventurers to get out as he attacks the group once more. At this point, the humanoid couple (Level 3) come to calm him and defend him;

the couple will eventually leave the shop if the adventurers leave first.

Zyrozeg's Tales of Merkerran

Zyrozeg reveals nothing of his own imprisonment or torture, but tells them that he was neighbors with Merkerran who he constantly refers to as the "evil fiend" in a neighborhood called the Twilight Palisades in the southeastern region of the city.

The automaton only conversed with the priest once when Zyrozeg protected him from a group of people. At the time, Zyrozeg did not know who the priest was, and after he assisted Merkerran, the priest yelled, "Leave me be cursed machine!"

The automaton doesn't remember specifically where he stayed at the Twilight Palisades since he manually destroyed most of his memory of his time there, but says there may be some in the neighborhood who remember him or Merkerran's dwellings.

Joy returns to Zyrozeg's face as he says Merkerran was eventually tried publicly, imprisoned in a furnace along with his writings, and when he died of starvation, blasted into the oblivion.

If he's asked about the furnace, he assumes that it has long been done away. Inquiries into the furnace will point to the executioner's courtyard "where someone may be found who would possibly know what one does with instruments such as these."

The automaton asks the adventurers to leave as he puts a shaking hand to his head and whispers the name of Noromethreon several times to himself

Act II: The Twilight Palisades

High walls filled with cascading white flowers, which intensify when someone is near, surround the neighborhood known as the Twilight Palisades. The tulip bud-like structures in this area are of faded metal and smooth stone rising a couple of hundred feet in the air, barely reaching the tops of the neighborhood's walls.

The residents are aware the adventurers are new to the area and warn them of the narrow blue water stream that runs parallel to the street.

Most will caution and them and say, "Don't touch

the water, it's broken." If the water is touched in any way, the adventurer is transported 10 feet away from the spot where they made contact. There is also a 50% chance that there is a 10-second delay in the sounds they produce for the entire day.

Residents will be pleasant to the adventurers, but won't have any knowledge of Merkerran or Zyrozeg's former homes.

They are instructed to speak to the overseer and are directed to the top of a hillside street. However, an elderly woman cautions them about the overseer who she claims is a thief who targets residents.

Renovyka the Overseer of the Twilight Palisades

The proud and egotistical overseer Renovyka is a woman dressed in a luxurious adventurers' suit which is crowded with all types of tools one of which she is using to direct three people working on a triangular machine which constantly produces water for the neighborhood's streams. The numenera is currently malfunctioning, producing blue water instead of violet water.

Sitting off to the side is a 7-foot humanoid named Yuirana, Renovyka's bodyguard, covered in armor of purple, elastic membranes. She's currently preoccupied using her large claws to carefully (but most of the time fatally) pick up tiny butterflies from a ceramic bowl and place them in her oversized mouth.

Renovyka sees the PCs and senses trouble for herself, thinking they are adventurers or mercenaries investigating the residents' (true) claims of her thievery. She tells the PCs she is currently busy and has no time for any type of inquiries since she has her hands full with the broken water machine.

If the PCs volunteer to help with the machine, she can tolerate the adventurers' presence for a little while, or if they manage to persuade her to talk. It will take a Level 4 Intellect roll to discover the problem and a Level 5 Intellect roll to fix the machine. Fixing the machine or even attempting to do so will lower Renovyka's guard; touching the water now instantly transports the user to different ends of the neighborhood. Renovyka gives the PCs 50 shins if they successfully fix the machine.

Zyrozeg and Merkerran's Former Homes

Renovyka's more than willing to show Zyrozeg's former home, however she says the automaton left nothing in the home which is true.

She will be alarmed if the subject of Merkerran is broached. The last time she heard of that name was from her grandfather who was the overseer of the palisades at the time, and secretly stole some of the priest's belongings before the destruction of the home.

Renovyka's Offer

The overseer will eventually offer to give them some of the priest's belongings which her grandfather "found" if they could assist her with a task of taking back a numenera which she claims was stolen from her home.

Renovyka says authorities in the city are useless and preoccupied as she has had to revert to the underhanded tactics her enemies use in order for her to see any justice. She tasks the adventurers with breaking into an elderly woman's home and stealing an octagonal numenera found in the woman's elaborate dining room, a Level 4 task with failure resulting in two glaives (Level 4) investigating and confronting the PCs.

Renovyka claims the elderly woman, in fact the same one that earlier warned the PCs of the overseer's thievery, had automatons break into her own home and steal one of her prized possessions.

It will take a Level 3 Intellect roll to see the deception in Renovyka's words.

If Renovyka is confronted with her lies or the adventurers decline her offer, she will be insulted and insists she tells the truth. At this time, Yuirana rises to defend the overseer who motions the adventurers to leave immediately. The PCs can attempt a trade for Merkerran's items, but it is expensive; Renovyka demands three numenera for the items.

Alternatively, if force is used, Yuirana (Level 4) will be the first to act using her armor to unnaturally and painfully extend her arms in order to reach two PCs and immobilize them in her claws. It will take one action and a Level 3 Might roll to break free from her claws. As Yuirana receives damage, darkened butterflies fly from her wounds and evaporate.

Renovyka (Level 4) will use a fragile cypher emitter to fire a black energy beam which focuses on muscle degradation producing 5 Speed damage. The difficulty level roll for the target's next two actions are increased by one. The overseer is also armed with a bastard sword and a shield.

If the water stream remains broken, Yuirana and Renovyka will push the PCs into it transporting them some distance away; it will take one round to return to the battle scene.

Renovyka will surrender if she is hurt badly, however Yuirana will fight to the end even as the overseer orders her to stand down.

Merkerran's Items

The overseer will release Merkerran's items to the adventurers, but they must promise not to turn her over to the authorities. If she's handed over, the overseer refuses to tell them the location of the items, however the elderly woman will eventually take over as overseer and discover Merkerran's items in two days which she gladly gives to her benefactors.

The items are one of the priest's robes, a couple of books and small pieces of a broken numenera.

A Level 5 Intellect roll will discern that the numenera is some type of device which allowed a person to speak into the device which then burned the words into any type of material.

Out of all the items, the books are the most useful to the investigation. Although the subject matter concerns mundane things such as an extensive catalog of prices of food and flowers in Quendazaem, Merkerran had a very elaborate and distinct penmanship. His writing style will be quite apparent and stand out when the adventurers investigate the remnants of the plasma furnace (See The Servant's Executioner).

If asked about the book, Renovyka or the elderly woman can even remark the book holds no significant information with the only real interest is the unique and creative way the fallen priest wrote symbols and words.

Taking the book to a specialist in the city leads to offers to purchase the book with prices ranging from 50 to 100 shins depending on the adventurers' bargaining skills. They are often taken in with the way Merkerran fancifully and artfully constructed his characters and symbols with small tails of mechanical graphics at the end,

but the subject matter is too general to garner any more value.

An elderly nano says that he has seen this type of writing before, but can't specifically remember where. He advises the PCs he might have seen such writings at the Servant's Execution Courtyard.

The PCs can also be led to this area if they follow up on Zyrozege's earlier statement about Merkerran being destroyed in a plasma furnace since all executions and instruments are found in the courtyard.

Act III: The Servant's Executioner

The Servant's Executioner (Level 5) is a mute 10-foot humanoid covered in a tangled mass of oily, grey and yellow fur which are knotted at certain portions of his body so that its leathery, drooping face and arms are visible. Rusted medals and old sashes honoring his long servitude as the city's executioner drape around his body.

The unpleasant form and smell of the executioner doesn't seem to affect his outlook on life as he smiles and greets visitors even though he is blind due to the collection of maggot-like lifeforms which have encrusted his eyes. The creatures are numenera which have not only blinded the executioner, but act as a translation system for the humanoid, singing his thoughts.

Newly arrived visitors are often surprised that the executioner's courtyard is situated in one of the city's most charming parks filled with beautiful, giant flowers that provide shade to the many guests, oftentimes families, of the courtyard whose ground is constructed of a dizzying collection of colored metals.

Asking about Merkerran, has the executioner attempting to remember the priest for some time. He then smiles more broadly and nods as the maggots sing that it was one of many times that he had used a plasma furnace to execute someone; the executioner tends to use different tools as time goes by.

According to the executioner, nothing remains of Merkerran and no one spoke before his destruction. He also does not recall if the priest said anything before he was destroyed.

The Executioner's Tools

If the adventurers ask to see the furnace, the executioner points to the park's grounds which the PCs learn are the flattened remains of all the hundreds of tools and instruments he has used in all of his past executions. It is nearly impossible to scan the mess of metal on the ground and distinguish what particular items were, even the executioner has a hard time remembering.

PCs find several pieces with writings and symbols but cannot understand what is written.

It is only if the PCs were able to gain Merkerran's books from the overseer in the Twilight Palisades can their task be fulfilled.

It will take two successful and consecutive Level 3 Intellect rolls to find a slab of charred metal on the ground which appears to have the exact same style of penmanship as the fallen priest's; failure adds a day to the search and an encounter.

However the writings, which have somehow been burned into the metal, is written in another language which the Servant's Executioner is unaware of.

He suggests researching the language in the city's athenaeum.

The executioner is all too glad to give the charred metal to the PCs, thinking all who come to him are worshippers who want a piece of memorabilia.





Chapter 4

The Athenaeum

Similar to most of the buildings found in the Inner Leaf of Quendazaem, the athenaeum is a multi-colored metal and glass structure with luxurious terraces overlooking the city.

The center's architecture is also known for its multiple towers that rise up to the air at gravity defying angles.

The clue the adventurers have attained consisting of Merkerran's charred metal will lead them to a transcribing machine.

Through their research they also begin to realize they are not the only ones who have similar interests.

Just when the adventurers are about to uncover another vital piece of information their investigation is abruptly interrupted by flower-automatons who silence a sought-after transcribing machine by stealing one of its power sources.

The Athenaut

Once inside the athenaeum, visitors are welcomed by a bald female humanoid who stands 15-feet tall in a long purple, green and yellow dress which hides her long mechanical legs. The humanoid bows and tells the adventurers she is the Athenaut and will assist them to the best of her abilities.

The Athenaut is warm, welcoming, and very enthusiastic about the many books and artifacts held within the structure, and appears visibly disappointed and distraught if the new visitors don't feel the same way.

Each level of the Athenaeum is built of radiant metal and stone hallways filled with steel and plastic-like containers and shelves with a variety of books created from different material from ancient paper, glass to malleable petal-like substances. Different sized platforms are also scattered around the halls utilizing gravity fields to display hundreds of artifacts which include giant bronze humanoid heads, glowing rocks and dust-like particles that either radiate heat, cold, happiness or fear.

The Charred Metal

The Athenaut will be quite interested in the charred metal if the PCs show it to her and will remark it's very similar to one an individual brought in some time ago.

She will not initially divulge who this person was, however if they tell her that they are on a quest from the Ayoradan and show the priest's oddity as proof, the devout woman can be easily persuaded, but tells the group not to reveal her openness to the other Athenauts for fear they believe in another god; the Athenaut will continue to remind and pester the group not to speak about her assistance.

She reveals a former priest of the Church of Noromethreon named Dunegarende had a smaller piece of metal but did not say anything more to her regarding his studies of it. The Athenaut can direct the group to the hall in the athenaeum where Dunegarende spent most of his time.

The Athenaut will subsequently ask if the charred metal can be purchased to be added to the athenaeum's collection. The adventurers would gain 100 shins if they decided to sell the metal.

Alternatively, if the adventurers do not show the Athenaut the charred metal and inquires are made about language translation material she directs them to a slanted and gravity defying wing of the center. It will take a two consecutive and successful Level 4 rolls to locate material directing them to the Dyascrypter, a device held in a closed off area of the athenaeum which can only be accessed with the Athenaut.

The Dyascrypter

The Athenaut will escort the adventurers to the Dyascrypter, a numenera that is known to translate different languages with high success rates.

It's housed in a special floor where glass-energy doors enclose this particular hall.

The Dyascrypter is made up of three canister-like objects which float upon a pedestal. It and many other machines are housed inside an elaborate and

detailed chamber which contains cultural artifacts of the past mixed with machines that appear to still be working, but whose exact function is unknown.

The Confrontation

Standing before the rusted and deactivated Dyascrypters, which is missing one of its power canisters, are three blue and violet humanoid automaton-flowers with thick bodies and four arms. The Rynthaks (Level 4) were dispatched by the conjurer Cormalfalyn to steal one of the canisters for her own use.

The Rynthak in possession of the machine's missing canister begins to flee from the area as its two brethren attack the adventurers.

The automaton-flowers attack by throwing two poisonous organic balls which converge on the target resulting in 4 Speed damage and a 30% chance that the target's hairs begin to transform in a mix of red and green leaves which quickly grow, resulting in increasing the difficulty level to one for all action rolls. The duration for the effect lasts for an hour after which the leaves begin to turn brown and wither away, leaving the PC hairless.

The other two Rynthaks will attempt to stall and fight the intruders to the death.

If the Rynthak in possession of the canister is damaged in any way or confronted by the adventurers, its next action will be to throw two of its hand balls in opposite directions which then converge and strike the Rynthak itself who vanishes leaving a partial remnant of one of the balls; a GM intrusion can also be used in this situation.

The two remaining Rynthaks will fight to the death at which point their bodies will become limp and disintegrate.

Clues Left Behind

The adventurers will discover that one of the Rynthaks intricately detailed weapon balls will still be intact after the confrontation.

It appears that the numenera may have malfunctioned. The metal-based numenera has been decorated along one side with hot metal to form curving lines to appear like blossoming flowers.

The Athenaut says that decorating numenera is a custom for synthsmiths in the city, but she's not

familiar with the design.

A search of the deactivated Dyascrypters turns up a wood and glass cup that appears to have been laid on the ground next to the machine. There is a distinct bitter scent in the cup mixed with a near nauseous smell. Those who inhale the scent suffer a delusion where their sight is tinted green and yellow, and tiny energy flakes are seen in the wake of every motion the adventurer makes. The effect lasts about two minutes.

If the Athenaut is shown the glass, she quickly moves her head away and says it smells like one of the many strong smelling drinks that can be detected in the city's Core district.





Chapter 5

Revelations

The adventurers' investigations lead them to other parts of the city where they encounter individuals who will help them and offer information which may lead them to doubt their current benefactors.

If they came upon the information of Dunegarende's inquiries into the Dyascrypt, they can travel to his house where he may reveal more than what they expect by telling them contradictory information regarding their miraculous resurrections.

Inquiries into the toxic liquid found in the cup near the transcribing machine leads to the tri-armed automaton Aradelphuse who offers information and a powerful numenera if the adventurers can secure one of his arms stolen by a trio of brothers.

Investigating the Rynthak's deactivated numenera ball leads to the Mazradrad, the city's district of numenera crafters. Showing the device to a synthsmith has her doubting what she sees since the maker of such devices is rarely prone to make mistakes.

Act I: Dunegarende

The former priest of the Church of Noromethreon known as Dunegarende can be found in his underground, vertical home accessed through a door found literally on the city's main street.

Visitors are welcomed by more than a dozen dangling 2-foot automatons whose bodies are connected to a number of cables connected to the ceiling. The automatons constantly bump into each other and the walls, but for the most part are harmless and terrified of their master.

Dunegarende is sitting on a throne made of metal and cables as he watches a number of monitors with nonsensical formulas. He appears to be a tall and elderly pale man with grey hair, fading orange eyes, and wearing a flimsy synth suit.

The former priest is a cranky man who will take great pride in his stance against the Church of Noromethreon, often calling the religion "a great hoax that is happily coming to its end soon." In

between his declarations, he loudly and severely scolds his automaton assistants for simple wrongs, such as not placing a book in its exact position on the shelf or not offering the PCs a drink.

If he's asked about his visits to the athenaeum, he will say he doesn't remember the last time he was there because it "may have not been that important. Should I remember every trip I make out of my residence?!"

If he's confronted about the Dyascrypt, he will slowly nod to himself as his eyes glow.

*You're with the Church of Noromethreon, eh?
What have they got you mixed up in. Poor souls.
You shouldn't believe everything you're told.
Trust me. I'm doing much better after leaving
that nonsense behind.*

Dunegarende can be coerced to talk and will admit to being at the athenaeum and conferring with the Dyascrypt.

He says he first sought the device's knowledge not long before the automaton god "broke." Dunegarende relates a tale of a young woman, whose name he can't remember, screaming at him to investigate a small piece of metal she had found at a park.

The strip of metal had nonsensical symbols and characters, but the girl was adamant that a divination-numenera she possessed sensed a link with Noromethreon and a grave illness that he would fall under.

Dunegarende believed the girl to be mentally unsound and dismissed her that is until Noromethreon's deactivated state came true.

The former priest then secretly travelled to the athenaeum, transcribed the writings using the Dyascrypt and found nonsense and chaotic thoughts which severely damaged his mental state; he claims to have destroyed the metal strip.

According to Dunegarende, the writings were mostly meandering and troubling tales of "smells that never were" by someone who was nearing

death. One of the stories related was of a supposed flower that will resurrect Noromethreon.

From what he gathered this flower only needs to be near the automaton god in order for him to be re-energized.

Reading the writings caused Dunegarende irreparable damage to his mind, but also cleared his thoughts from the “church’s drivel” to which he says he was a party of for some time.

He cannot recall any other details.

An Alternative Path and The False Quest

If the adventurers reveal the story they were told in regards to their deaths and resurrection, Dunegarende will be adamant they were lied to.

He denies the church has any such numenera or devices that would bring back life to dead humans (he says nothing of plant based creatures), and no such true priest would ever be tempted to use such a device lest they incur the wrath of the other Ayoradan.

Even if the PCs do not relate the story, Dunegarende will tell the PCs that they are on a false quest, and offers an alternate path.

He will give the PCs a clear blue liquid.

Dunegarende tells them when and if they find the “miraculous flower” to pour one drop of the liquid onto the flower. The liquid will be undetectable, but when Noromethreon is near the flower, “his life force will escape from his body forever” signaling the arrival of a “true, just and living god.”

If you truly wish to save the city, you must see what those close to Noromethreon cannot, since they have been blinded by greed and the power they hold in the city. Noromethreon is simply a broken machine. It is no god. It never was. What this city needs is a truly living god whose intentions are clear and good rather than Noromethreon’s chaotic and absurd balance of forced ‘hardships and prosperities.’

According to Dunegarende, the city needs a clear and trustworthy ruler if it is to survive.

It matters not if you believe me. I will not deter or betray you in any way in your task. But a choice must be made in the end, perhaps you already know the answers, perhaps you will know them later.

Dunegarende insists that he is advising the adventurers in the best course of action not only for themselves but the city itself (a Level 3 Intellect roll shows no deception on his part). He says it is time for a new ruler, one who isn’t as unpredictable and “unworthy” as Noromethreon.

If the PCs threaten to report him to the Ayoradan, he cares very little and says, “What will be, will be.”

If one of the PCs attained the Distortion’s wisdom, in the corner of his eyes he sees something moving across one of Dunegarende’s book. Ants with humanoid heads move across the book carrying a miniaturized version of the Distortion’s tree-like body. The Distortion telepathically tells the PC that Dunegarende’s path is true and will allow a true and just order to rise. This vision can only be seen by the affected PC.

Act II: The Tri-Armed Automaton, Aradelphuse

The strong scent the adventurers found in the cup at the athenaeum will lead them to the city's aroma cafe district known as the Kyrapette where hundreds of shops and centers offer people a much needed distraction in the form of Xenthropa's well known delicacies.

The PCs can ask vendors and customers regarding the scent in the cup, but most will be rude, asking why they are searching for such an awful smell when they have so many better goods to savor in front of them. There is a 50% chance a Level 4 creature with several tongues will be offended so much by the smell that it attacks the PCs with corrosive spit (Damage 6).

Most of the vendors will have their mutant guards or automatons throw the interrogating customers out the door, however both species will be noticeably reluctant at first when they smell the contents of the cup as if the substance holds some interest to them.

If the adventurers are smart, they will attempt to talk to an automaton or mutant who is not threatening their lives and inquire about the smell.

There's only one automaton in the whole of the Ninth World who can stand that stuff! And it's not me!!! (attempts to laugh but quickly blurts out a series of numbers instead).

After much pacing, a drunken patron says the tri-armed robot known as Aradelphuse is known to drink that concoction, but warns that the automaton is not known as the "happiest or friendliest automaton in Quendazaem. That title belongs to me!"

Aradelphuse

Aradelphuse lives in one of the tallest structures in the city covered with cliffs of stone and vegetation.

Visitors are welcomed into a cluttered chamber filled with arms of every color, size, and make with some having as many as ten digits with a few containing three fingers. Dozens of arms move throughout the home, using fingers as legs to move from one room to another, or assisting in enhancing or repairing a damaged arm.

Aradelphuse is constructed of different parts of various metals with his third arm attached to his back. He claims the unusual placement is to maximize his unconventional climbing technique which involves quickly revolving his body.

The direct and stubborn automaton will gladly admit to being at the athenaeum and call the adventurers nosey upstarts who are looking to con him out of something, an accusation he'll cling to for some time.

From what he can remember he went to the athenaeum after he found something in the jungle; he denies any part in any theft at the athenaeum. He can't be any more specific than that since that particular memory is stored in an arm which was recently stolen; the automaton not only uses the many arms in his home for different skills but also to place memories.

He is willing to do a trade which is beneficial to both. If the adventurers can retrieve his arm from some thieves he's willing to reveal the memory stored within it. The thieves are the Naugaur brothers, a trio of mutant siblings who steal numenera in Quendazaem.

The brothers are Kennagrian, the eldest; Trethelm, the middle child; and Morcasek, the youngest. Aradelphuse says the brothers are pillaging their next find in a field called Vadach just on the outskirts of the city.

In addition to the information, the automaton promises them an impressive reward in the form of an Uncanny Relic, the Leather and Glass Arm of Aradelphuse.

Act III: The Cavern At Vadach

Vadach is overflowing with continuously twisting plants known as Pelebras, which vibrate when something passes near them with most emitting energy when touched. In the fields are downed trees and a multitude of large holes which appear to have been recently created.

One of the Naugaur brothers, Trethelm (Level 4, Health: 10, Armor: 1) is in the field, using a numenera to hide in a shadow, well aware of the adventurers in the area.

If the PCs make an effort to detect anything out of the ordinary (Level 3 Intellect roll) they'll find the weird shadow made of a strange texture, almost solid in nature. Trethelm will not be the first to act, hoping that the adventurers will eventually leave him alone, so that he can ambush them when they discover his brothers in the cavern.

He's armed with a double bladed axe (Damage 4).

Trethelm's cypher enables him to hide in an already existing shadow for ten minutes no matter the size of the shadow itself.

The Naugaur brother is also wearing faded metal objects around his body which appear to be the remnants of a metal skull.

The Natural Cavern and the Exodus

A search of the holes will reveal one with several dangling ropes to its side. All along the edges of the hole are yellow glowing glyphs which show drawings depicting subjects reading, eating or talking.

Climbing down the 100-foot hole is not too difficult (Level 3) with the aid of the ropes, and the glowing glyphs giving enough light to see where one is going. Failing the roll, the PC receives 7 damage, and Kennagrian and Morcasek who are in the cavern are alerted to the adventurers' presence and prepare an ambush.

When the PCs reach the bottom they will find a natural cavern of red, orange and purple rock. In the distance, they can hear a constant drilling sound.

To get to the origin of the sounds, the adventures must pass through a bridge whose fossilized walls are made of the remains of giant automatons. The 25-foot machines appeared to have been marching

in a single file line across the bridge when they were caught in something. One automaton, whose face is frozen in terror, appears to have made an effort to escape as his arm and head protrude out of the wall.

The terrorized automaton (Level 4, Health: 15) reactivates, and coughs up a reddish-violet mass of glowing particles. If the PCs are hit by the particles, portions of their skin thickens and turns into a rock-like substance causing 4 points of Might damage. The mangled robot will use his one good arm to reach out to those affected and begin to crush their body as he attempts to pull his body out of the automaton wall.

The Naugaur Brothers

The adventurers will eventually come upon Kennagrian covered in olive robes and wearing an overly sized metal helmet. He holds a metal staff, directing Morcasek a 25-foot wide creature with a slimy body held up by eight metallic legs. Morcasek's skin is a smooth, yellow surface with what appears to be a frowning face protruding from the center of its body.

If the PCs ambush the brothers, Kennagrian will attempt to stop the battle after quickly ascertaining that he may not survive a physical confrontation with the adventurers, and uses trickery to mount an ambush later.

"Away thieves! I have no treasure at the moment for your thieving hearts," Kennagrian says. "I am merely a scholar searching for treasures of the past. If you do not desist you will see the full fury of my brother!"

Kennagrian will ask the adventurers why they are intruding on his study. If confronted about Aradelphuse's arm, Kennagrian will laugh and shake his head, and admit to doing the deed since the automaton owed him hundreds of shins that was never payed back (true).

Kennagrian says he feels sorry for them having been entangled in this fight and will release the arm to them for a fair price, since he has more urgent matters in the cavern to attend to which he won't reveal.

The price for the arm is 40 shins or two cyphers. If the PCs pay and leave the cavern, the brothers stage an ambush. Every other attack of Morcasek's (Level 4, Health: 15) creates a glowing glyph on the victim (4 damage). The glyph is either a humanoid reading, writing, talking or looking

into the sky. Morcasek's legs emit a wide stream of yellow slime which slows targets and increases body temperatures causing difficulty levels to be increased by one for two rounds.

Kennagrian (Level 3, Health: 10) uses his cypher helmet on one of the PCs to scramble their vision by disrupting their depth of field, where things far away appear close, and subjects nearby seem faraway. The target's difficulty rolls are increased by two levels for two rounds.

Trethelm (Level 4, Health: 10, Armor: 1), if he's still alive, will also come to the aid of his brothers as he cuts through the interlopers with his double bladed axe (Damage 4).

Kennagrian will attempt to bargain for his life if he's near death.

He also gives the PCs his cypher helmet which allows the user to know the physical and mental condition of a living being in a 500 foot range.

2D4 cyphers are found in the remains of the brothers as well as Aradelphuse's stolen arm.

Returning to Aradelphuse

When the adventurers return to Aradelphuse's house, they will be met by Pradje, a sentient arm, who will ask them immediately if they have the arm, and if so what took them so long to acquire it. Pradje will say Aradelphuse has gone on one of his adventures and will not be back for some time. It will then demand to be given the recovered arm.

In return, Pradje gives the Leather Glass Arm of Aradelphuse to the adventurers and quickly escorts the them out of the home.

If pressed for the information Aradelphuse promised, Pradje will relent and connect itself into the broken arm the adventurers obtained. Due to the state of the arm, the information Pradje gives them is in fragments and incomplete.

Pradje reveals that Aradelphuse found this arm in a junk pile outside the city and plugged it into his body. Once he did this he had the inexplicable urge to produce a painting using the arm.

Aradelphuse claims he began seeing the head of a disembodied but helpful automaton who began to direct him in this activity; Aradelphuse assumes the phenomenon was due to a memory in the arm.

The resulting painting depicted priests praying as the sky broke into huge slivers of energy one of which was the head of a lizard-like beast which hovered above a stone structure.

Aradelphuse realized that there were hidden

words within the clouds. So he took the painting to the Dyascrypter which translated the words as: "The Xorhead guards the garden of worship."

The Leather Glass Arm of Aradelphuse - Uncanny Relic

Level: 1D6

Form: An arm and hand constructed of metal and a red leather-like material. The appendage can be placed anywhere on the user's body since it has an automated grafting system; users initially take 3 Might damage from this process.

Effect: The use of the relic decreases all non-combat skills involving the appendage, such as climbing, by one level. The arm can also be used to attack causing 4 points of damage even after it's depleted of its main effect.

Depletion: 1 in 1D20.

GM Intrusion: A remnant of a past violent memory remains in the arm and accidentally activates, sending the volatile memories into the user's brain increasing difficulty levels by one for four rounds. During this time, there is a 50% chance the arm lashes out against the user and his allies for four rounds.

Act IV: Tracking the Rynthak's Numenera

Cloud-like formations made of colorful dust engulf the synthsmith district where an amber and violet statue of a humanoid holding an energy ball rises from the thick powders produced by the many workshops.

The statue's ball creates a constant source of light during the evening and energy to the many artisans who create, sell and trade numenera.

Known as the Mazradrad, the district is constantly shrouded in clouds of silver, purple and yellow smoke as the crafters cut away at numenera creating intricate designs.

Similar to the Kyrapette, the most valuable and sought after numenera can be found at the less-visited centers of the Mazradrad. For the most part, the numenera have simple effects, but are furnished in elaborate decorations celebrating the varied and unique plant life of Xenthropa.

It is here that clues to the Rynthak's numenera ball can be found.

After two successful Level 3 Intellect rolls and hours of traversing through the Mazradrad, the adventurers find a woman, Naytaj, covered in layers of purple soot and dirt, who thinks she can swindle the new visitors to buy a statue of a reptilian-humanoid which she has decorated with glowing lines and flowers.

The statue is nearly 12-feet in height and weighs two tons which has made her stone and tree-based shop slant to one side. Naytaj is hoping to get this useless, but beautiful, numenera out of her shop.

If she's shown the Rynthak's numenera, she says she might be able to place the design if the adventurers purchase her statue, but she will give in for a payment of 20 shins for an oddity.

Naytaj says it's clearly the work of the Spectral Conjurer Cormalfalyn who lives in the upper reaches of the city with her husband the Phase Duke.

The crafter says she finds it odd however that the numenera appears to have malfunctioned, a rare occurrence whenever the conjurer is involved.





Chapter 6

The Spectral Conjuror

The adventurers track down the transcribing machine thieves to the home of the Spectral Conjuror Cormalfalyn found in the Core district of the city.

They can proceed in two different ways via two individuals who have different end games, but offer viable options in getting inside Cormalfalyn's home known as the Qaskalade.

Not only do the adventurers find bizarre plant life inside, but also the terrified Phase Duke who is the conjurer's automaton husband.

The fearful duke tells them that he requested their presence in hopes of stopping his mad wife and her creations' harmful actions against Noromethreon.

More importantly, he knows the location of the missing piece of the Dyascrypter.

Act I: Keepers of The Qaskalade

The Qaskalade is a 1,000-foot building constructed of shining jewel-like materials. The conjurer's shining home arcs towards the sky with a tower above radiating a constant thin sliver of energy into space. Giant open air gardens make up a third of the structure's floors.

Although Cormalfalyn's home is placed within a rich area of the city, vagrants and the homeless sit or lie on the corners of the residence with some suffering the evil eye or curious eyes of neighbors and passerbys.

The adventurers approach to the Qaskalade has interested an agent from a rival religion and a homeless man claiming to be a king.

Aetarrin - Golden Mask of the Orchid Empress

Aetarrin (Level 4) is part of the religion known as the Orchid Empress which has been gaining some popularity as talk of Noromethreon's alleged sickness spreads through the gossip channels of the city.

As the adventurers approach the Qaskalade, Aetarrin, dressed in a golden, robotic-like mask and gold toned robes, walks behind them and motions them to a side alley.

I can assure you a great deal more than what the conjurer is willing to afford you if you hear me out.

Aetarrin introduces himself as a Golden Mask of the Orchid Empress, an agent for a rival religion in the city. He says that he is relieved to have stopped the adventurers from being swindled by Cormalfalyn; he assumes the adventurers are traders or mercenaries.

He asks what business they have with the conjurer, and will accept any reason with the exception of anything involving the Church of Noromethreon at which point he will leave immediately and never make contact with them again.

Aetarrin will reveal to them another path where they are made wealthier and guarantees their wants easily attained since Cormalfalyn's difficult nature is widely known in the city.

If the adventurers are interested, Aetarrin says to meet him at a spore cafe called the Myrkothel. He will provide directions to the cafe, tells them to meet him in an hour, then rushes off.

Rhogporago, Filthy King of Quendazaem

As Aetarrin disappears into the crowded streets, the adventurers will begin to detect a strong, pungent and near-vomit inducing smell. A tall humanoid, dressed in dirty green and sand colored rags approaches the adventurers who must quickly turn their faces away from the filthy origin.

You are wise to avert your gaze to my kingly presence. I am King Rhogporago, valiant overseer of the prime under dwellers, mighty lord of the dust automatons, holy uniter of the ragged men of Quendazaem, chief arbitrator of the (coughs loudly and sickly, uses his broken staff of metal to balance himself)...I am...I am...important!...yes...important.

Rhogporago (Level 4) says his new minister of ears has told him of their encounter with the Golden Mask of the Orchid Empress, but wishes to deter them since that church is an abomination against Noromethreon. He entices them to another plan of action if they seek secrecy in their exploration of the Qaskalade. He invites them to his kingdom comprised of a small grouping of tents just outside Cormalfalyn's home.

Entering the Qaskalade Unaided

If the PCs continue into the Qaskalade without the aid of Aetarrin or Rhogporago they are met by an elderly humanoid with turquoise and blue-green attire, and a long metallic beard, who welcomes the visitors, and introduces himself as Tominus. Any requests to speak to Cormalfalyn is met by apologies, since the lady and her husband, the Phase Duke, have strict appointments and schedules that they must follow.

Relating any information about the remnant ball found in the athenaeum will mystify Tominus, or appear to anyways (Level 3 difficulty level to detect that he's hiding something).

He touches a numenera attached to his wrist, and in a couple of minutes, he tells the adventures he detects nothing missing from his mistress' laboratory, apologizes for the bluntness and says he has other matters to attend to and escorts the adventurers out of the home.

Siding with the Golden Mask of the Orchid Empress

Myrkothel is a standing-room only business with many tables placed throughout the spacious building. Aetarrin will quickly spot the adventurers and motion them towards a back table where he has purchased an exotic plant whose bulb is both nutritious and sweet; the plant heals two points from any of the PCs' pools.

The priest will claim that Cormalfalyn has stolen a mask from his church and wishes to steal it back with the help of the adventurers.

Aetarrin says the conjurer has not been wise to the church's knowledge of her involvement in the theft of the Blossom Mask since she continues to do trade with the church. The conjurer is expecting a delegation from the church to do some business involving a numenera that was recently discovered which Cormalfalyn has expressed some desire.

Aetarrin's Plan to Falsify the Adventurers' Identities

Aetarrin's plan involves dressing the adventurers as members of his church and presenting a numenera to the conjurer; whether or not Cormalfalyn buys the item or not is beside the point.

Regardless, Aetarrin says the conjurer will allow a viewing of her automatonic garden, a well-known courtesy given to visitors to her home.

Cormalfalyn rarely accompanies the visitors, since an automaton bird follows the visitors along the garden. The priest reveals a device that he says will allow the bird to be deactivated for some time so that the adventurers can begin their task of acquiring the Blossom Mask and whatever else they have in mind.

According to Aetarrin, the mask can be found in Cormalfalyn's laboratory which is on the highest level of the structure right above the automatonic garden. He advises that there should be a staircase or rising platform that will take them directly to the lab in the garden.

If the PCs reveal they are looking for the missing piece of the Dyascrypter or show the Rynthak's broken numenera ball, Aetarrin is curious but says he has no information on the items. He advises that the lab may also have something that could

lead them to what they seek.

If the adventurers agree to his plan, Aetarrin also promises them 50 shins and three cyphers. He will then give them robes and masks fitting of a Golden Mask of the Orchid Empress, the numenera device to deactivate the bird, and a piece of a broken numenera to which Cormalfalyn is interested in purchasing. Aetarrin says the broken numenera is said to be part of an emitting device whose target is transported some distance away and is shrunk half their size for one hour. He says to sell it for no less than 200 shins.

The adventure for this option continues in Act II: Into the Qaskalade.

Siding with Rhogporago

Rhogporago's former minister of ears has disappeared into Cormalfalyn's home without any trace after he investigated something strange he glimpsed on the automatonic garden near the top of the residence.

The king can provide a way into the structure if the adventurers are willing to help locate and determine what has become of his former minister who has not been seen in weeks.

Rhogporago and his followers make their home outside of the conjurer's home and know all too well of Cormalfalyn who comes outside from time to time to feed them.

The filthy king says he gladly takes the gifts given and converses with the woman, secretly attaining more knowledge on the conjurer so that he and his subjects may vanquish Cormalfalyn and find a new kingdom in her home; Rhogporago's followers nod their heads in agreement, although half appear to be under the influence of some type of substance and laugh hysterically.

If the adventurers show the Rynthak's numenera, Rhogporago will think to himself for a bit and lose his train of thought until he is reminded of what was asked. He will then state that similar numenera may be from Cormalfalyn's lab which is one flight above the automatonic garden.

Telling the king they are searching for the missing piece of the Dyascrypter, will find Rhogporago in bewilderment as he says, "Just as I had foreseen." He says he believes their query may be found in the lab as well, since the conjurer is known to store some of her numenera in the top level.

The king will draw a crude map written on a dense, orange leaf which shows a very detailed climbing route from the streets to the garden level right below the lab; Rhogporago says the lab can only be entered through the garden.

PCs must make a successful Level 3 climbing roll to get to the garden level of the Qaskalade. Their first encounter revolves around finding a large flower whose thick stem is shaped in the size of a humanoid. Wooden shoes which smell similar to Rhogporago and his followers are found near the flower which has consumed the minister.

The adventure for this option continues in Act III: The Automatonic Garden of the Qaskalade.

Act II: Into The Qaskalade

The adventurers meet Tominus at the Qaskalade's entrance who bids them welcome. The entrance hall of the Qaskalade is filled with tables and alcoves featuring different plant life with various surreal, dreamlike paintings of the city.

The sorceress is all about business when it comes to trade; she'll tolerate the usual small talk but will cut it short if she feels that it's taking too much time, after all she's a very busy woman. If she detects something suspicious she'll investigate it with innocent curiosity, then spring a trap at the very last minute.

I take it you have brought me something less dangerous than the device that nearly swallowed my husband to another dimension. I gave it to a neighbor of mine who's abode is now nowhere to be seen. Suffice it to say, said neighbor was troublesome, so your discoveries are not without advantage.

Cormalfalyn will ask why the church has sent a new delegation to her home rather than the normal group; it will take a Level 4 Intellect roll to successfully convince Cormalfalyn that they are in fact true Golden Masks of the Orchid Empress.

If the PCs fail, the sorceress will know something is suspicious, but will humor them and go on with the trade and charade until the very end after the PCs obtain their query at which time she will spring her trap. She will nod her head to whatever explanation is given, after which she will take out

a small wand from her cape, draw a door in the air with it and motion them to enter it.

When the adventurers enter the door, they find themselves in the same hall. Seconds later the hall forms into a new room as the walls and plants begin to melt, transforming the area into a study hall filled with cases of books, metal and wooden boxes and haunting and troubling paintings of the city's past magicians and nanos.

The Trade

Cormalfalyn will not be pleased with the broken numenera asking what she could possibly do with such a device.

She could be persuaded to buy the device with a Level 4 intellect difficulty roll, however another successful roll is needed to get 200 shins, since she says she cannot allow herself to pay more than 100 shins for something broken.

After the trade or lack of, she carefully places a yellow pill in her mouth. Seconds later, clouds of yellow smoke billow out of a couple of small ports from her headdress.

Now then, as customary with all friends, it would be my pleasure to invite you to my automatonic garden and experience the sights and smells of wonders only experienced in my Qaskalade.

Another port in the sorceress' headdress opens allowing a small automaton bird to fly forth. The bird has an elongated orange beak which it uses to draw another door from the air which leads into the garden. The bird flies quickly through as the sorceress motions the PCs through the door and bids them farewell.

Act III: The Automatic Garden

The automatonic open air garden is filled with gold and purple metal containers called Lobhas. Each Lobha contains exotic, alien plants and trees of various sizes and colors. The Lobha also have dozens of silver metal legs and arms holding vials of liquids.

If there is any attempt to remove a plant or a portion of it, the Lobha (Level 4, Health: 15) will protect its charge by using its arms and legs. They are also armed with vials of liquids which when used against humans affect their sight. The containers spray can be used once per round. If the target is hit they must make a Level 3 might difficulty roll. On a failed roll, the victim can only see three feet ahead of himself, and all difficulty rolls are increased by one for two rounds.

About 100-feet above the garden is the smaller laboratory level which is slowly revolving. It's shaped similar to an upside down pyramid with flashing blue and orange lights decorating the sides of the structure. On the bottom of each side, are rotating energy discs emitting energy based staircases.

The adventurers are about 1000 feet away from the nearest staircase leading to the lab.

Encounters in the Automatonic Garden

Have the PCs roll a 1D20 once if they wish to quickly get to the staircase leading to the laboratory. Roll twice if they wish to explore the area. The GM can also choose the encounters.

1-5. The Memory Tree

A Lobha carrying a 20-foot tree with thick leaves that sparkle with red energy moves towards the visitors until it's very near and quickly drops. As the characters look at the tree, the leaves begin to waver violently as if a strong wind blows upon them. After a few seconds, the leaves stop moving and a single glowing leaf drops to the ground.

Anyone touching the leaf hallucinates that he has been transported to a tranquil forest filled with the red energy trees and a yellow and blue sky with thousands of saucer-shaped stones hovering in

the atmosphere. The PC finds a glowing box near a floating stream, and seemingly knows the box contains the secrets of this world. If and when the PC opens the box, he learns all the secrets of this universe, but as he wakes, the ideas slowly slip away leaving him with a very vague idea of this wonderful world. Add two permanent points to the PC's Intellect pool.

6-10. Color Thieves

A Lobha containing hundreds of colorful flowers with plump bulbs begin to change colors and emit sonorous sounds. A number of the bulbs begin to droop towards the PCs and extract colors either from their clothing, skin, hair or numenera. Cutting the bulb (Health: 5) with the stolen colors will revert the colors back to the target.

11-15. Birthing of a Rynthak

The PCs find eight human sized pods on the ground that have fallen from a 40-foot blue and orange tree which is covered in wires and cables. All but one of the pods is empty. The final pod begins to open and reveals a small Rynthak (Level: 3, Health:10). If the PCs attack it, it will retaliate. If left alone, the Rynthak will look at the PCs curiously, then jump back into the Lobha, pick up a cable and feed on it, beginning to rapidly grow in size.

Anyone who drinks from the tree grows an additional four feet taking 3 might damage. They remain their new size for one day in which they also gain an additional point of damage for their physical attacks.

16-20. The Nest

A pool containing a waterfall catches the attention of the PCs. On the top are two humanoid-bird hybrids called Gwhyrs (Level 4) watching the visitors every motion. The male Gwhyr is bright yellow and brown, while the female is a bright pink and yellow. They have a dozen eyes that wrap around their chests. If the makeup of the adventurers are male, the female will gracefully fly down to the adventures, and vice versa.

The Gwhyrs have mechanical gold beaks which they use to emit echoing whistles. The PCs must make a Level 4 Intellect roll or become entranced with the Gwhyr's song leaving the PC immobile for 4 rounds. The Gwhyr will then relieve the target of a belonging, most likely a few numenera, to take to its hidden nest. The adventurers can

attempt to climb the rocks (Level 3) and retake their belongings, but will face aerial attacks by both Gwhyrs. In addition to any belongings the Gwhyr might have taken, the adventurers also find 1D6 cyphers in the nest. There is a 20% chance an artifact will be found as well.

Act IV: The Laboratory and the Phase Duke

The laboratory's semi-transparent walls are lined with shelves packed tightly with boxes and various sized non-functional numenera. Spread throughout the floors are religion-based relics from giant metal heads to stones depicting rituals.

In addition, there are (seemingly) deactivated automatons lying down or leaning against the walls as they stare blankly at the adventurers or towards the sky.

The light source for the entire laboratory comes from the stars above. If it's daytime, the sun is missing; perhaps a numenera is the cause of the occurrence in the chamber.

If the adventurers were hired by Aetarrin, they quickly spot the Blossom Mask unattended on a stand near some glass boxes; the mask is a deactivated numenera device and has no effects.

1D4 cyphers can be found in the laboratory.

As the PCs begin to explore the area, the Phase Duke activates and welcomes them.

"(Ahem)...I see you've received my message. Thankful I am, t-t-truly. And welcome....!!!"

The Phase Duke

The Phase Duke is a 7-foot automaton triangular in form with four sides to its head, six legs and two short arms. The duke's noticeable characteristics include his two faces; the front consisting of glowing eyes and a mouth, and the rear made up of a heavily damaged face with no working lights.

The duke is a shy and nervous machine, often stuttering over his own words, and particularly excited at this moment since his plan has actually worked. He's very glad to see the adventurers, and may need to be calmed down in order for it to be understood.

He explains that he was the one who sabotaged one of the Rynthak's numenera to fail during the theft of one of the canisters of the Dyascrypter. He had hoped that his action would lead investigators to the Qaskalade where the stolen piece can be retrieved and brought back to the athenaeum.

The duke is terrified of his wife and could think of

no other way to alert outsiders to the culprit of the theft without his wife's detection. The duke has been living with the conjurer for nearly a decade in hopes that her experiments and studies will lead her to a solution to reactivate his other face.

According to the Phase Duke, the Spectral Conjurer has been delaying the revitalization of his face after other discoveries and "more important and less trivial" matters have come to her attention.

The duke believes his wife is straying too much from the teachings of Noromethreon and has begun to study and partake in profane religions which require the theft of artifacts throughout the city. The duke has been foiling his wife's efforts for some time, hoping that each time she would return to the true god, but each failure has strengthened her resolve.

The Missing Dyascrypter Canister

The Phase Duke believes the missing piece of the Dyascrypter may be in the conjurer's Spectral Mausoleum, a pocket universe where Cormalfalyn "re-animates lifeforms and structures of the past with varying degrees of in-in-inaccuracy."

According to her husband, as of late, she's been using the mausoleum to store stolen numenera for purposes unknown to him.

He assures the adventurers that the mausoleum is quite benign in terms of physical harm being done to them, although the denizens which his wife calls "ghosts," can be considered both bizarre and grotesque and may harm the sanity of organic beings when looked upon.

The ghosts are energy-based creations produced by a device called the Sydrolac, a machine created by Cormalfalyn using a multitude of numenera.

Cormalfalyn's Intrusion

During the Phase Duke's conversation with the adventurers, he quickly tells them to hide behind a mechanical head made out of stone. Introduce a GM intrusion to a random adventurer where they must make a Level 4 speed roll in order to position themselves quickly behind the head.

Even if the character fails, Cormalfalyn will keep it to herself until the very end of the following chapter.

Nevertheless, Cormalfalyn will speak to her husband, chiding him that he spends all his time

in the laboratory when he should take advantage of their wonderful gardens "where the greatest of all Xenthropa blooms in the ever lasting twilight of the Qaskalade."

As her husband begins to draw her attention to another numenera device to keep the PCs hidden, Cormalfalyn will instead look at the mechanical head and begin to recite a poem:

*From the farthest reach of mine eyes
I see the greatest speech of hidden lies
From the cool dry lips of a drained machine
I hear the grey drips of a stained esteem
How steadily I gaze behind lovely eyes
What deadly lies do you hide behind thy guise*

The Phase Duke will quickly and clumsily approach his wife in hopes of stopping the discovery of his guests. His wife will turn quickly towards him and shake her head, reprimanding him on his unhealthy obsession with broken numenera before leaving the lab.

Detection and the Key

If the PCs inquire on the conjurer's detection of them, the Phase Duke will be quite insistent that they were not seen.

If they came into the garden with the conjurer's automaton bird, the Phase Duke can assure them that he will be able to keep it deactivated so it and his wife will be unaware of their actions, that is of course if they remember to tell him about the bird.

The duke gives the adventurers a small vial of an orange-purple fluid and tells them to drain the vial of all of its contents on a Kunobec plant, a black and white flower found below in the automatonic garden. The process will transport them into the Spectral Mausoleum.

Once the vial is emptied on the plant it will recoil quickly and blast a stinging glowing liquid on all the characters. The adventurers will then start to slowly fade away and reappear in the Spectral Mausoleum.

Before the adventurers depart the Phase Duke's presence, he also gives them a vial of clear liquid which they are instructed to pour on a Technix Plant in the mausoleum as a way of returning to the Qaskalade. He provides a crude drawing of what the plant looks like.

Chapter 7

The Spectral Mausoleum

For newly arrived visitors, the Spectral Mausoleum appears to be enormous metal and stone roofless chambers filled with collections of large incomprehensible machines.

The mausoleum is in fact a ship floating in space.

A nearby star above shines intensely creating an unnatural white glow permeating the mausoleum with an atmosphere providing air to organic beings. Those beings include the titanic trees called Interstellar Trees which are being mined for a substance called Vyalance.

The taskmaster of this operation, Kavendysh Xelagorn, holds the key to the location of the missing piece of the transcribing machine which is currently in use in the mining operation.

The majority of the mausoleum's denizens are Cormalfalyn's engineered and malformed "ghosts."





Ghosts

The energy-based lifeforms called "ghosts" are Cormalfalyn's attempts to bring life to beings of the past age using a small remnant of their original body, usually a small oddity, and the sorcerer's machine which produces the rest of the body usually to nonsensical results.

When in the mausoleum, one may find a humanoid with an oblong head, or a three-legged machine with a head no larger than one of its circular hands.

Some of these ghosts would be a grotesque sight if they were organic, but visitors are saved only by the fact that the deformed constructions are composed of a brilliant, solid white energy creating a shifting blur giving little detail to their bodies. Inexplicably, most of the ghosts have clothed themselves with tattered clothing, robes and rough fur.

The ghosts have little to no memory of their previous lives, and are provided with an artificial intelligence based on an unreliable equation that Cormalfalyn has fed to them.

Act I: Arrival at the Spectral Mausoleum

When the adventurers begin to form into existence in the mausoleum, they are aware of a dozen or so ghosts watching them as they slowly arrive in an open air chamber.

Doors can be found to the north and south of the chamber, however getting across the hall is slow since there are numerous machines, tables, and stalls blocking the path.

The PCs are aware of four individuals who have taken an interest in them: a humanoid with a deformed floating left arm, a towering and thin automaton, a mammal with an endless array of antlers and a female humanoid with a triangular head/helmet. The PCs are free to investigate the four or explore the mausoleum.

Glyous

A humanoid ghost name Glyous (Level 2) dressed in tattered robes approaches the adventurers with his left arm lazily floating in the air. The ghost is a servant of Cormalfalyn and has

been instructed to follow unannounced visitors around the mausoleum.

Glyous cannot be understood by the PCs since his speech is made up of electronic noises. He constantly stares at the adventurers and carefully examines each of their actions.

The ghost will openly follow them throughout the mausoleum. If he's not destroyed in half an hour, he will disappear from view and alert Cormalfalyn.

Destroying Glyous or any of the other ghosts (Level 2) results in the target slowly disappearing out of existence leaving their clothes and a small oddity, the true remnant of their being.

Qualyan

Qualyan is a four-legged animal which appears to be a mammal with a glowing multi-toned blue and yellow spongy coat. He also has thick and tangled electrified, metallic antlers which grow endlessly into the sky.

He emits an electronic barking noise and a vicious growl at Glyous whenever the ghost is present.

Qualyan is a passive adversary of Cormalfalyn and Kavendysh, always searching for potential allies to stop the mining of the Vyalance in the mausoleum.

If the adventurers are trustworthy, Qualyan motions them to touch his antlers which results in a short painful headache and leaves a tiny mark on an adventurer's hand. A successful Level 3 Intellect roll discerns that the mark is a schematic of a machine plugged into a tree. PCs will have to make a separate Level 4 Intellect roll to translate tiny writing found under the schematic which reads, "Kill the ghost with the arm. He will alert the mistress soon."

Axprataya

A female humanoid ghost with a triangular helmet/head watches the adventurers and beckons them to come to her disorganized table filled with asymmetrical trinkets which move nonsensically.

Axprataya speaks very little Truth, using short phrases to speak with the PCs. When the adventurers are finally upon her, she calls them flowers.

"Flowers!....Real flowers here!! (Axprataya excitedly waves her hands, as her friends nod slightly)...I see you....Yes, I see you. Beautiful....Beautiful..."

The ghost cannot speak complete phrases and has a hard time understanding the adventurers, apologizing often or laughing for not having an adequate knowledge to converse in a normal way. Axprataya will attempt to befriend the PCs with various compliments including telling them how "beautiful" they are since they have symmetrical body parts and questioning how they were made so perfectly.

She will eventually ask if the adventurers are looking for work and points them towards the northern direction of the mausoleum.

"Good work for flowers there!!!....Yes... good work...(laughs loudly and shakes the table)...Kavendysh.....Find Kavendysh (laughs hysterically)...Kavendysh..."

Axprataya is willing to trade some of her disproportioned goods; there is a 25% chance of finding a working numenera. Some of her stock also consists of oddities and jars filled with tiny, multi-tailed fish swimming in bright juices. Drinking the juice replenishes 1D6 points from any pool (Limit two per customer, 15 shins each) as the small fish evaporate in the user's mouth.

Holobon

Holobon is a 20-foot ghost automaton with extremely thin legs and arms.

It speaks common very well albeit with an exasperated tone as if it's out of breath. Holobon attempts to be polite with the adventurers but it's hard for the automaton to do so, since it seems to be miserable and gravely troubled with other matters.

The automaton is searching for "Hollow Trees," and has yet to find one since it was created in the mausoleum. Its only description of the query is "a tree made of the dead to celebrate the god of the living."

It politely asks to bring back proof if one is found and will gladly give a reward in the form of a powerful numenera. Holobon believes the tree may be in the southern end of the mausoleum since its big, gangly body is unable to enter the rooms on that end since the portals are too small

for its body.

If the adventurers return bark from a Hollow Tree, Holobon will raise the bark and rapidly transform into a tree himself, growing 60-feet in height. It will then shed a thin blade of bark which will grow in one day to become Hollow Tree Armor described below.

Hollow Tree Armor

- Uncanny Relic

Level: 1D6

Form: Initially a small violet and blue sliver of bark from a Hollow Tree. Within a day it quickly envelops the user's upper body with curling branches giving the PC 2 points of armor (Acts as light armor). The user's head is also covered in an array of antlers made of the same material. The bark is very malleable and does not hinder any type of motion.

Effect: The user can communicate with sentient plant based creatures.

Depletion: 1 in 1D20. Still provides 2 points of armor after depletion.

GM Intrusion: This intrusion is best used when the party decides to take a break and rest somewhere. When they awaken they find themselves atop a 100-foot Hollow Tree produced by the armor. The bearer of the armor finds herself attached to the top of the tree. The adventurers must cut the PC out of the tree while staving off any dangers from curious predators who may climb the tree.

Act II:

Encounters

in the Mausoleum

The adventurers will travel through dozens of chambers in between the following encounters.

If the adventurers head south they will eventually run into the first three encounters (1-3), if they head north they will come upon the final two encounters (4-5) and subsequently meet Kavendysh Xelagorn.

Unless noted otherwise, all the halls and chambers within the mausoleum are around 10,000 square feet.

1) The Hall of the Triangular Wisdoms

An automaton who has been stuck for hundreds of years in a machine requires help from the adventurers who must contend with hills made up of the lifeform's brethren.

A deactivated machine wraps itself around a great hall as small hills made up of automaton-humanoids cover every inch of the floor.

The hundreds of humanoids, called Tauchmages, are stacked clumsily upon each other and look exactly the same, wearing reflective clothing, a long conical hat, and a triangular body instead of feet. The humanoids are unconscious as their eyes look towards the sky. The adventurers can rummage through the Tauchmages bodies, but find only deactivated numenera devices.

The ancient machine in the hall has several triangular portals along its bottom structures. It produced the Tauchmages some time ago but no one bothered to collect them, and they have continued to pile up.

A Call for Assistance

A cry for help can be heard in one of the portals which has been blocked by a 20-foot Tauchmage hill. The pleas are coming from the Tauchmage Vantomoro who asks the PCs' assistance in releasing him from his current predicament as he remains stuck in the portal. He promises them gifts in return for their help.

The adventurers must carefully break down the Tauchmages off the hill to clear the portal; it will take a Level 4 Might roll to do the task with failure resulting in the collapse of the hill. The PCs must make a Level 4 Speed roll to dodge the falling Tauchmages or suffer 7 damage.

Vantomoro pops out of the portal and gives his thanks, attempting to shake the adventurers' hands as best as he can; his lower body cannot move. When Vantomoro realizes the other Tauchmages are in suspended animation he becomes troubled but presses on thanking his benefactors.

He believes he and his kind were made to create theories on the meaning of life and produce physical manifestations of their thoughts on the matter. Vantomoro is well mannered and will be more than interested in the PCs' plight, but will often interrupt asking their theories on life and

what objects they would produce to illustrate their thoughts. He is often disappointed with the PCs explanations (if any are given).

He eventually hands the PCs two small cyphers which he says is the culmination of his studies as he remained stuck in the machine for nearly 300 years.

One cypher is a Level 3 emitter whose target quickly goes through 100 cycles of death and rebirth in five seconds. The target takes 4 points of damage and loses their next turn. There is a 30% chance that the target evolves and regains 7 points and inflicts an additional point of damage on all their attacks.

The other Level 3 cypher is a rodent-like automaton (Level: 2, Health: 3) with wide, pole-shaped ears. Activating the cypher causes the rodent to speak in a human voice to the user, relating the user's greatest fear in detail causing 7 points of Intellect damage if a successful Level 5 Intellect roll is not made.

Before the PCs leave, Vantomoro asks for their help in reactivating the machine in the hall in hopes that he can converse with another Tauchmage.

It will take a Level 5 Intellect roll to successfully understand and activate the machine to create another Tauchmage which, unfortunately for Vantomoro, has the same personality and thoughts on life as he does, although he has no numenera.

A failed roll causes the portals to produce Tauchmages at a quick pace flooding the room with the humanoids who all in unison apologize to the adventurers who must make a Level 5 Speed roll or be caught in the flood of Tauchmages taking 8 damage.

2) The Lyatharge

The adventurers' presence in the mausoleum is seen as a great boon for a mechanical ghost seeking a new work force to create a collection of machines.

The PCs find themselves navigating their way through countless broken and leaking machines to get to the other side of the room.

As they make their way to the top of the piling, they notice a faint white light making its way from a corner revealing a ghost of mechanical origin. The 10-foot ghost (Level 5) called a Lyatharge has two humanoid-like heads with a slit in the center of each head, and a tripod-formed body.

The Lyatharge will pick one of the adventurers at random and emit an energy beam. If the adventurer fails to dodge out of the way, he must make a Level 5 Intellect roll or take 5 Intellect damage.

The beam also transmits a vision into the adventurer who is incapacitated for 3 rounds. That adventurer will gain the memories of Syrysto, a humanoid ghost with dozens of arms, responsible for the piles of machines in this chamber. The PC will experience working in the chamber on hundreds of machines for a year even though only a minute has passed.

After waking from the vision, the adventurer will have a strong and sudden urge to work on a machine in the chamber. The PC eventually creates an Uncanny Relic in the form of the Deflecting Mind Shield.

In the meantime, the Lyatharge targets the other PCs with his energy beam, however instead of creating the mind shield, they go off to a corner for three rounds and create a small working machine with no clear function, a random oddity. This goes on until the PCs manage to escape or destroy the Lyatharage.

Deflecting Mind Shield - Uncanny Relic

Level: 1D6

Form: A mechanical shield that emits energy. Within the turquoise colored energy are thousands of tiny symbols and formulas streaming back and forth.

Effect: The effect gives the user + 2 on rolls to parry attacks using the shield, and an additional point of armor against Intellect damage as the shield quickly analyzes whatever threat the user faces and moves to deflect it or change its effect.

Depletion: 1 in 1D20. Depletion only affects the additional Intellect defense point.

GM Intrusion: The PC breaks away from whatever he's doing as the shield begins to transmit a number of schematics and formulas to the user's brain. The adventurer dismantles a numenera, it can be his cypher or an artifact that he steals from one of the other PCs to create a dimensional portal emitter.

A Lyatharge (Level 4) then hops out of the portal and begins to attack the PCs except for the bearer of the shield.

3) The Hollow Forest

Desiccated beings have overrun a section of the mausoleum, viciously attacking ghosts for raw material as they alter machines to create a forest of statues in the forms of skeletal gods with mounds of hair that stream upwards.

All around the floor are barely living ghosts who have been assaulted and bleed white energy.

The Holomoors have been assaulting wandering ghosts and using their body parts to extend the hair of the Hollow Trees into space. The Holomoors have dark, plastic-like bodies with ashy heads, and gangly arms and legs. They have telepathic powers which cause painful Intellect damage which also allows them to preserve organic material.

Five Holomoors slowly climb off the trees, crawl towards the PCs and make telepathic communication.

The Holomoors politely ask the new visitors to leave since they have nothing to offer and they are intruding on their work. They will not consider using the adventurers as raw material for their trees, since they have grown accustomed to using the ghosts' bodies, and it would take time to manipulate their powers to preserve human flesh.

If the PCs met Holobon and ask the Holomoors about a Hollow Tree, they sense the Holomoors have become disturbed as they stop their telepathic transmission and merely watch the adventurers in silence.

The PCs can make a Level 4 Intellect roll to realize the structures around them may be the trees sought by Holobon. The adventurers can leave and attempt to sneak back in to the chamber and secretly remove a piece of a tree which involves a Level 4 Speed roll.

However if they attempt to strip a piece off the tree in the Holomoors' (Level 3) presence, the five Holomoors will attack them with a hallucination.

The PC must make a Level 5 Intellect roll or suffer a hallucination where an army of Holomoors erupt from the ground and overwhelm the PC who suffers 6 points of Intellect damage.

The PC loses the next round of action, but returns to reality in the following round.

If three of the five Holomoors are killed, the rest scream and escape by quickly climbing atop the nearest tree.

4) The Collapsing City

Hundreds of ghosts have created a compacted and narrow city made out of machines that soar to staggering heights, some of which collapse due to the poor and unruly nature of the construction. Some of the more stable constructed (and thinking) machines take notice of the adventurers' presence and attempt to determine if they are useful or a nuisance.

The PCs travel atop a bridge which rises dozens of feet as it weaves throughout the chamber where misshapen buildings made out of machines rise in the air. One of the far off structures sways slightly from side to side until it gives way and creates a thunderous crash in the chamber killing several ghosts in the process.

A cacophony of reverberating voices then emanate from different machines, known as the architects, who ask the adventurers who they are and why they are in the mausoleum. It will take a Level 4 Intellect roll to successfully deceive the cautious and paranoid machines.

If they fail in the roll or reveal that they are here without Cormalfalyn's permission, the architects will order the ghosts below the bridge to topple some of the buildings in hopes their collapse will kill the intruders. The PCs must make a Level 5 Speed roll to make it across the bridge and leave the chamber. Failing to do so results in 7 damage as a portion of a building crashes onto the bridge and PC.

Successfully tricking the architects has them asking the adventurers if they have any knowledge regarding construction. It will take a Level 4 Intellect roll to study one of the structures and impart some useful advice on how to make the building more secure.

The architects will welcome helpful advice with an emitter shaped in a box with numerous blocked protrusions throughout the device. The Level 3 cypher emits an energy beam which transforms targets into blocks of energy. There is a 50% chance that the target collapses into hundreds of pieces during its next action and loses its next two actions before reforming.

Giving bad advice to the architects results in a piercing sound echoing throughout the chamber. The PCs must make a Level 4 Might roll with failure transforming their bodies into blocks of energy for the duration they are in the mausoleum.

The next time they attempt an attack or a demanding physical action, there is a 50% chance that they will collapse into hundreds of pieces. They remain this way for three rounds and cannot take any action.

5) The Perfected Form

Unbeknownst to Cormalfalyn, a group of ghosts have successfully created a machine which has produced a perfect reproduction of life from a past age. Unfortunately the ghosts cannot understand it.

The adventurers' only hope in finding the way out of a hallucinogenic chamber is through Osceo, an 8-foot-long floating reptilian creature with a pale, dried body and eight dangling legs.

In a clearing surrounded by cluttered, floating machines, ghosts kneel towards a shining structure made of circular blocks whose windows show a thick fog constantly rolling as if something unseen moves about. This is Osceo's home (Health: 10) where it telepathically transmits its thoughts to the ghosts in hopes someone or something will understand it.

Osceo's attempts to communicate with a random PC will depend on how well the adventurer can comprehend the multitude of incomprehensible images and sounds the construct transmits.

Successfully rolling a Level 5 Intellect roll will discern the specter is attempting to guide the ghosts in creating a de-evolving machine for himself which the complex specter can use to better communicate and live in this world. The PC will be given the ability to draw a symbol which the ghosts will be able to understand and move them into action building the de-evolving machine which will take centuries to construct.

The specter will clear the PCs' heads just enough so they can plainly see the way out of the chamber. They are given three cyphers from the carcass of an ancient automaton who attempted to understand the specter, but deactivated ages ago.

If the PC fails the roll they mistakenly think the specter wants the ghosts to construct a machine to de-evolve the adventurers and ultimately make them disappear from the universe. If the adventurers attack the specter he will command four of the ghosts (Each Level 3, armed with energy blades that cause 5 damage) to attack the PCs. If the PCs kill the four ghosts and/or do

enough damage to Osceo's home (Health: 10), Osceo will relent and show the way out of the chamber.

If the PC's persist in destroying Osceo, the heads of all the ghosts in the chamber all explode. It will take a successful Level 5 Intellect roll to minimize the effects of the sight; those failing the roll take 7 Intellect points of damage while those who succeed on the roll take 4 Intellect points of damage.

The psionic manipulation of the physical world ends showing the way out is behind Osceo's home.

Act III: Kavendysh Xelagorn

At the northernmost reach of the spectral mausoleum sits a tangled mess of bridges and bases surrounding a pulsating energized tree that rises 500-feet into space.

Dozens of ghosts man various machines around the Interstellar Tree whose top sprouts a trio of humanoids who constantly inhale a violet substance called Vyalance. The tree then metamorphosizes the Vyalance into a consumable gas which the machines collect.

Kavendysh Xelagorn is directing the operation under the supervision of Cormalfalyn who sells the Vyalance in Quendazaem.

Kavendysh has been getting greedy and begun to keep a significant amount of it for himself in hopes of returning to Quendazaem, bypassing Cormalfalyn and selling it to a merchant for a tremendous price so he might be able to enjoy an early retirement with his family who he left behind in Quendazaem several years ago.

He's first seen atop a platform, focusing on a small circular machine that's collecting Vyalance from the glowing tree.

What's in it for me?

Kavendysh is a straightforward business man who tells it like it is and has no time for little details, "Get to the big picture man! Life is short. There's no time for the small tidbits."

He'll try to out swindle traders with his brusque and rough manner.

But if there's something it is for him, he's willing to be all the more pleasant albeit for a short time.

He also has a soft spot for people who value family, as well as those who have a distaste for Cormalfalyn. He'll be more than reasonable to those who speak about family or share a similar despise for the conjurer.

The Missing Canister of the Dyascrypter

The stolen piece of the Dyascrypter is being used in one of the machines that extracts vyalance from the Interstellar Tree.

If told of their search of the canister, a sly, devilish grin will appear across Kavendysh's face. The taskmaster says he's been receiving dozens of numenera daily from Cormalfalyn to power the collection machines attached to the Interstellar Tree, so it could be in one of them, but he's unsure.

He will not let the PCs search the machines on their own, but he's willing to transfer a portion of his work force to search the machines if the adventurers help him attach a numenera to the chest of one of the humanoids at the top of his Interstellar Tree.

Alternatively, they might pass on Kavendysh's offer if they encountered Qualyan earlier, as the mark the Qualyan left on them is an exact rendering of a machine they see attached to the bottom of the tree.

An attempt can be made to secretly examine the machine and find the Dyascrypter canister. But, the adventurers will have to come up with a plan to distract the long-necked ghost manning the machine. In addition, there is a 30% chance that Kavendysh will become aware of their actions as he and his ghosts attempt to keep their eyes on the group. Failing to secretly steal the triangle has Kavendysh calling six of his ghosts (Level 3) to kill the PCs.

If the adventurers manage to destroy the ghosts, Kavendysh will nod slowly and began to clap. He will then attempt a negotiation.

Climbing the Interstellar Tree

Kavendysh has a small device with grappling claws on each side which he's been told can increase the inhaling process of the tri-forms atop the Interstellar Tree. It will take at least two of the



PCs to climb the tree and a Level 3 Might roll to successfully place the numenera onto the chest of one of the humanoids.

When the PCs arrive atop the tree they find three violet and yellow biomechanical humanoids with solemn faces inhaling the vyalance, paying little attention to anything else.

However, when the adventurers take out Kavendysh's numenera, they all eye it intently and with horror. It is only as an adventurer is about to place the numenera on one of the tri-forms' chest that the chosen biomechanic appears to sweat and shake their head quickly.

Placing the numenera on the tri-form's chest will eventually force the trio to inhale the vyalance quicker, but also pigment their skin in orange and green tones. The perceived torturous stress and agonized state of the tri-forms can affect the adventurers. Have them make Level 4 Intellect rolls with failure leading to 6 Intellect damage from seeing them in a troubled and grave state.

Removing the numenera will revert the tri-forms to their original form.

If the adventurers are successful in placing the numenera on one of the tri-forms, Kavendysh will be ecstatic and offers them a glass of the finest and rarest Entrayall pollen wine in all of Xenthropa, a very sweet and heavy liquid. Telling him about the grave state the tri-forms are in doesn't seem to affect him, and tells the PCs that work is not supposed to be enjoyable. The missing Dyascrypter canister will have been found at this point, at which point Kavendysh will not hesitate to give the adventurers the item promptly, "A deal is a deal."

If the adventurers decided against using Kavendysh's numenera on the tri-forms, he will be outraged and demand to know why. It is possible to persuade Kavendysh that it was for the best (Level 4 Intellect roll), but he will want at least three numenera from the adventurers barring a retaliatory strike by six of his ghosts (Level 3). If the adventurers manage to talk Kavendysh out of violence, it will still be a serious setback to his plans, and he will make sure that the adventurers pay more for it by secretly alerting Cormalfalyn to the intruders' trespass as he bids them farewell with a handshake.

He will reluctantly give the newly found Dyascrypter canister to the adventurers.

Act IV: The Technix Plant and Ryst

After retrieving the stolen Dyascrypter canister, the adventurers will eventually have to find the Technix Plant in order to return to the Qaskalade.

The problem is that no one on the mausoleum has ever heard or seen of a Technix Plant.

The key to its location is the clear liquid the Phase Duke provided to the adventurers which has begun to glow faintly and brighter as they head south. This liquid will then begin to brighten and flash even faster as they near the Technix plant until the liquid become one long, uninterrupted light.

The search for the plant will eventually lead to a broken fragment of the mausoleum where no walls exist leaving a 500-foot in diameter stone floor surrounded by breathable space.

At the center of the floor are what appears to be three humanoids. On closer inspection however, there appears to be only one "real" humanoid, Ryst (Level 5, Health: 20, Armor: 2), in the center with two holographic representations to either side of him.

The humanoid hails from a different dimension and is a collector of experience.

The Experience Collector

Ryst's dimensional shifting robe produces two alternate reality versions of himself. The version on the left studies the adventurers briefly and waves politely at them. The version on the right sneers at the PCs and is seen constantly whispering to Ryst.

Ryst is straightforward and almost robotic in nature, showing no emotions whatsoever, only showing interest in experiences and fantastic stories; he does not know what a Technix Plant is, although the liquid the PCs have indicate Ryst has the plant in hand.

The humanoid tells the adventurers that he is a collector of extraordinary experiences and is hoping one of them might have an interesting one to trade with him. What the PC gets back depends on the story they tell. If they are not interested in sharing tales, see Reincarnation Experiment.

1. A mundane story with a Level 3 or lower Intellect roll leads to Ryst shaking his head and telling the PC that unfortunately their story is not adequate for him to let the group live. However, he says the adventurers will be of some help as they will assist him with his "experience of reincarnation" which he says may lead to a few deaths. Ryst will attempt to destroy the adventurers in hopes their or his death will lead to reincarnation. (See Reincarnation Experiment)
2. A unique experience with a Level 4 Intellect roll has the humanoid interested and prompts Ryst to tell the PCs of an encounter he had on the mausoleum regarding a star that dwindled in size as it fell from above. Ryst was able to communicate with the star when it finally reached the mausoleum; it was no more than the size of small fruit by then. The star told the tale of a million-year-old great battle between grand plasmatic empires whose end birthed a single organic being no bigger than a coin. (See Evolution)
3. An extraordinary story with a Level 5 or higher Intellect roll leaves Ryst silent for many minutes as his holograms attempt to get his attention. When he finally speaks he tells a long tale of a dissolving animal he found on a mountainous world. The animal related and described "emotions" beyond the realm of human understanding which could cause life to spontaneously form or be destroyed. Ryst attempts to explain the emotions which border on insanity. The adventurers must make a Level 4 Intellect roll or suffer 4 Intellect damage from hearing this story. In the end they all gain 1 permanent Intellect point. (See Evolution)
4. If the adventurer reveals their resurrection, Ryst will stare at the adventurers as the two holograms begin to laugh uncontrollably. Ryst will then proceed with his reincarnation experiment and attempt to kill the PCs. (See Reincarnation Experiment)

IA: Reincarnation Experiment

In the instance that the PC's story fails to interest Ryst (Level 5, Armor: 2), he will attack the adventurers first using his dimensional shifting robe to emit a mirror projector effect on one of the PCs. If the PC fails to dodge, she is surrounded and followed by two dozen exact duplicates of herself who line in front and behind her, copying her every movement. The effect lasts three rounds and results in difficulty rolls increased by two levels.

The first PC to attack Ryst will suffer from one added level of increased difficulty as his holographic companions attempt to distract the attacker. Ryst is armed with a long sword as well as a cypher emitter which has the same effect as the one found on his robe, except it can only target certain parts of the PC's body like the head, arms and legs.

Killing Ryst transforms his body into a tiny Technix Plant which falls on the ground as the holograms flail wildly and scream as they disappear.

His robe can be salvaged and used by an adventurer (see below). Draining the Phase Duke's liquid on the Technix Plant causes gigantic strips of yellow organic membranes and green-black metal to slowly fade into existence growing the plant infinitely into space. The plant is surrounded by a purple-tinted air which is breathable.

IB: Evolution

If a PC was successful in holding Ryst's interest with an amazing story, he will raise his arms as his holographic clones plead with him to stop. Ryst and the clones disappear, leaving the Dimensional Shifting Robe (below). Underneath the robe is a tiny Technix Plant. Pouring the liquid on the plant will cause thick membranes to slowly fade into existence extending the great plant into space. The PCs can climb the plant since it's surrounded by a breathable, purple-tinted air.

Dimensional Shifting Robe - Uncanny Relic

Level: 1D6

Form: An ornate and finely crafted robe and accompanying headdress. Acts as light armor.

Effect: Two holographic images of the user constantly appear to the user's left and right giving the wearer two points of armor. Each image appears to be the exact duplicate of the user, however they are dressed in different colored robes and each has a very distinct personality even though they do not create any type of sounds.

The one on the right appears pleasant and attempts to help the party as he best he can by pointing or waving them away from dangers. While the other has a cautionary look to his face and is seen constantly whispering to the user.

Can be used once a day to re-roll an Intellect difficulty defense roll.

Depletion: 1 in 1D20. Following depletion the Intellect difficulty check effect is negated, but the armor the robe provides remains intact as the holograms still exist.

GM Intrusion: The user takes 5 Intellect damage after hearing the whispers from the left hologram. It's an undecipherable language, but the user somehow has understood its meaning: One of the PCs is a traitor and is planning to kill the others.

The user will take this as truth, and will focus all actions on stopping the traitor. If he takes 6 points of damage, he will stop his attack and realize what is happening.

Climbing the Technix Plant

It takes one day to climb the Technix Plant.

Accommodating branches are found throughout the plant making an otherwise exhaustive and near impossible climb more tolerable with spots where the adventurers can rest.

During the climb, a random PC witnesses a star exploding.

The star then appears to bleed creating an outline of the Priestess Praketen who points up and begins to nod. The PC loses their balance from the strange sight and must be saved from one of the other adventurers who are all unaware of the exploding star or the priestess. Failing to rescue the affected PC results in that person falling onto a branch and taking 7 damage.

With no end in sight, the adventurers come to a mist which intensifies to the point that they can only see the plant itself and not the surrounding space. As the mist begins to dissipate, they see the familiar sight of Cormalfalyn's garden in the Qaskalade as they continue to climb out of one of her plants.

Depending on how they got in, the PCs can attempt to return to Cormalfalyn's laboratory to make contact with the Phase Duke, however he's nowhere to be seen. Or they can reactivate Cormalfalyn's automaton bird.

If the adventurers failed in any way to trick Cormalfalyn or if she has been alerted to their presence inside the mausoleum, then this is the time that the conjurer ensnares the deceivers through one of her portals which leads to the conjurer's automatonic feast. If they were able to successfully trick Cormalfalyn and keep her unaware of their actions in the mausoleum, then they are able to leave the way they came and return safely to either Aetarrin or Rhogporago bypassing the feast (Skip Act V).

Act V: Cormalfalyn's Feast

The conjurer has decided to confront the adventurers during a lavish dinner with her bizarrely painted automaton guards.

It begins when the PCs either walk out the door of the Qaskalade, or climb out of one of the windows of the garden. For some reason, it's taking a very long time for either action to finish. The adventurers have walked into a numenera portal device disguised as a door or window. After a few minutes, all the lights throughout Quendazaem fade into darkness as the city disappears.

As the adventurers come around they find themselves standing in a high vaulted room with paintings of disgruntled automatons and surrendering wizards. Before them they see a long dinner table where four rusted and sloppily painted automatons (Level 3, Armor: 1) are sitting, munching loudly on steel and drinking dirty, black liquid from copper glasses. Spread throughout the table are iron platters filled with deactivated metal beasts.

At the far end, Cormalfalyn is seen enjoying an automaton's tale which is told with erratic,

screeching whistles and high pitched beeps. The automaton, who has painted red eyes like he's scowling, stops his tale, stands alertly and notices the adventurers.

Cormalfalyn smiles and tells the automaton to calm down.

Is that any way to act? My goodness. They are my guests and they are most welcome to dinner. Of course like all good and well-mannered guests, you brought a dinner party gift...Didn't you?

The Party Gift

The conjurer will expect the adventurers to hand over the Dyascrypter canister, and will remark that if shown, there's a good chance no harm will come to them. If the PCs attempt to give her anything else she shakes her head, entertaining the notion that she may give back the "party gift" if she has good reason to, but she must see it first.

If the PCs continue to oppose her wishes to see the "gift," the automatons rise and arm themselves with rusted silverware and bladed plates.

Cormalfalyn warns the adventurers one more time before she and her guard attack them.

Cormalfalyn (Level 5) is armed with a wand which blasts targets with 5 points of damage and takes them into another dimension for 2 rounds; there is a 40% chance of encountering horrific monsters or mind bending ideas in the other world whereby the PC takes 4 additional Intellect damage.

The conjurer's pill-shaped hat can also emit energy beams that not only do 4 damage but slow the target increasing action rolls by one level for one round.

The four automatons (Level 3, Armor: 1) will use the sharp and disproportional dinnerware to attack the PCs.

Defeating Cormalfalyn and her automatons results in the Phase Duke taking over the Qaskalade and offering the PCs use of the residence as a home base. They are rewarded with three cyphers and an artifact.

Alternatively, if the PCs give in to Cormalfalyn's demands and hand over the canister, she will look it over and distort her face with a mildly dissatisfied smile.

Yes. I must say, I believe I've had this before. I believe you owe me an apology as should be expected! Since a well informed guest should know their host and a catalog of gifts she has already received. But I may return this gift to you, if you could but relate to me how you got in my home.

It will take a Level 5 intellect roll to deceive Cormalfalyn, failing to do so results in threats and eventual violence. In the event that the adventurers name the Phase Duke, the conjurer will shake her head and will "deal with him later," but in the meantime she wants the adventurers' source of entrance.

The Lamp

Revealing Aetarrin's or Rhogporago's assistance will have the conjurer calling upon an automaton to rise and give the adventurers a green lamp-like numenera device holding a half-humanoid, half-worm-like creature swimming in a murky yellow liquid.

Give my regards to your benefactors with this... gift. I'm sure it's more than what they deserve. But be careful. It's for them...(she smiles)....not for you.

The conjurer will give the Dyascrypter canister back to the adventurers. Cormalfalyn will then allow the adventurers to leave her home.

Receivers of the Lamp

Aetarrin will accept Cormalfalyn's gift and give the adventurers the three cyphers he promised. If informed of the danger of the gift, Aetarrin will be grateful and give the adventurers an additional cypher. If he is not alerted, three of his brothers (Level 3) will eventually seek vengeance either in the streets of the city or in the jungle. They will attempt to secretly infect the PCs with a virus which causes their skin to painfully stretch causing 4 points of Speed damage for two days.

Alerting Rhogporago to Cormalfalyn's gift has the king crying uncontrollably, saying, "At last we will be one." He thanks the adventurers and returns to the streets with Cormalfalyn's gift in hand. He will react the same way if the PCs do not warn him.

If the PCs warned Aetarrin or Rhogporago about the conjurer's gift, Cormalfalyn will know and reprogram her husband to destroy the adventurers.

They will eventually encounter a crazed Phase Duke (Level 5) on the streets who is obsessed with their destruction and anything or anyone that gets in his way. The duke is armed with a 15-foot in diameter energy field which floats before him. Anyone caught in the field takes 5 damage per round, the duke is immune to the damage and moves the field freely about with his legs. Once he's destroyed the energy field disappears, and 1D6 cyphers can be removed from his body.

If a PC decides to open Cormalfalyn's gift he will be treated to a mind transfer with the being in the container. The PC's humanoid body is left with an intelligence similar to a newborn animal who vainly attempts to move his new body in slug-like motions.

His fellow adventurers can attempt to return to Cormalfalyn to reverse the process, but she promises nothing. There is a 45% chance that remnants of the bottled creature's intelligence remains in the target's body. Permanently decrease the PC's Intellect pool by 4 points.



Chapter 8

The Flower of Life

The adventurers learn a flower is the key to resurrecting Noromethreon.

Their investigations reveal that a century ago Merkerran tasked a group of people with a similar quest the adventurers now find themselves in.

Of the many people that Merkerran trusted with the endeavor, only one managed to maintain his sanity and lives to this day. The elderly wizard Orletach would be more than glad to assist the adventurers relating what he knows. However the wizard has been captured and trapped in a tree by a jealous rival.

A humanoid and his riddle stand in the way of freeing the wizard.

The adventurers' reward comes in the form of a glass tome which directs them to Dormanthalas where the miracle flower is said to grow.

Act I: The Return to the Athenaeum

After obtaining the stolen canister of the Dyascrypter, the adventurers can return to the athenaeum where the now functioning transcribing machine will translate the charred metal.

Placing the stolen canister on the Dyascrypter quickly reactivates the machine which can now scan the metal.

A metallic voice emanates from the Dyascrypter, transcribing the slab as follows:

*I Merkerran of the Church of Noromethreon provides this last attestation
I visited upon the magic practitioners of the deep stone wood for their wisdom
And they told me thus
The restoration of Noromethreon lies in the Pelanatar
Go forth to the land of Dormanthalas where thy query lies*

*I Merkerran of the Church of Noromethreon charged resurrectors to discover the flower Weeks later they returned, stone faced and robbed of sanity
And they told me thus
The restoration of Noromethreon is at hand, here lies the Pelanatar
But beware the land of Dormanthalas where the greatest lie resides*

The athenaeum will have no record on the terms Pelanatar or Dormanthalas.

The "Magic Practitioners of the Deep Stone Wood" is the key to the next clue. A Level 5 Intellect roll is needed to find this nearly lost knowledge in the athenaeum with failure resulting in a day's loss. Successful rolls leads to a short list of wizards all but dead, except one named Orletach. The Athenaut says the wizard is known to frequent the city's market selling numenera and divination devices.

Alternatively, if asked, the Athenaut says the phrase sounds like a school of wizardry of which there are many found in a neighborhood in the city called the Marquasqarra an area filled with colorful buildings shaped like mushrooms. The adventurers will eventually come upon some elderly men and women attempting to teach passerbys simple "magic tricks." PCs showing a trick beyond the grasp of these once great magicians will more than suffice for payment on Orletach's whereabouts.

Ah yes Orletach, Orletach. Such a wonderful man. He's being sold in the market today, I do believe. Such a lovely prize, if you can afford him!

Act II: The Imprisonment of Orletach the Wizard

Orletach was once a beloved wizard of the city whose witticism and tales of how names came to be would bring a smile to the most downtrodden citizen seeking solace from the dangerous elements that surround the city. However, the wizard's constant outspoken adoration and defense of Noromethreon has made him a dangerous friend to know and a target for various religious organizations attempting to unseat the automaton god.

The wizard has had countless apprentices come and go since they eventually learned of this growing danger, with most also frustrated and unable to comprehend Orletach's magics involving dangerous manipulation of numenera.

Orletach has now landed in some trouble with a rival who the wizard angered after telling the story of how the man's wife's name came to be.

The adventurers track Orletach to one of the city's markets the wizard frequents where he is being sold to the highest bidder.

The Wizard's Auction

The market is busy with some fighting and yelling in attempts to move the stagnant traffic onward as business attempts to be conducted.

Past all the mayhem, there is a clearing where a few people stand in front of a large structure where an audience has formed inside. A quick look through the windows finds four stages one of which has a humanoid with a continuously changing mechanized face walking around a tree which has trapped a bearded man in dilapidated clothing.

Through the crowd's banter, the adventurers will learn the trapped man is Orletach and the humanoid is Torom, a humanoid who became enraged with the wizard after pointing out his wife's name's unpleasant and scandalous origin. In turn, Torom claimed he caught the wizard stealing his belongings and promptly trapped him in a cursed tree. Torom is now selling the wizard off. The humanoid tells interested buyers that the tree will force the wizard to do the owner's bidding.

Torom will keep lowering the bid until it reaches 300 shins, at that point he is angered at the crowd and asks them if they truly understand what he offers; his mask's eyes will glow red.

He will ask if anyone has any offers before he disappears.

A Game of Faces

If the adventurers intercede at any point during the bidding process, Torom will notice that they are outsiders and ask for a higher price beyond their means, then demand a game of faces.

"The rules are simple. I will describe a face that is known throughout the Ninth World and you will tell me whose face this belongs to," Torom says as his face changes from a relaxed mood to a thoughtful one. *"It could be the dear Amber Pope of the Steadfast or the blessed steel god of Quendazaem! (A mix of applause and boos erupt) Success finds you with your query, failure finds you stripped of all belongings. Except of course your clothing. After all we are not savages."*

Some in the crowd make grunting noises while others laugh. If the adventurers agree, Torom begins the game.

"I have many faces, yet I have never actually willed my face to change," Torom says as his face changes to several forms as he moves across the stage with some in the crowd clapping and yelling. *"Many find me and seek answers or give prayers that I neither condone or condemn. But they see what they want to see and I am left as I was before."*

Answering the moon will result in a few claps in the crowd while Torom stands unmoving with his pride damaged and his face unchanged; he will not speak to anyone or move until after the adventurers take Orletach and have left his sight.

Failing the question, Torom will order the adventurers upon the stage where they are to strip of all belongings except their clothing.

If the adventurers go the route of physical confrontation to get what they want, Torom's face changes to a sinister face with eyes quickly darting between his attackers. In addition the crowd will boo and hiss, and throw rocks and metals at the PCs. Torom (Level 5) will order two of his humanoid friends (Level 3) to defend him using

energy emitters. Torom will also use his cypher mask to emit a beam which makes the target laugh or cry uncontrollably increasing the difficulty level by one for three rounds.

After the ordeal, the adventurers are approached by Kayourda, a rusted female humanoid-automaton with painted eyes which constantly look straight. The bossy automaton tells the adventurers that she is the latest apprentice of the wizard, and orders them to take the wizard to his home in the hovering rock field district of the city where she can apply a numenera to release him from the tree.

Orletach's Hovering Home

In the northeastern portion of the city, lie dozens of giant and colorful floating rocks which closely neighbor spires and towers of the city. Some of the rocks have been turned into elaborate homes using either a mix of the plant life in Xenthropa or synth and metal materials found elsewhere.

Once inside Orletach's home, the adventurers find the residence filled with mounds of paper, books and writings.

Kayourda is quick to use a small work shop in the home to create a numenera in the form of a blue and red liquid which she quickly pours into the tree. However, the concoction fails and Kayourda demands assistance from the adventurers.

The Cure

The adventurers can peruse the books and numenera at the workshop to create a cure, however the process requires the dangerous mixing of numenera.

A PC must be chosen, preferably with knowledge of numenera, to create the cure.

Have the PC make four Level 3 Intellect rolls. The results depend on the number of successful rolls the player made:

- **0-1)** Results in the tree quickly aging and weakening, releasing Orletach. Unfortunately, the wizard is in a coma-like state due to his imprisonment in the tree. Kayourda (Level 5, Armor: 1) is suspicious of the adventurers and is unsure if they purposely created a concoction to leave her master in a coma. She arms herself with a flail with a mechanical eyeball at the end of an energized chain (Damage: 4). Those

struck with the weapon must make a Level 4 Might roll or be blinded for two rounds increasing difficulty rolls by two levels for two rounds. She is also armed with a cypher that temporarily transforms beings into a paper-thin version of themselves; they receive double damage for two rounds.

After Kayourda is dealt with, the PCs can search the house and find a box containing the Glass Tome of Vi-lломаран.

- **2)** The cure releases Orletach from the tree, who appears in a better state than before, but still unconscious.

There is a 35% chance Kayourda suspects the worst and attacks the PCs, however she can be calmed down with a Level 4 Intellect roll. After regaining her composure, she realizes a debt is owed since they managed to rescue her master from the clutches of Torom.

Kayourda digs through a mound of papers and lifts a heavy circular box containing several other metal boxes one of which she gives to the adventurers. Within the box is the Glass Tome of Vi-lломаран.

- **3-4)** Orletach's body begins to slowly wither away as the tree's leaves begin to grow bigger and multiply at an alarming rate. Kayourda angrily attacks the adventurers with an overhead swing which is stopped by one of the trees branches. The tree begins to shed leaves which transform into blue energy particles. After some examination, she explains that Orletach's life essence has been somehow transferred into the tree.

There was no hope of the wizard's physical body surviving after being imprisoned in the tree, but the concoction the adventurers made inadvertently created an option for the wizard to live on in the tree.

Through Kayourda's translation of the tree's emitting particles, Orletach thanks the PCs for their help and tells them he will reward them with a number of cyphers and magical knowledge.

If asked about Dormanthalas and the Pelanatar, some of Orletach's leaves wither and die while the particles now begin to glow less brightly. Kayourda says her

master has become deeply troubled and refuses to talk about the subject but directs the adventurers to the glass tome of Vi-llomaran.

In addition, they are given 2D4 cyphers.

The Glass Tome of Vi-llomaran

The Glass Tome of Vi-llomaran is a book made of thick blue glass pages each containing different living gasses. It's an overly wide book which requires at least two people to carry it.

Each time a page is turned, the page releases a gas that readers inhale causing hallucinations mostly revolving around a flower materializing before the reader.

However one page causes the world around the adventurers to change.

The adventurers witness an aerial view of hills surrounding a lake. There is a line around the lake with hundreds of docile creatures and humanoids stopped in their tracks.

The PCs will know the location will take two days to get to traveling in a northwestern direction in Xenthropa.

The vision then begins to swirl quickly transforming into white letters against a star field canvas.

Salvation rests in the Xorhead.



Chapter 9

Encounters in Xenthropa



The City of Quendazaem and its surrounding environment are found in the Xenthropean region of the Karathames which is the central section of the jungle. The Karathames is mostly made up of expansive valleys and winding canyons filled with pastel-like colored flowers and plant life, oddly-formed forests of stone, and towering dunes.

This area of Xenthropa appears to be the most tranquil and pleasant compared to the other regions of the jungle, but the Karathames harbors some of the strangest beings in the territory either lurking underneath a dune, or crawling in between the dense stone forests.

Adventurers on their way to find the lake in their vision will encounter at least two of the following encounters on their journey.

Have one PC roll 2D10 twice for two encounters or the GM may pick the encounters.

In addition, if the PCs met up with Zaranshaud in the city, they will automatically meet in him in a third encounter, although depending on their previous actions he may not be a welcome sight.



0-14) Relaxation Discussion

The adventurers run into peaceful animals who may turn on them if the PCs become infected by a hunter who has an intense hatred for the color green.

As the adventurers make their way up a 30-foot orange and pink dune they begin to feel the ground tremble.

The PCs must make a Level 4 strength roll to maintain balance or crash into nearby stone trees taking 6 damage. The dune before them reveals a 35-foot, three-legged Palladroth (Level: 4, Health: 15). The Palladroth's most significant attribute is its massive orange marble like shell which also acts as its head. It doesn't pay attention to the PCs as two nearby dunes collapse and reveal two others of its kind.

Communication can be attempted, but it is difficult to emulate their language which is a combination of Truth and harsh yelling; PCs must make a Level 4 Intellect roll. Successfully communicating with the gentle Palladroths reveal all they wish to talk about is the best way to relax, the various textures of Xenthropean dunes and how they influence their long sleep cycles. They impart knowledge on the best way to relax effectively adding an additional point to all recovery rolls for those able to understand their language.

However, the PCs presence have also awakened the hungry Green Stalker (Level 5) who was sleeping as well behind a stone tree. The four-legged hunter is covered in an endless amount of yellow, green and white leaves, and moves remarkably quickly given that it stands 6-feet tall and weighs nearly a ton. It will mainly attack using its teeth made out of razor sharp red thorns (6 damage) and focus its ferocity against adventurers who wear green.

Hidden at the ends of each paw is a mouth which constantly hisses and tears into pinned targets. Victims bitten by the stalker must make a Level 5 Might roll as the stalker's glowing saliva contains an element causing victims to feel intense anger and lash out at others. There is a 50% chance the affected PC will attack a Palladroth who will attempt to sit on the PC to calm him down albeit with some severe injuries (Damage 7).

15-29) Pet Viruses

A man is seeking nourishment for his pets and entices the PCs with an unusual and advantageous offer albeit with a bizarre catch.

A sparkling, light violet stream runs through a patch of blue and orange stone trees providing travelers with a refreshing drink and the occasional meal with transparent fish who both swim and float above the waters.

Some distance away, the adventurers notice a man named Grayvone (Level 4) who wears a very wide brimmed hat and synth cloak nodding in their direction. Of note are the four leashed humanoids in glass containment-like suits which contain different colored gasses.

Grayvone makes his way to the adventurers, bids them good day and talks about how pleasant the weather is. After some pleasantries, he abruptly gives them a straightforward proposition regarding his pet viruses that he has leashed near the stream.

According to Grayvone, his pets have been feeding on plant life for days and tire of "such boorish food" and need some regular nourishment, namely flesh. He offers them 50 shins and three cyphers if one of his viruses can take a bite from one of the adventurers. He assures them they will feel unpleasant for about a day or so but will be renewed the following day with gifts that will greatly aid them. A Level 3 Intellect roll reveals that Grayvone is telling the truth.

If a PC agrees to be bit, their speed pool is reduced by half for the remainder of the day.

Additionally, they hallucinate that the other adventurers have transformed into gaseous forms.

The next day they receive the speed pool points back, and there is a 75% chance they also receive an additional 3 permanent points in their Speed pool. There is also a 45% chance the affected adventurer transforms into a grotesque mutant form of himself and begins attacking all the other PCs for four rounds until passing out due to pain that's burning throughout his body.

The PC returns to normal the following day after shedding his mutated skin which is crawling with numerous critters and bugs who eventually fly off with the skin.

30-44) The Trade

A tribesman's son has been accidentally trapped in a creature's back. The release of the boy comes at a cost.

The adventurers come across a small village of conical and high triangular tents with a plethora of vines streaming in between them.

In the village there are humanoids of the Xurkshar tribe painted in thin and broad stripes of bright colors and covered in sticky and dense fur. The Xurkshar live in a harmonious (or the most one can be attained) relationship with the jungle, only killing when necessary and respecting all manner of life no matter its disposition.

The leader of the tribe named Kalaxway smells the air around the PCs before approaching and speaking to them in a mix of the tribe's undecipherable language and Truth. The adventurers are able to make out that his tribe is searching for Kalaxway's son Tyrasak who has been taken by a Vernatheus, a humanoid made of stone and tree bark. Kalaxway offers to trade for food and 2D4 numenera in exchange for their help.

The PCs can track the Vernatheus with a successful Level 4 Intellect roll to a blue swamp filled with immense automaton heads whose eyes flicker off and on.

The Vernatheus is a 7-foot humanoid created out of a mix of thin pieces of vegetation and stone almost as if it appears to be covered in a mass of hair darting in every direction. The humanoid's streaming back is a collection of thick, intertwining branches which sweep the land capturing a mix of objects and living beings including Kalaxway's son.

The Trade

The Vernatheus is unaware of the tribesman's son on his back and continues to walk along the swamp towards an unknown destination. The PCs can attempt to cut away the branches that have ensnared Tyrasak, but the Vernatheus (Level 5) will assume he's being attacked and focus his attention on destroying the PCs.

He has the ability to make plant life grow at blazing speeds, and will launch some of the automaton heads in the swamp into the air by rapidly growing the underwater trees beneath them in hopes of crushing the PCs (Damage 7).

Alternatively, the adventurers can attempt to communicate with him with a successful Level 4 Intellect roll.

The Vernatheus cannot talk but can use his body and hands to communicate that his body captured Kalaxway's son and he considers the boy his since his body "received" the boy.

He will only consider a trade of equal value, in the form of another Xurkshar tribesman.

If Kalaxway is given this information, he will trade himself for his son's life, and demands the adventurers accept his decision since it is their way of life. If the PCs attempt to dissuade the tribesman in any way, Kalaxway (Level 4, Health:15) will take great offense and attack the adventurers.

If the deal is made, the son (Level 1, Health: 7), who is too young to fully appreciate the ways of the tribe, will attack the Vernatheus in attempts to release his father. The Vernatheus will show no mercy to the young tribesman.

If the PC decide to act they must fight the Vernatheus. 1D4 organic cyphers can be found in his carcass.

45-59) The Collection

A scholar finds herself in trouble after a flying creature dies at the fingers of a giant flower.

A field of flowers with unwieldy and enormous bulbs must be navigated in order for the adventurers to get to their next destination. The blue stems of the flowers known as Kimesya are as thick as tree trunks, with an array of blinking tubes twisting from the bottom of the flower to the top. The multi-colored bulbs resemble a hand with seven fingers reaching towards the sky.

A human woman, Mazelkateen, is collecting some specimens in the field when she happily runs into the PCs. She is a young woman, full of energy and excitement over the flowers found in Xenthropa. Mazelkateen is very surprised to find strangers traveling in Xenthropa without a guide, and commends the group's efforts to travel the land.

During their meeting with her they begin to hear flapping wings and see multi-winged creatures with bulging bellies clumsily land atop the bulbs of the Kimesya. Mazelkateen explains the Gurvatars are hybrid lizard-butterflies who carefully collect the flower's potent pollen by avoiding the finger tips of the plant.

However, some of the Gurvatars are too excited and touch a finger tip causing the plant to capture and crush some of them. The resulting reaction causes a large amount of the Gurvatars' horrid smelling blood to splash down on Mazelkateen who yells causing one of the Gurvatars (Level 4) to swoop down and capture her.

The PCs can attempt to rescue her, but if they fail to harm the Gurvatur or rescue Mazelkateen in the first three rounds, the Gurvatur escapes with Mazelkateen. The Gurvatur can vomit a slimy liquid which quickly solidifies and immobilizes targets for two rounds.

Failing to save Mazelkateen, prompts three other Gurvatars to attempt to capture the PCs after seeing their brethren successfully take the young woman away.

60-74) The Grave Thieves

The destruction of a dimensional door leads to a battle between blood sucking adventurers and a stone, automaton thief.

As the adventurers traverse through an unruly and nearly impenetrable formation of glowing and waving synth flowers they come across floating glass remains of a civilization where a battle between four adventurers and a stone automaton is taking place.

The adventurers are members of the Falkyir, an arrogant, blue skinned and yellow eyed mutant people who feast on the blood of all organisms. The 10-foot orange stone automaton is known as Grapokoz, a well-known, bumbling grave thief of Xenthropa whose diet is made up of numenera.

One of the Falkyir notices the PCs and yells at them for assistance. If the adventurers help the Falkyir, they are able to subdue Grapokoz in very little time.

If the PCs mind their own business or attempt to help Grapokoz (Level 6), the four Falkyir (Level 4, Health: 15) attack the adventurers and use a numenera to loose an energy bird (Level 3) with a 5-foot wingspan whose wings cause a painful shock (Speed damage 4) which leaves the target immobile for one round. 1D6 cyphers are found on the Falkyir if defeated.

Assisting the Falkyir, brings Belanbaloq, the leader of this collection of Falkyir, to the forefront as she bows towards the adventurers. She claims Grapokoz's latest crime involves accidentally

destroying a dimensional entrance to a sacred burial chamber.

The Falkyir says they intend to feast on Grapokoz's oil-blood in hopes of attaining the powers of the numenera that the beast has consumed. The Falkyir invites the adventurers to the feast as Grapokoz begs for his life and promises not to bother or destroy any more grave sites.

Assist or Feast

If the PCs decide to help Grapokoz they must contend with the Falkyir who fight to the death and use all means necessary to destroy the adventurers. In this instance, no numenera will be found on the Falkyir. However, Grapokoz gives them an artifact he had hidden nearby as a reward for their assistance.

Accepting the Falkyir's feast invitation enrages Grapokoz (Level 6) who gains newly acquired strength and fatally smashes the heads of two of his Falkyir captors. The automaton unleashes a green energy beam through his mouth which burns everything in its path (Damage 6). If the automaton is killed, the remaining two Falkyir will treat Grapokoz's blood with a numenera device and begin drinking the liquid in celebration. Drinking the blood permanently reduces Might pools by 3, but permanently increases Intellect pools by 3. There is a 45% chance the adventurer's skin faintly glows blue for the remainder of the adventure. They must now feed on the blood of a living organism at least once a day or reduce their Pool points by half.

Refusing the Falkyir's invitation to drink the automaton's blood will leave the humanoids silent and offended. After the uncomfortable silence, Belanbaloq will quickly ask the adventurers to leave.

The surviving Falkyir will then attempt to secretly follow the adventurers and attack them at a time of their own choosing; this can act as a GM intrusion.

75-89) Tales of the Verothchaddox

The adventures discover the remnants of a decimated caravan and find the culprit who is too full to eat the new visitors but treats them with horrific tales which may be too much to tolerate.

Rising from the swamp are the remains of a caravan that came under attack of the giant salamander-like beast known as Verothchaddox who stands 30-feet in the air as it's slim quad

wings reach a 70-foot wingspan. Sparks of energy surround him and change color depending on his mood.

Fortunately for the adventurers Verothchaddox (Level 5, Health: 17) is too full to feast on them when he makes his presence known by deactivating his numenera cloak which creates a sonic-like scream.

He looks lazily upon the new visitors and says, "Today is your lucky day for I am in no mood to feast at this moment. You may pass and I will treat you to tales of my glory."

Verothchaddox is a sadistic being who enjoys tormenting people. As the adventurers make their way through the remains of the caravan, Verothchaddox gives a disturbing and very detailed story how he tortured and killed the humanoids in the caravan.

The PCs must make a Level 4 Intellect roll or suffer 4 Intellect damage from hearing the grisly account. If Verothchaddox sees any one of the adventurers succumb to his story, he will continue with another tale of a village he tore asunder as pleas for mercy went unanswered. In this instance, PCs must make a Level 5 Intellect roll or suffer 5 Intellect damage.

Attacking the Verothchaddox results in the monster flying swiftly in the air then crashing into the land causing tremors. The PCs must make a Level 4 Might roll or risk being incapacitated for one round as Verothchaddox uses his mouth and claws to tear into the adventurers.

If Verothchaddox's health is reduced to 5 points or less, he will plead for his life and teach them a numenera in the form of a horrific story if they spare his life.

The story acts as an artifact with 1-3 in 1D20 for depletion and causes 4 points of damage to targets. There is a 25% chance that the story, which must be told word for word and with the right cadence, is recited incorrectly causing 5 points of Intellect damage to the user.

90-00) The Suitors

A creature who has searched a millennia for a mate attracts the attention of hundreds of lifeforms including the adventurers. Her lack of choice causes anger among the suitors, leading to a chaotic battle.

The PCs are traveling through a glimmering, stone forest when they become aware of a pleasant smell that causes all to relax, and heals one point from any Pool. Have each PC also roll a Level 5 Might roll with failure causing them to become entranced by the smell to the point they must investigate.

The origin of the smell is an orange humanoid called the Norosheval (Level 6, Health: 20) who is slowly pacing around in a small clearing as hundreds of creatures and humanoids stand watching her.

The Norosheval is a 10-foot female humanoid draped in a light veil of swirling sand, and clothed in a dress made of smooth bark and glowing shells. She stops pacing and quickly looks carefully over all those who have arrived. After several minutes, a sad look comes across her face.

As she slowly departs the clearing, all the gathered entities who have been called to her come back to their senses with most attacking attacking each other out of confusion.

There are three individuals in the immediate area of the PCs who take exception to the adventurers' presence and attack them. Each focuses on a specific target.

Suitors' Attack

The Kyroydian (Level 4) is a 12-foot long, pale humanoid of flesh and bark who uses his slithering body to ensnare the PCs and take his newfound food home. Those who touch him must make a Level 4 Might roll as they come into contact with his body which secretes a white substance transforming flesh into a hardened substance similar to tree bark; the PC takes 5 damage. There is a 30% chance that the PC voluntarily abandons the others and heads towards the east for unknown reasons. The PC can come to his senses if the other adventurers remove the bark-skin which results in 5 Might and 5 Intellect damage for the affected PC.

Saorle (Level 5, Health: 8) is a diseased, small humanoid wearing a bright red cloak designed with dozens of moving concentric circles. The wizard is heartbroken and distraught that the Norosheval has not picked her. Her anger results in using a numenera to put a spell on one of the adventurers. The PC must make a Level 5 Intellect roll or come to a terrifying and all-consuming realization that a central and reassuring belief is

false leading to doubt his existence; the affected PC also takes 5 Intellect damage and loses the next two actions as he gravely ponder this new reality. Saorle is also armed with twin daggers which she uses to finish off the affected adventurer.

The Lom-Galamma (Level 4, Armor: 1) is a stout, 20-foot creature covered in flaps of soft, leathery skin. The constantly grinning, 4-legged Lom-Galamma has several islands of dirt and garbage along his body where small humanoids reside and feed on the animal's body water. It's constantly on the hunt for replenishment and will just eat about anything to keep it and its passengers alive. Unfortunately, it has its eyes on one of the PCs. During the attack on the PC, they may notice several small humanoids on the Lom-Galamma who are cheering it on and advising it to eat the numenera and weapons first.

If the PCs stick around they see the Norosheval return to the clearing and collect different parts and substances from the fallen combatants which she uses to put together a grotesque being in the shape of another Norosheval. She uses a cypher to attach the pieces together and bring it alive.

As the pair slowly moves away and takes flight, the cypher remains.

The cypher has the ability to reconstruct lost appendages and can replenish 4 points from any Pool.

Zaranshau'd's Caravan Encounter

A dense green and orange fog surrounds a rocky terrain where a caravan heads east.

The caravan is made up of ten six-legged animals known as Tyryggo which are covered in a hard protective shell with the exception of their heads where tentacles form the majority of their mouth.

Atop their backs are heavy loads filled with resources found throughout the jungle. Ten humanoids (Level 2, Health: 10) direct the caravan, and give the adventurers a warm welcome, asking if they would like to trade. The humanoids barely speak Truth, but if the PCs ran into Zaranshau'd, they recognize the accent immediately.

Zaranshau'd (Level 4, Health:15) makes his appearance after some time, "Ah, look who it is! My friends!" If they allied with him he will give them an artifact without any problems. If they allied with the nanos during their earlier encounter

with Zaranshau'd, the merchant will laugh to himself and say the following:

I was very much looking forward to seeing you again. Very much! Very much! Look, I have a gift for you. (Points at one of the Tyryggo. The merchant creates a variation of the animal's skittering sound with his mouth which turns the the animal's entire body red and yellow)

The Tyryggo (Level 4, Health 15) will begin to move at a fast pace and attempt to run over the adventurers (Damage 6). The PCs can attempt to climb onto the Tyryggo and calm it down or attempt to attack it. Other than calming it down to make it stop, the Tyryggo cannot be controlled by any other means except by Zaranshau'd and his people.

If they managed to survive and return back to Zaranshau'd, the merchant waves off any type of violence towards him or any of his people, claiming the Tyryggo misunderstood his whistling, since he wanted the beast to bow its head towards the adventurers, so he says.

He gladly gives the artifact freely to the adventurers who he hopes have calmed down.

The numenera comes in the form of a Young Tyryggo mask-helmet (Level 1D6, Depletion: 1-10 in 2D10) which enables users to communicate with plant-based lifeforms.

Alternatively, Zaranshau'd will immediately give the numenera if the adventurers sided with him against the nanos in Quendazaem and would not even think of letting them come to any harm. Although he still persists in selling broken numenera which by all accounts have no use whatsoever.





Chapter 10

Dormanthalas

After traveling through the jungles of Xenthropa, the adventurers find an unusual door in the form of a mechanical construct near a lake which will take them to Dormanthalas where they encounter twin humanoid sisters and their empire of plant life.

The sisters and their automaton counsel have information regarding the sought-after flower that may be in the possession of a religious group seeking the destruction of their own god.

The adventurers visit an unusual city and discover a variety of ways to track this god-destroying group down.

The Gift of Dormanthalas

Millions of years ago a king gave his weary queen an extraordinary gift to mark their centamillennium anniversary.

The colossal gift named Dormanthalas was in the form of a one-hundred-mile ship filled with botanical wonders stripped from countless worlds. The massive ship itself was a world itself containing an artificial sky, sun and land which not only sustained the stolen life but created it as well.

One day, the king's gift brought life to something that reignited the queen's passion and quelled her boredom. The queen and her new lover then disappeared.

Some say the king learned of their tryst and destroyed them, while others say the couple willingly transformed themselves into an unrecognizable form of life to deepen their union.

Following their disappearance, the silent king sent the titanic ship to the farthest reaches of space where a curious being eventually discovered it and stored it deep within the Earth.

Act I: The Road to Dormanthalas

The adventurers' travels through the Xenthropean jungle lead them to a configuration of red and blue hills surrounding a tranquil lake where hundreds of different creatures and humanoids appear to be waiting in line to see something.

The lifeforms appear to be in a half-conscious state as their eyes constantly look towards the end of the line where a worn down and tattered cloak appears on the shore.

As the PCs near the shore, the cloak begins to expand and slowly floats until an automaton appears and fills it. The automaton, named Pendelos, will approach the adventurers and stay silent.

If the phrase "Salvation lies in the Xorhead" is spoken, Pendelos will walk to the lake and drink its waters and deactivate.

Minutes later, the automaton will reactivate, violently thrash around and fall to the ground as it convulses and violently vomits a rock which takes parts of its mouth and wirings with it.

Pendelos buries the rock and pours water from the lake on the soil.

The creatures and humanoids lined up around the lake begin to weep and chant as the soil of the buried rock begins to displace as tiny versions of the automaton begin to grow quickly throughout the land.

Have the PCs roll a Level 5 Intellect roll with those failing taking 8 Intellect damage. All PCs begin to feel overwhelming terror and madness as they fall unconscious. They wake an undeterminable time later in Dormanthalas.

Act II: Waking Madness

The adventurers find themselves lying on a metallic floor where hundreds of other humanoids lie with them.

The bodies have no faces but are dressed similar to the PCs with different colored clothing and armor. Any attempt to interact with them results in frightened reactions; all will reach out towards the PCs' faces, but will flee if the adventurers look at their faceless heads. There is a 50% chance that two of the variations (Level 4) go crazy and attack the adventurers, focusing on attacking their faces as if they are trying to tear them off.

After a few minutes or four rounds, several antennas rise from the floor starting a chain reaction where the humanoids disappear one by one as they reach out towards the adventurers' faces.

The wide room is made of glowing silver metal stretching 100-feet in length. The adventurers can attempt to study the sharp antennas, and with a successful Level 4 intellect roll they can remove a total of 1D4 cyphers from the devices.

A large rectangular door can be found to the west of the room, but adventurers will not be able to access what's behind it. They will find a giant indentation of a hand with seven fingers on one end of the door.

The Descent

Another door of the same size can be found to the east which is partially ajar just enough for someone to barely fit through. Past the door lies an open platform which floats 5,000-feet above Dormanthalas. The chamber and platform seem to have some type of cloaking device since the exterior of the structure is made up of the sky.

The sky is nearly covered in purple and blue trees that rise into the cool atmosphere. A steady stream of clouds also float above and below the trees.

There is a cable plugged into the corner of the platform traveling 2,000 feet to a tree below which appears to have some type of abandoned landing strip on one of its gigantic branches.

Climbing the smooth cable, which is 50 feet in diameter, is not an easy feat with a strong wind

blowing. PCs must make a Level 4 Might roll which can be lessened if the adventurers use the antennas, whose ends are sharp and tough, to fashion a type of tool to puncture into the cable as they descend, lowering the difficulty level by one.

The Landing Strip and the Thrydeens

Those failing to climb the cable plummet into the forest.

However, a species of bird-humanoids swoop in before the adventurers' demise and save them.

Unfortunately, it is not an altruistic gesture as the Thrydeens take the adventurer to the abandoned landing strip to ultimately kill and eat them.

The Thrydeens are tall, colorful creatures with radiant exoskeletons and streaming, energized, hair. They judge others on the variety and brilliance of the colors of their hair and clothing, often attacking in jealousy or disgust those who have appealing or limited varieties.

If all the PCs manage to successfully make the climb down to the landing strip, the Thrydeens do not make their presence known until after the adventurers begin to explore.

The landing strip is 40-feet wide and projects 500-feet from a thick branch. Dead and rotting plants, flowers, and skeletons are scattered about.

Towards the base of the branch are 4 to 5 feet metal and crystalline structures with windows and doors. It appears whatever used the technology and strip were tiny beings who have long since left. 1D4 cyphers can be scavenged from the structures, most likely power sources the small inhabitants used.

Shortly after the adventurers arrive on the strip or fall from the cable, they begin to hear whistling. The leader of the Thrydeen pack, Ky'Drases (Level 4), leads his flock of four (Level 3) aboard the strip. Ky'Drases utters a booming sound which rattles his chest, and points to the most colorful adventurer. Adventurers will be able to determine that he is picking a PC for a one-on-one duel. If there are any interruptions the Thrydeens' bony feathers bristle wildly, and they attack all.

Ky'Drases will use his bony, blade-like wings to cut through his opponent (Damage: 6) and will blow energized smoke from his mouth which causes targets to hallucinate their opponent as a

grotesque and vicious beast. The PC can fight the effect off with a Level 4 Might roll, or suffer an increased level of difficulty for all rolls for three rounds.

Killing Ky'Drases sends the flock into an uproar as one of them violently tears into the former leader's chest, retrieves an oblong beating cypher from the body and throws it towards the adventurers. The flock then takes their former leader's body into the air and drops it into the forest below. When activated, the cypher (Level 1D6) creates a 10-foot field around its user with those trapped in the field losing their first two actions as they become obsessed with the cypher. There is a 25% chance the user also becomes entranced with the numenera and loses their first action.

Around a dozen cables attached to the bottom of the landing strip fall towards the jungle below (Level 3 Strength roll to climb). If the PCs fall this time, the Thrydeen will have learned their lesson, and abandon the climber to a hard fall (8 damage).

By the time the adventurers arrive in the forest, the early evening has arrived and brings with it a celebration.

If the adventurers decide to climb the tree toward the sky they realize it appears there is no end in sight with the danger of a fatal fall increasing as the wind becomes fiercer.

Act III: The Evening Celebration

As day passes to night, the adventurers see no sign of a sun, perhaps due to the trees and clouds blocking their sight.

Once they reach the ground level, the PCs find themselves in a forest filled with glowing, multi-colored rocks shaped like eggs. Some are enormous while others are small and stacked atop each other creating several hills that obscure the sight beyond them. If the adventurers take a closer look at the rocks, they will find a few of them have undecipherable writings on them.

Touching any of the rocks with bare skin will result in a feeling of deep relaxation to the point of near unconsciousness. Those affected by the rocks must make a Level 4 Intellect roll or spend an hour in that state while all difficulty rolls are increased by one.

A violet energy mist streams from the east past one of the hills which leads to a group of plant creatures. They are free to investigate the mist which will lead them to "The Celebration" below or continue exploring the area where they will eventually be met by Osmaund.

I-A: The Celebration

Investigating the mist leads the adventurers to four large and badly deformed flower-based creatures in a small valley.

They are all lying on the ground grasping towards a tree which has been damaged by a bladed weapon. A cut to its side is releasing the mist the adventurers had spotted from before.

If the cut is covered by any means or if the PCs attempt to help the flower beings, the mist will cease and the 10-foot, bipedal flowers will stop grasping and rise slowly. They will make aggressive movements towards the adventurers and prod them north. The flowers communicate by discharging spores. If the adventurers have numenera that can translate plant-based communication they hear:

You have disturbed us from our right of celebration! No crime is as severe as that. We will take you to be judged for your malicious act. The maidens will must be known. (The other flowers release pollen indicating agreement).

Fighting the four flowers (Level 4), is also a possibility. The creatures use their metallic legs to squash and rip enemies and can also fire a blast of noxious pollen towards enemies in which the target must make a Level 5 Might roll or suffer 5 points of damage.

If half their numbers fall, the remaining retreat and inform the maidens.

I-B: Osmaund

In the event the adventurers are victorious in the confrontation or if they decided to leave the damaged tree alone and explore their surroundings, they will eventually come upon a 20-foot half organic, half metallic worm named Osmaund (Level 5). The green and yellow worm has a wide protruding eye on the right side of its body and an array of antennas on the top of its body.



I mean you no harm. You are welcome in the kingdom of the Twin Metal Maidens of the Soil. I, Osmaund, an envoy of the maidens implore you to follow me so my masters can converse with you on your visit.

Osmaund will answer some questions posed but will not go into specific detail and kindly apologize. He says his mistresses will not harm them if they are wise, but to pay no attention to their automaton counsel Lugo, since he is a trickster. He will give the following answers if questioned about the adventurers' predicament.

1. If they had interrupted the evening celebration, Osmaund says it is a severe crime, but believes they will not come to serious harm since they are the same species as his masters.
2. He will not explain the celebration and seems disgusted by the event.
3. He will confirm that they are in the "world" known as Dormanthalas. He knows nothing of Earth.
4. He has no explanation of how they traveled to Dormanthalas.
5. He knows nothing of the Pelanatar or the Xorhead.

Although Osmaund may seem pleasant, if the adventurers decline his invitation, he insists and does so by force. He will attempt to swallow them, and place them in his body for transportation. Those caught in Osmaund's body are covered in a greenish embryonic shell which protects them from his digestive acids and allows them to breathe in his body; PCs must make a successful Level 5 Intellect roll or suffer 7 Intellect damage from having to witness the process.

If Osmaund is defeated, the twins will know one of their closest advisor's demise and order more than a hundred of its followers to bring the transgressors to them.

Act IV: The Twin Metal Maidens of the Soil

The humanoid twins, Gallajrya and Valanxya, reign over thousands of monstrous subjects in the bizarre metropolis known as the Umbilical City where new forms of life are born in the fertile and swirling city.

The sisters, along with their disembodied automaton counsel Lugo, value the art of festivities above anything else, amassing a wealth of hallucinogenic pollen from flowers and life unearthed in their underground city.

Although similar in look, the twins' demeanors are significantly different.

Gallajrya is a carefree and high-spirited woman whose interest lies in new experiences, knowledge and enjoyment. Her friendly and untroubled demeanor is known to their allies and enemies as she has been known to absentmindedly reveal secrets her twin would have otherwise kept secret.

Valanxya has become the level headed one as of late after drastically decreasing her pollen consumption causing her long held blissful complacency to nearly end. Her devotion is still to her deranged and festive subjects, but she has begun to formulate plans and aspirations for the conquest of Dormanthalas. All she needs is time, more allies, and less enemies and advisors who don't secretly conspire to destroy her.

Lugo is the disembodied automaton counsel to the twins who led them from the Steadfast into Dormanthalas with promises of a kingdom of their own. The automaton is a sinister machine, but a very knowledgeable one who mixes insults with true statements. He is aware that Valanxya rightfully suspects him of an eventual usurpation, but he holds great sway with Gallajrya who would be beyond vengeful if her metal partner in revelries was destroyed.

An Audience with the Maidens

Traveling to the maidens' domain takes a few hours as they come to a clearing where hundreds of monstrous flower-based lifeforms circle a rock platform where twin female humanoids in glass and metal armor stand.

Gallajrya holds the head of the still-functioning automaton called Lugo, who has a sinister grin. Lugo giggles manically to himself as Gallajrya seems overjoyed with the presence of the new visitors, especially since the excited and simple minded twin has not seen a human for some time. The other twin, cautious Valanxya, smiles slightly as she carefully and methodically studies the new visitors.

If the adventurers interrupted their subjects' evening celebration they must pay the price and face Granyx (See Unfinished Business). The PCs can talk their way out of it with a Level 5 Intellect roll.

But first, the twins and their disembodied counsel, Lugo, make introductions and expect the adventurers to do the same.

Gallajrya is elated with the PCs' presence and accidentally reveals that she and her sister hail from the Steadfast after quickly ascertaining that the new guests might be denizens as well.

Valanxya in turn says she and her sister are the absolute rulers of this empire they see before them as well as The Umbilical City, a nearby cone-shaped metropolis. She politely asks who the PCs are and why they are in Dormanthalas. If the PCs are truthful or successfully deceive the twins, they will accept any reason. However, a failed deception results in the twins withholding all their knowledge for the rest of the adventure, leaving Lugo the sole source of information.

If the subject of the Xorhead is brought up by the adventurers, Lugo chimes in.

(Laughs and coughs off up some bits of metal and a dark orange substance) Ah, the Xorhead of the Cultivators. Coincidentally some of his followers are now trying to send the god to the oblivion. Can you imagine that? Mere mortals trying to kill a god. Not any god, but their god. Insanity.... (laughs) insanity!!!!

The sisters will confirm that the Order of the Cultivators, whose realm lies beyond the Living Ocean, has been in disarray lately after their leader, Krystatos, and several other followers abandoned the order to search for and destroy their own god for reasons only known to them.

Valanxya says it would be a great boon for them if the order's former leader was destroyed, as it would be more easier for her and her sister's empire to thrive without a possible resurgence of the religion. She says she will offer three cyphers and an artifact if the adventurers would give their word to eliminate Krystatos after they have found what they are looking for. Refusing Valanxya's offer, doesn't seem to affect her, "It was just a thought." However during their travels in Dormanthalas, Osmaund will attempt to destroy the PCs on Valanxya's orders.

Gallajrya seems not to care about the growth of the twin's empire, and attempts to entice the adventurers to stay in the Umbilical City forever as their guests where new nectars are grown and the celebrations never end. If the PCs persuade her to talk more of their origins, she reveals that she and her sister came to this place 200 years ago using "weird and baffling methods" taught to them by Lugo, who is a sorcerer. She seems unbothered by her youthful experience which she wrongly attributes to Dormanthalas' air.

Lugo will tease the PCs regarding who the adventurers really are, coming eerily close to their (supposed) true origins, but never revealing how he came to this knowledge.

Don't worry little ones. I won't spoil your lineage to my mistresses. By the by, some of the flowers here are meat eaters, but I think they shall pass on you this day. They don't feed on their own kind.

Tracking the Fallen Followers

The maidens tell the adventurers the best possible route to find the Xorhead is to search for the Fallen Followers who seek the god's destruction.

The sisters and Lugo have different advice on how the adventurers can find them, all of which involves a guide.

1. Valanxya says a witch may be the best way to find the followers. She suggests seeking out Zyan, a humanoid woman who practices magic and also has skill in tracking most in the jungle. Valanxya says she has heard second-hand that some of the sisters' subjects in the Umbilical City have been known to seek the witch out to find missing things and may know her location.
2. Gallajrya instead suggests reasoning with the worshippers who still remain faithful to the Xorhead at the City of Voradethra, and attempting to get aid and information where the Fallen Followers went. She recalls that one of Voradethra's citizens came to the Umbilical City seeking escape from his life, but does not know what became of him. Perhaps the adventurers can find him and learn Voradethra's location.
3. Lugo suggests using the alchemist Tremalayn who is a "ridiculous man but his knowledge includes this land and the lands beyond." Lugo warns that although Tremalayn's knowledge is vast, take care not to believe everything that is said. Lugo hears rumors that some in the Umbilical City seek the alchemist's tonics on a regular basis, but can't fathom why since everything they need is in the city.

Unfinished business

If the adventurers attacked or killed any of the sisters' followers, or interrupted the evening celebration, they are prodded towards a mushroom-shaped stadium made of a blue and white marble-like material where the adventurers must fight Granyx (Level 5).

Granyx is a half-automaton, half-plant hybrid standing 5-feet tall with a good portion of its elongated head comprising the majority of its blue and red sinewy body. The top of its head looks like a sharpened leaf that has hardened. It uses its head to ram the leaf into its prey.

The head can also loosen and ensnare a target causing the victim to lose their next turn. Three small versions of Granyx (Level 2, Health: 2) then pour out of its head, hopping onto the PC and begin to construct flesh homes on the victim's body creating 3 points of damage every round until they are eliminated from the PCs' body.

Gallajrya will be extremely happy if the PCs manage a victory against Granyx as Valanxya merely smiles slightly and Lugo stares blankly at them.



Act VI: The Umbilical City

The Umbilical City winds itself endlessly into the layers of Dormanthalas' fertile and alien soil as a shell blooms in its center.

The colorful and cone shaped city is nearly 5,000 feet wide on the surface and gradually dwindle in size as one travels deeper into the city's most destructive levels where a living darkness slowly eats away at all life.

Traveling down the city is done through a flimsy and treacherous road which caresses the inner walls of the metropolis.

In the center of the city rises a shell which many believe belongs to the lifeform who continues to dig into Dormanthalas. The name of the city comes from a separate theory that the shell is in fact a cable of some sort that was connected to a being that has since disappeared.

Currently, nearly a third of the plant-based denizens grow from the spongy, living walls and buildings as countless galleria-like structures protrude at irregular intervals containing the maidens' subjects. They continue to metamorphosize as they mingle with substances and forms of life taken from throughout Dormanthalas.

Their purpose is to create and discover new forms of enjoyment as per the maidens' edict.

Basic City Breakdown and Hints

The city is roughly broken down into three sections.

The first level of the city the adventurers will run into is the Stigma where fungal merchants growing from the ground are all too happy to provide information and possible hints where the PCs' queries can be found.

They can provide the following breakdown of the city.

The upper tier, or the Stigma consists of the city's merchants where most humans tend to visit since the air is still breathable. You can find various plants, numenera, and food usually contained in spongy mounds. (Clues to Zyan's location will be found here. See the Stigma.)

The middle tier is the Style, a toxic environment where most natives reside and where some of the most monstrous denizens come to change their appearance to appear more suitable to the maidens' eyes. Fugitives and criminals have known to use the Style as a sanctuary, but slowly succumb to the dangerous air. (Clues to Voradethra will be found here. See the Style.)

Very little lives in the lower tier named the Living Darkness. Most who attempt to dwell here are explorers searching for new discoveries, but slowly fade away due to an unknown force. The explorers use various methods to keep themselves alive. (Clues to Tremalayn will be found here. See the Living Darkness.)

The Umbilical shell is an impenetrable structure which emits energy at different times of the day causing minor mutations for the denizens of the city. The changes are mostly cosmetic in nature with most transformations involving changing a subject's skin into a more vibrant color.

If any adventurer has been affected by the Distortion they will see a small version of it growing in a small alcove surrounded by wooden-like flowers that struggle to grow due to a thick slime covering the recess. The Distortion whispers, "The creatures who are falling apart live in the darkness. They know of one who hears too much, but knows much."

Encounters in the Umbilical City

Roll 1D20 for every city level the PCs explore. Use the next encounter for duplicate rolls.

1-3) New Growth

A garden tenderer has found new plants in the form of the adventurers to beautify his collection, but must contend with the PCs' anticipated unruly disposition.

The adventurers fall through the road and land in a garden filled with growing silent humanoids whose rose-like heads are filled with smiling or pained faces. The PCs must make a Level 4 Might roll to stave off the effects of the garden or go into a deep state of relaxation with difficulty rolls increased by one for three rounds.

A light reddish, gelatinous creature (Level 5) with thousands of filaments smiles at the PCs as it approaches them with a numenera in the form

of a two pronged lance which it uses to inject (5 damage) an unknown substance.

If adventurers are struck by the lance, smiling flowers grow from their wounds. PCs must roll a Level 5 Intellect roll or suffer 5 Intellect damage from witnessing the event.

4-8) Scent Enhancer

A denizen takes great offense at the adventurer's smell and offers a painful solution.

A brightly-colored roach infested fly-humanoid (Level 5) takes offense at something it smells from the adventurers. It uses its three mucus-filled great eyes to quickly scan the PCs up and down attempting to find the smell's exact origin.

It offers to vomit on the PCs to hide the "putrid" smell from the other citizens of the city or face its wrath. Adventurers can calm the humanoid down and talk it out of throwing up on them with a Level 5 Intellect roll.

Its vomit burns flesh (Damage 6) but smells like fresh flowers.

9-13) The Birth

A birth causes trouble for the adventurers.

A creature growing from the city's walls gives birth pushing two random adventurers off the side of the road. The PCs must make a Level 5 Speed roll or fall onto a galleria below taking 7 damage.

The wide newborn is a beautiful, snail-like lifeform with electrified, pointed spikes scattered throughout its shell.

The mother (Level 5), whose writhing body makes up a 20-foot area of the wall, extends her one-dimensional head to apologize.

14-17) The Dispenser

An organic machine provides a replenishing and relaxing experience but may lead to a nightmarish conclusion.

A chaotic collection of webbed and flesh plant humanoids called the Pallagant make up a machine dangling above a galleria where dozens of citizens gather to collect fallen skin which has been shed by the hundreds of pale and emotionless creatures.

A chalk white humanoid with a blue star shaped head picks up a piece of skin and consumes it causing his shriveled leg to instantly heal. He

offers some skin to the PCs and tells them in a weak voice, "To make better."

Those who eat the skin heal 4 points to any Pool, and feel a tranquil mood overtake them as their bodies become accustomed to the sights and smells of the Umbilical City; they are no longer affected by any disadvantages the city produces such as the the loss of initiative in the deeper levels of the city.

However, they must also make a Level 5 Intellect roll with failure leading to 7 Intellect damage and communication by the Pallagant which manifests in a hallucination. The PC sees the calm faced creatures turn angry as they painfully and graphically pull apart from each other, often leaving parts of their bodies attached to others, and jump towards the adventurer all the while screaming, "Release us! Release us!"

A Level 4 Intellect Roll is needed to escape from the hallucination with failure resulting in 4 additional Intellect damage.

18-20) An Unpleasant Meal

Silent humanoids attempt an advantageous trade with the adventurers only if they can get through an unpleasant meal.

Three mute, violet-white mushroom humanoids (Level 4) quickly take notice of the adventurers. They emit large spores in the air and motion the PCs toward them.

An entire spore, which tastes like rotten eggs, must be eaten in order to understand the humanoids' communication. It will take a Level 5 Might roll to eat the whole spore with failure prompting the PC to vomit. There is a 35% chance the vomit quickly mutates into a bony, mushroom-humanoid (Level 4, Health: 5) with faint facial attributes of the PC. It will attempt to re-enter the PC using its sharp, protruding bones (Damage 6).

If communication is accomplished with the trio of mushroom humanoids, they will trade an Uncanny Relic - The Orchid Emitter for three numenera.

The Orchid Emitter - Uncanny Relic

Level: 1D6

Form: A metal and glass rifle which uses concentrated pollen from an orchid contained in a glass container.

Effect: The emitter fires a focused blast of pollen containing thousands of microscopic lifeforms that eat flesh and metal. The beings cannot eat through glass. Creates 2 points of damage for three rounds. Can only be fired twice per day.

Depletion: 1-15 in 2D10.

GM Intrusion: The thousands of denizens in the orchid develop advanced intelligence after a hole in the glass container accidentally forms and brings in a substance that evolves the minds of all in the flower.

During a rest period, the adventurers wake to find themselves in a gigantic orchid where bald, four-legged humanoids with crusted skin have somehow shrunken the PCs and taken them inside the orchid.

The denizens debate the adventurers why they must ally themselves with the group. This can be played out or the PCs can use Intellect rolls (Level 5) to make their point. Failure results in half of the population protesting their use in the weapon, thereby diminishing the weapon's damage by half. There is also a 30% chance the debate turns violent with six of the creatures (Level 3) attacking the adventurers.

The City Divisions

Section 1) The Stigma

The Stigma is filled with plants that emit energy waves which pull in pollen and airborne organisms found throughout Dormanthalas. The plants use the captured substances to create new life.

Humanoid visitors tend to visit only this section of the city since the air is still breathable and it's much easier to trade food and numenera since the denizens in the Stigma, particularly weird forms of fungus, have adopted the ways of the maidens so that oral communication is a possibility.

Initial Clues and Clue to Zyan

Adventurers searching for clues leading to Zyan will find information if they speak with the merchants who are created of hardened bodies of fungus.

The PCs must make a Level 3 Intellect roll to properly understand a fungus merchant whose communication is made up of rubbing its body to create reverberating words.

If the fungus is asked about Zyan it tells them to seek out Lyfeqwel who sought the witch's help after his right arm withered away. Unfortunately, the fungus does not have sight and does not know what Lyfeqwel looks like. He only knows that Lyfeqwel resides in the Stigma and is missing his right arm.

PCs must make two successful Level 4 rolls with each failure adding half a day to their search to find Lyfeqwel. If one full day passes without finding Lyfeqwel, the PCs run into another encounter.

If the merchant is asked about Tremalayn or the refugee from Voradethra, he has not heard of them and suggests traveling deeper into the city where they may seek more information on them.

Lyfeqwel

Lyfeqwel is a decaying 15-foot tree-humanoid (Level 6) missing his right arm. He has several pouches found throughout his body where smaller beings reside. Currently, there are three faceless and gelatinous humanoids (Level 2) who reside in the chest, left leg and left arm pouches.

A numenera in the form of a cable dangles from Lyfeqwel's mouth which the small creatures snatch and blow upon whenever they wish to communicate.

The greedy and rude body denizens want three numenera and a pint of blood from one of the PCs (the process permanently decreases the PC's Intellect pool by 4 points) for information on Zyan's whereabouts. Failing that, the denizens will command Lyfeqwel to destroy the adventurers.

They will surrender the information if one remains alive; killing any of the small humanoids decreases Lyfeqwel's difficulty level equal to the number of dead residents.

Lyfeqwel tears off a piece of his bark and scratches a map to Zyan's home. Her dwelling lies across the Living Ocean towards the north and takes two days to get to.

Section 2) The Style

Heavy amounts of pollen and spores collect in this section of the city where the maidens' subjects mine flowers, numenera, and alter their appearance.

Most of the city's residents live in the Style and are often birthed in this area.

A good number of the twin's subjects visit the plantsmiths who use their newly found discoveries and numenera to change their customer's features to appear more pleasant and less repulsive.

The thick air in the Style is barely breathable to humans; PCs do not have the initiative on this level.

Clues to Voradethra

Yolphun was part of the mass exodus at Voradethra once the citizenry learned of their leader's mad and blasphemous plan to destroy their god. The disillusioned and paranoid humanoid came to the Umbilical City to escape the insanity and found peace with the consumption of plants in the city. Yolphun resides in the Style where he continuously looks for new methods to change his humanoid form into that of his newfound friends.

In order to find Yolphun, PCs must inquire with the plantsmiths who change inhuman vessels to humanoid forms to better resemble the maidens, although the crude process often ends with the opposite result.

One of the plantsmiths will recall that a humanoid wanted to change his body to be more repellent, unlike the human forms of the twins. The plantsmith directs the adventurers to a giant, purple slug bathing in a small, bubbling pool with others lifeforms.

The plantsmith also knows that citizens of the Stigma have sought out Zyan the Witch's expertise but he does not know in what capacity. He has not heard of Tremalayn, but the name has unnerved him as though he knows it but cannot seem to know why he represses the name. He suggests traveling deeper into the city for knowledge on this man.

Yolphun

The once humanoid lifeform known as Yolphun has been transformed into a 10-foot tall slug with all that was left of his humanity, consisting of his feet and his head, dangling atop a slick, glistening neck.

Yolphun (Level 5), who can still talk, will initially deny any relation to Voradethra or the fact that he was once humanoid, desperately claiming he was born in the Umbilical City.

It will take a Level 5 Intellect roll or the threat of violence to persuade the being to speak the truth as he reveals the City of Voradethra is "cursed" and very few true faithful remain.

Yolphun provides a map to Voradethra by shedding one of his humanoid feet which quickly hardens and depicts the route the adventurers must take. Voradethra takes three days to get to by foot and lies across the Living Ocean towards the east.

Section 3) The Living Darkness

Vase-shaped bioluminescent plants and flowers fill this humid and musty region of the city. Although the thousands of waving plant life emit fading light, an unnatural darkness wraps itself around the flowers giving very little idea of what's beyond them.

The origins of the area's namesake not only refer to the impenetrable void of the environment but also a colossal monster made out of dark and ethereal substances. The monstrous entity, also called the Living Darkness, was constructed ages ago to devour light and intelligence, but without masters to prod it to work, it's content on relaxing unless attacked. Although it sleeps, its body continues to gradually extract all light and intelligence from all beings.

Most of the sentient life on this level consist of 4-foot tall lifeforms called Zolazyls whose bodies resemble material similar to wet papier-mâché. Every minute or so, discolored chunks of the Zolazyls' body plop to the ground. They have been instructed by the maidens to search for the being who created the city and who they believe continues to drill into Dormanthalas' core.

The Zolazyls' progress has been grinding to a halt as the darkness continues to eat away at their minds while the environment peals away at their bodies.

PCs automatically lose 3 Intellect points when they enter the Living Darkness and do not have initiative. The lost Intellect points return once they leave this section of the city.

Clues to Tremalayn

Merchants in the city can give the PCs information that the Zolazyls are the most resistant citizens in the city when it comes to degradation since they use an unknown substance to regenerate body parts.

The Zolazyls have been drinking tonics created by Tremalayn to regrow body parts and replenish their stolen intelligence. However, the tonics have caused putrid-smelling smoke to emit from the Zolazyls' bodies causing sickness to others; PCs must make a Level 4 Might roll or suffer 4 Speed damage which bypasses any armor.

The soft-spoken and grouchy Zolazyls owe much to the alchemist and will not readily reveal his whereabouts, especially to strangers who intrude upon their work.

However, they can be persuaded to tell what they know if the adventurers help them deal with the humanoid Cybeolla who feeds on all light sources.

The explorers have been using the flowers of the gallerias to track her, but the darkness and Cybeolla's collection of light hamper the Zolazyls efforts to stop her. It will take a Level 4 Intellect roll to successfully track Cybeolla with failure adding half a day to the search and a loss of 2 Intellect points for all.

Cybeolla

Cybeolla (Level 5) is a female humanoid with long, dirty blue hair. Concentric black circles emanate and float throughout her dark, leathery body as piecing white eyes calmly scan everything in sight.

Across her body are cyphers in the form of orchid-like flowers each with distinct writing and symbols. Cybeolla senses that the PCs are a real threat to her and will avoid combat by attempting to reason with them that she does not consciously work against the Zolazyls (false) but it is the nature of her being to feed on all light sources. She is pleasant and to the point, telling the adventurers she has no interest to harm the adventurers but her powers are formidable and battle will likely lead to death on both sides.

If asked, Cybeolla offers to obtain the information on Tremalayn if they provide her with a living

Zolazyl who she can corrupt and control with one of her numenera; attempting to kidnap a Zolazyl results in four others (Level 3) of its kind coming to its defense. Their main form of attack is comprised of forcing a chunk of their body into the mouths of the PCs. The adventurer must then make a Level 4 Might roll or watch as pieces of their body transform into a moist and spongy flesh which falls onto the ground. The experience causes 4 points of Might and Intellect damage.

If the PCs use combat against Cybeolla, she must be destroyed or heavily injured within four rounds or the group loses sight of her as her body consumes all sources of light.

Cybeolla will use the following orchids against any attackers by blowing particles from the flower to the target. Targets must make a Level 4 Might roll or fall victim to the effects.

1. Blue-violet orchid - The victim begins to lose all hope and senses the end is near for all. She makes sure her comrades and all around her are aware of the imminent apocalypse. All difficulty rolls are increased by one for three rounds. The PC also loses 7 Intellect points.
2. Blue-red orchid - The target questions his actions against Cybeolla and will not attack her. He instead pleads with the adventurers not to harm her. The victim will rush to defend Cybeolla by protecting her with his body and attacking anyone who dares harm her for three rounds.
3. Blue-pink orchid - The PC falls madly in love with Cybeolla and immediately offers to find her legendary lost cosmic orchid in hopes she returns his love. He abandons the adventurers and runs off to a corner and digs looking for the orchid for three rounds.
4. Blue-brown orchid - The target senses that the darkness around them is living and begins to attack random areas for three rounds. There is a 40% chance that the PC inadvertently hits an appendage of the Living Darkness entity who solely focuses on the adventurers and begins to feed on them. Have all PCs make a Level 5 Intellect defensive roll with failure leading to 6 Intellect damage.

The PCs will eventually learn that Tremalayn's hut is across the Living Ocean in the north and takes two days to get to.

If the PCs aided the Zolazyls, they give the adventurers a small segment of their wet bodies and indicate it will harden once they reach the Style where the body part will solidify and a map will appear.

If the PCs aided Cybeolla she buries the living Zolazyl in the ground and blows particles on the soil. After a few minutes an orchid quickly grows with its wide petals showing a map to the alchemist's hut.

A Parting Gift

With the information obtained, the adventurers will be ready to cross the Living Ocean.

Before they depart the city, if the adventurers chose to follow Gallajrya or Valanxya's advice, the sisters offer to trade numenera for a small hovering vessel which may aid them across the Living Ocean.

The vessel is an archaic machine that appears to be on the verge of collapse, however it is functional and hovers several feet above any surface traveling at a slightly faster pace than foot travel; it can be pushed at a much higher speed but for a very short duration. The maidens would like three numenera for the small craft.

If the adventurers wish to inspect the vessel before using it, a Level 4 intellect roll will allow a discovery that the vessel was used as a luring device to capture male Xylagals using the engine's noise; the sisters will have no idea of the device (true) when they offer the vessel. Another successful Level 4 intellect roll will allow the adventurers to decrease the sound substantially so no Xylagal will be affected by the noise.



Chapter 11

The Living Ocean

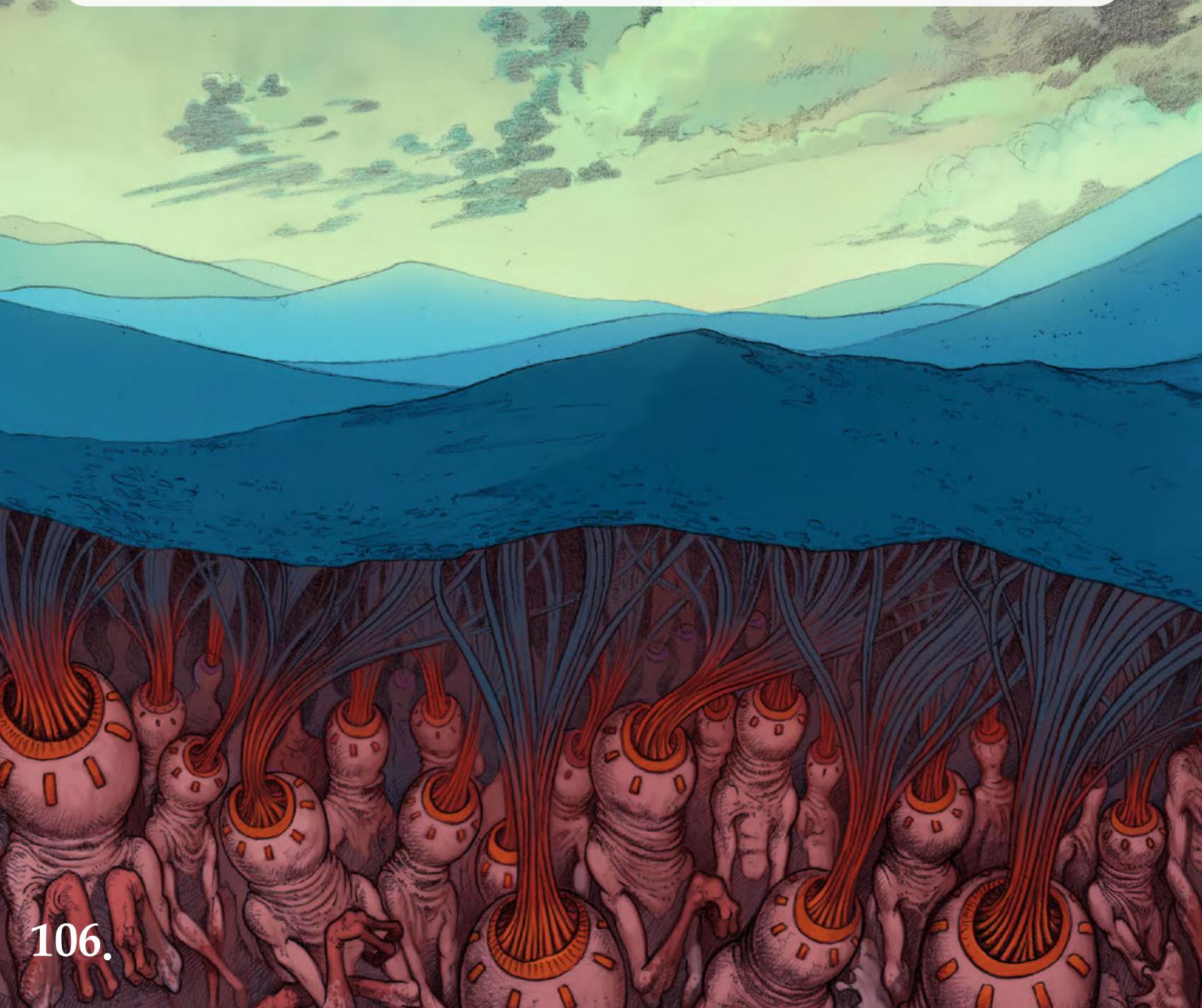
The Living Ocean is a term conceived by the twin maidens due to the phenomenon resembling an ocean which is in fact a weird surface several feet above land created by millions of creatures called Xylagal.

The Xylagals are pink and red, biomechanical animals who stand between 6 to 8 feet in height. Its most distinguishing feature are metal but malleable cables growing from a large hole on the top of their heads. The Xylagals' intelligence are similar to that of a simple animal with communication done by the vibrations of the cables which produce droning buzzes.

For the most part the Xylagals are not hostile and will not attack unless attacked upon.

When the Xylagals become part of the the Living Ocean, they enter a trance as their cables begin to wrap themselves with others emitting a blue sand-like terrain over the heads of the creatures.

The surface of the ocean is quite solid even though it's only inches deep.





Navigating the Ocean

The Living Ocean is found several miles to the west of the Umbilical City with its shoreline littered with the bodies of hundreds of thousands of deactivated Xylagal whose heads sprout broken and chipped cables in every direction.

The activated Xylagal creating the ocean sway with a clumsy and slow effort creating a mesmerizing but peculiar effect.

If the PCs are traveling on foot, they must make a Level 4 Speed roll to carefully maneuver past the dead Xylagal's sharpened cables on the shore to climb atop the ocean with failure resulting in 5 damage.

If the PCs are using Gallajrya's vessel and have not adjusted the engine's noise, four Xylagal (Level: 3) jump out of the ocean, search for mates aboard the ship, then turn angry and attack the adventurers aboard. The adventurers can inspect the ship and find the Xylagal luring device aboard and deactivate it with a Level 4 Intellect roll. If they don't deactivate the device, they run the risk of attracting more Xylagal to the ship.

Ocean Encounters

The adventurers will come across the following encounters.

1. Ocean Breakdown

A creature-ship has crashed onto the surface of the ocean causing confusion among the Xylagal in the immediate area who mistake the adventurers for one of their own and attempt to bond with them.

Hours into the voyage, the PCs see an object that has crashed into the ocean where hundreds of Xylagal move confusedly around, grasping into the air and feeling their surroundings.

The crashed object is a 100-foot yellow-green butterfly-like creature with gigantic and thick clay-like wings whose wingspan is nearly half-a-mile in length. Several portals are found across the dead creature-ship's body with valuable devices streaming from its damaged and diseased body.

If the PCs investigate, they can salvage 2D4 cyphers and an artifact. However they will be approached by four Xylagals (Level 4) who stop moving and blast their cables into the adventurers' heads mistakenly thinking they are one of their own; PCs with no hair will not be targeted by the Xylagals.

Adventurers struck by the cables receive 4 Might and Intellect damage as the Xylagal's animalistic and chaotic thoughts invade the PC. The PC cannot undertake any actions until the cables (Health: 4) are removed from their heads. The confused creatures will continue to bond with the adventurers until they flee or destroy the Xylagals.

2. Maintenance

A giant creature appears during the twilight hours to fix a blinking star in the sky but inadvertently causes other stars to break down and fall into the ocean.

During the late evening hours as a multitude of stars appear in the sky, the Xylagal begin to buzz a soothing and nearly melodic sound as a mammoth, ethereal humanoid materializes in the horizon.

The humanoid focuses on a star that is blinking on and off. As he raises his arms to twist the star, other stars in the sky flash and fall into the ocean.

If the PCs are in the twin's hovering vessel, the pilot must make a Level 5 Speed roll to escape the falling star. Failure leads to the decimation of the ship as well as 10 damage to all aboard. The star is revealed be a large machine, 10-feet in diameter, with panels emitting fading light.

If the PCs are traveling by foot or if the pilot failed to dodge the falling star, the PCs must escape a second falling star or suffer the same damage.

This time there is a 50% chance that the fallen star creates a hole in the ocean where the PCs fall and are trapped with the Xylagals beneath the ocean until they manage to climb out or are rescued by another PC. However they must make a Level 5 Intellect roll from having seen the chaotic and claustrophobic sight of the Xylagals underneath the ocean with failure leading to 7 Intellect damage

3. Xylagal Wave

Whether the adventurers are traversing by foot or traveling on the vessel, hours into the voyage they will begin to notice waves forming on the horizon. At first, the waves reach heights between 8 to 15 feet.

These waves will the stop altogether until larger ones nearly 30 feet in height appear.

The pilot of the craft must make a Level 5 Speed roll in order to steer the ship away from the fast moving waves, failing to do so results in the craft getting pulverized by a Xylagal wave. The

adventurers must then make a Level 4 Speed roll to evade more oncoming waves; this also applies if the PCs were traveling by foot. Failing this roll causes 6 points of damage.

If the ship wasn't destroyed, it runs out of power several hours later. The PCs can salvage 2D4 cyphers from the vessel.

4. The Possessed Xylagal

Near the end of the Living Ocean the adventurers come across a Xylagal walking towards them. It has mechanical elements throughout its body which appear to be dripping off it.

In its right hand it carries an Uncanny Relic in the form of a glowing mace that's 6-feet tall. In place of a traditional mace head is an automaton head (6-feet in diameter) frozen in a state of shock as if the metal machine is yelling at something beyond. The mace has its own propulsion system which helps the Xylagal wield the weapon.

If the adventurers attempt to avoid the Xylagal, it will follow and eventually catch up to them. The Xylagal will then raise the automaton mace and a horrific yell will emit from the automaton head. PCs must make a Level 4 Intellect roll or take 5 Intellect damage.

Those affected by the sound will hallucinate and see a glowing garden where a massive automaton accidentally removes a bulbous growth from a red floating tree. The hallucination continues as a humanoid appears and points accusingly at the automaton and severs its head. The humanoid then drives a stake at the end of the screaming automaton's head.

Following the hallucination, the Xylagal will leave the adventurers and look for other lifeforms.

Xylagal's Mace and Tale

The Xylagal (Level 5) will strike anyone with the mace if attacked.

It can strike targets with the mace producing 8 points of damage, but it loses the next action since the weapon is so immense, and takes time to position for a strike.

In addition, the Xylagal can activate the mace one more time to emit the hallucinatory-inducing yell. PCs must make a Level 4 Intellect defensive roll or suffer 5 Intellect damage. This time, the adventurers see a vision of a Xylagal discovering the mace half buried in a frozen violet swamp.

As the Xylagal picks up the mace, small metallic pieces of the weapon drip down onto the Xylagal making it panic and buzz wildly.

Alternatively, the adventurers can attempt to communicate with the Xylagal, a Level 4 task. If successful, the Xylagal's quest is to bring to light the automaton's story, but the animal wishes to pass on the duty since the mace has damaged its sanity as well as its physical form, producing dangling cybernetic lesions across its body.

Those who obtain the mace will notice small bits and pieces of the head tend to drip on the user, creating small, crying cybernetic lesions on the user's armor or skin. These are easily shaken away, however if left untouched for a long period of time, the user will begin to hallucinate the automaton's demise over and over again. The PC must make a successful Level 5 Intellect roll or suffer 5 Intellect damage. The mace acts as a medium sized weapon due to the propulsion system which makes it easier to wield.

Once the adventurers have successfully traversed the ocean, they find themselves in the western lands of Dormanthalas.

The Automaton's Torturer - Uncanny Relic

Level: 1D6

Form: A mace with the screaming head of an automaton serving as the weapon's head which is 6-feet in diameter. The weapon has its own propulsion system allowing the user to better carry it. However, it takes an action to position the weapon to strike. The mace causes 8 points of damage.

Effect: The automaton's mouth releases a hallucinatory-inducing scream showing its beheading by its former master. The target loses his next action and takes 4 damage.

There is also a 20% chance that the target reenacts the vision and removes his own head; does not affect Level 5 or higher creatures. Effect can only be used once a day.

Depletion: 1 in 1D20. Depletion only affects the mace's scream.

GM Intrusion: The automaton's humanoid master, Kadmakar (Level 5), has tracked it down and wishes to trade the PCs for the mace so it can finish what it started, namely torturing the automaton further until he bores of it.

Kadmakar is overjoyed and quite pleasant with the PCs even as he describes the horrible ways he intends to inflict damage on the automaton head.

He will trade four cyphers for the mace, and threatens the adventurers if they decide not to do business.

If no deal is made, Kadmakar will teleport the automaton's missing and badly damaged 20-foot body (Level 3, Health: 10) to assist him in destroying the adventurers. For every successful strike against the machine, a portion of its antiquated body falls to the ground which the PCs must dodge with a Level 4 Speed roll or face 5 Damage.

Kadmakar wields two long swords (Damage 6) with each successful strike emitting a sucking noise from the weapons.





Chapter 12

Encounters in Dormanthalas

Similar to the eastern region, western Dormanthalas is home to a sweeping range of bizarre life and pockets of surreal environments, but with more bewildering characteristics and peculiar modes of communication.

At this point in the game, the PCs should have come across a numenera which will allow them to communicate with sentient plant or flowers. If not, allow them to find the young Tyryggo mask in their first encounter.

The number of encounters is equal to the amount of days it takes them to get to their guide. For instance, if the adventurers agreed to take Valanxya's advice to seek out Zyan the Witch, which takes two days, then the group will run into two of the following encounters.

The GM is free to pick the encounters she wishes, or allow the PCs to roll two 1D10 for each encounter. For duplicate rolls, pick the following encounter.

0-16) Tracking Earth Tremors

A humanoid seeks help locating barely detectable tremors in the ground which may help the adventurers overcome an obstacle. The solution lies in the body of an animal that one of the PCs must travel inside.

A bottomless orange and purple canyon stops the adventurers from getting to their destination. Further examination appears the canyon is slowly continuing to expand.

A small humanoid named Trophogati approaches the PCs riding an insect-like steed which is barely enough for the rider. Trophogati is interested in all sounds often remarking to the adventurers that they have very unique and pleasant sounding voices and footsteps; he often asks if he can record the PCs' sounds, offering the adventurers his own sounds.

He asks the adventurers to help him to track vibrations that may be creating the canyon. The task is a Level 5 Intellect roll that can be lowered with the assistance of numenera, or the PCs can to attempt to better use Trophogati's numenera vibration sensor.

Several miles away along the canyon's edge lies a primitive processing center manned by six reptilian humanoids clothed in leather and ragged cloths. The Thyrosks (Level 4) have countless wing-arms, with most appearing dead or limp, and a single orifice in the middle of their heads.

A giant blue and dotted slug lies near a hole as the Thyrosks collect insects from the slug's body.

The numenera instruments indicate the source of the vibration is coming from the slug. Perceptive PCs will notice that the semi-transparent slug appears to have something glowing in the middle of its body which is a beating oddity that is attracting underground insects.

The oddity is creating the barely perceptible vibrations that is causing the canyon.

Dealing with the Thyrosks

Trophogati says the Thyrosks can be reasoned with but the price can often be steep. He is unsure what their next action should be, whether through action or dialog.

It will be up to the adventurers to decide.

If the PCs approach the Thyrosks they use their orifices in the middle of their faces to emit a thick and vile orange pollen to communicate.

*You leave now! No food for you. This food for us!
This is ours! You leave now!*

The Thyrosks can be made to understand the situation with numenera pollen translation devices, but they will want four cyphers to desist their operation; Trophogati is more than willing to offer one of his cyphers for the trade.

The tricky part comes in when the Thyrosks insist on one of the PCs entering the slug's mouth to get to the oddity; they will not accept killing the slug as it is a part of their salvaging operations. The PC must make a Level 5 Intellect roll as he traverses the hideous body, failing to do so results in 7 Intellect damage and being trapped in the slug's body until another PC successfully gets him out.

The successful PC who retrieves' the oddity is welcomed by an overjoyed Trophogati and his steed with the Thyrosks amused at the adventurer's predicament.

Destroying the oddity slowly causes the canyon to disappear.

17-33) Dripping Water

A gardener seeks to collect rain drops from a tree but realizes that it's not what he was expecting and offers it to passerbys with unintentional, terrifying results.

The adventurers pass through a field of blue and violet flowers which vibrate with energy as they grow bigger before the PCs eyes in a matter of minutes. The flowers then organically combine and transform into a towering blue and purple tree.

A 15-foot, floating being known as Mazzgwar (Level 6) appears before the tree.

The mute insect-plant hybrid has hundreds of wings covering its green-scaled body. One of its many hands holds a numenera device which activates and transports bowls underneath the tree.

Rain starts to fall onto the tree which transforms the water into a vibrating liquid which is collected by some of the bowls. As Mazzgwar slowly floats to the bowls and inspects each one, he becomes slowly aware of the PCs presence and stops his duties. If Mazzgwar is attacked he will appear terrified, back away slowly, then proceed to kill the adventurers.

If left unharmed, Mazzgwar inspects the rainwater in the bowls and appears visibly dissatisfied. He uses his numenera to transport the bowls in front of the adventurers since he thinks they may have use of the waters, unaware that his action may cause dangerous results.

There is a 50% chance something the adventurers encountered in Xenthropa has latched onto their armor or clothing and is reacting with the presence of the rainwater to create new life.

The new slimy lifeform is called a Skeretch, a lanky and flat body with three mouths (Level 4). PCs who have the Skeretch latched onto their body cannot attack the Skeretch in their first action. The Skeretch will hiss and attempt to bite the PC's nearby comrades; it can use its mouths to attack three PCs in one action causing the loss of 4 points per bite.

Mazzgwar appears to be curious about what's happening, but floats away.

If the adventurers attack Mazzgwar, he will begin using his numenera device to combine two of the PCs' physical bodies with each other where both suffer an increased level of difficulty on all rolls until Mazzgwar's numenera device (Health: 5) is destroyed. Both PCs also suffer 5 Intellect damage from having gone through the experience as they begin to share each other's thoughts.

34-50) Poet's Hunters

A bio mechanical woman becomes distraught after a cherished tree begins shedding its organic skin revealing a metal skeleton. She loses her inspiration to write her dark poems which feed the hunger of monsters who now threaten her harm.

As the PCs cross a fast-moving stream, its yellow waters suddenly become clear. Soon, a woman made of flesh and white metal can be heard screaming for help.

The adventurers see the humanoid Phaglorya (Level 3), with her long smooth head which curves toward the back of her neck, running towards them. She explains that she needs their help since her tree has begun to die which could lead to her own demise.

A tree made of long vertical rows of branches is losing its thin, red leaves and blue bark revealing an electronic surface with hundreds of small portals which emit faded streams of white pollen. Exposure to the pollen leads to vague creative thoughts and ideas, but are quickly forgotten and unrealized.

Phaglorya will pay with cyphers from her body if someone can stop the shedding of the tree and revitalize the tree's once organic nature.

A Level 4 Intellect roll will discern that the tree's interior structure has always been inorganic, a notion Phaglorya will vehemently deny as she insists the tree is an organic being which has inspired her to create poems to feed the Glegrodroms, lifeforms who feed on metal and/or intellectual stimulation.

The tree, a numenera, is broken and cannot be fixed.

The three Glegrodroms (Level 5) are 20-foot plump, orange humanoids with rusted teeth who suddenly appear before the tree. They appear harmless as their sad and waiting faces look

towards Phaglorya.

Phaglorya shakes nervously to herself as she desperately asks the adventurers if they may have some unpleasant poems to "feed" to the Glegrodroms.

It will take a Level 5 Intellect roll to appease them with each failure leading to an attack by the Glegrodroms who use their teeth to emit a spectral-like jaw to bite their targets and take 7 Intellect points from them. They are also armed with spiked clubs (5 damage).

Once they are satisfied, they simply disappear, and there appears to be no real evidence that they existed (no footprints) except for the damage the adventurers incurred.

Phaglorya removes external organs in the form of three cyphers from her body and gives them to the PCs as a reward. With the Glegrodroms gone, she is free of her obligation and leaves her tree.

51-67) Mother of the Lake

A creature emerges from a lake sensing something familiar about the adventurers. Her appearance causes chaos for a group of animals who eventually take revenge.

The adventurers see beautiful birds with three elongated heads called Cypyurs gently gliding above them, appearing to follow the group towards a lake.

In the center of the lake is a small island of trees formed in a high crest. The Cypyurs have congregated on the island and have formed horizontal, sprouting structures which appear to be nests on the trees. Along the lake's coast is a pale orange reef of deformed, fossilized humanoids.

As the adventurers near the lake, the island trembles as the Cypyur nests fall into the water. The Cypyurs take flight and flee into the nearby woods.

The trees on the small island quickly emit blue and orange spores that cover the coast; PCs must make a Level 6 Might roll.

Nyamoreen

Those who fail the roll see the rest of the island emerge and realize that the crest of trees is the top of a giant, beautiful female humanoid's head. Nyamoreen (Level 6, Health: 20) is covered in green and orange metal scales covering her all

the way to her lower coiling body, most of which remains underwater.

Those who succeed the Intellect roll must make an additional Level 5 Intellect roll or suffer 7 Intellect damage as they see instead a horrific creature emerge from the water. The crest of trees is also the top of a female being, but she is covered in a green and orange scaly skin with a deformed and leathery face composed of blackened eyes and a gaping mouth with dark liquids dripping from it. Nyamoreen apologizes to anyone seeing her true state and says she attempted to save them the sight when she emitted the spores.

Nyamoreen communicates by emitting spores from the crest of trees atop her head, and tells the adventurers it has been some time since she has emerged from the lake. According to Nyamoreen, an alchemist who has prolonged her children's lives carries the same scent as the PCs. She reveals the alchemist as Tremayln who she has not seen for some time. Her children appear to be the fossilized lifeforms in the reef, although she doesn't appear to know their true state; observant PCs will notice that Nyamoreen is blind.

She will ask the adventurers what they think of her children.

Revealing the true condition of her children will enrage and sadden Nyamoreen as black liquid begins streaming more frequently from her dark eyes.

She thanks the adventurers for their honesty and asks the adventurers to find and kill Tremayln.

If the PCs agree to the task, a tree rapidly ages and dies. In its remains are two random, organic cyphers which Nyamoreen says will aid them and guide them to the alchemist. In addition, they find a map leading to Tremayln's location.

If the adventurers say nothing about the true state of her children, Nyamoreen says how wonderful Tremayln is and it is by his hands that her children are truly beautiful. Abruptly, her demeanor changes to alertness, and she quickly returns to the depths of the lake.

No matter what the PCs decided, after Nyamoreen's escape in the lake, the area is inundated with thousands of Cypyurs singing a melancholic song. The sky overhead is filled with many of the creatures who blanket and darken the sky. All the Cypyurs then emit a light into the lake. If the PCs decide to stay and investigate the

lake, the cries of the Cypyurs get louder as the adventurers realize the lake is now filled with the remains of Nyamoreen.

68-84) Cycle

A trio of thieves plan to steal potent flowers from a temple. The only thing holding them back is an automaton, the adventurers and time.

Glowing red and orange trees with creeping vegetation fill a valley. The trees are in the shape of inverted saucers which grow larger as the tree rises. As the adventurers travel through the area, they discover a structure in the same exact form of the trees but assembled out of dark silver metal with flashing lights across its surface.

The structure seems familiar to the PCs but they cannot remember why. Fresh humanoid footsteps can be seen in this area leading to the structure where a crack has formed.

Inside, the temperatures are freezing with blue cool mists surrounding a floor filled with dozens of slanted tables containing different plants and flowers.

The Thieves

A trio of thieves (Level 4, Armor: 1) raise their arms holding swords towards the new visitors. The hunchbacked Dolberrets are rock-humanoid hybrids with beaks, and grey and purple bodies. The Dolberrets clumsily wear dilapidated adventure gear for humans and carry numenera.

At first they appear antagonistic towards the PCs, until they get a good look at them and realize they might be outmatched. The Dolberrets, whose language the PCs cannot understand, then appear to concede the point and lower their weapons as they hurriedly motion the adventurers to take part in the theft of the plants in the structure.

Most of the plants are encased in ice which the Dolberrets have begun to chop up to better collect them, often damaging the tables and the flowers themselves with their raw and unfocused strikes. The flowers can replenish a total of 3 Pool points for each PC; limit 2 per PC.

An automaton will appear out of the mist and watch the new visitors. The machine has an inverted saucer-like head and a thin blue and white body which floats thanks in part to its blocky legs which emit a silent blue energy field.

The sight of the automaton frightens the Dolberrets who encourage the adventurers to confront it, as

they quickly collect more flowers.

Time

The automaton will react if the adventurers and the Dolberrets proceed to leave the structure with flowers obtained from the tables. Writings and symbols will then begin to glow across the surface of the automaton's head which are then projected across the whole area causing a reversal in time.

The adventurers will find themselves several minutes in the past as they first encountered the Dolberrets in the structure. All are aware of the time travel especially the Dolberrets who throw the flowers they have collected onto the ground and run in confusion.

The PCs can attempt to fight the automaton (Level 5), but if it's not destroyed or heavily damaged in three rounds, it activates its numenera time device bringing the adventurers back to their first meeting with the Dolberrets. The automaton will also emit a blue energized freezing beam causing 5 Speed damage. Successfully destroying the automaton yields 1D6 cyphers and the numenera time cypher which enables the user to reverse time to retry an action or roll.

Only after successfully destroying the automaton, the adventurers begin to get a feeling as though they've entered the structure hundreds, perhaps thousands, of times before.

85-00) The Sound Garden

A monstrous plant-based creature requests the adventurers' help to take care of a bizarre weed that has invaded his garden of sound. A diplomatic approach is suggested but failure may mean the extinction of a species.

Trees begin to give way to thick, dense and enormous plant life that the adventurers must climb through. The adventurers notice that most of the grounded and floating plants they touch emit melodies that are off key.

The PCs movements eventually are noticed by an Arkogaleena (Level 6, Health: 20), an alien-plant hybrid that stands 15-foot tall. The Arkogaleena is made up entirely of a long, smooth body whose sides are each comprised of faces with tentacles for mouths.



The Arkogaleena begins to speak different languages and emit various spores into the air hoping to find the right language to communicate with the new visitors. Through a mix of sound and smell, the adventurers recognize their familiar language.

Good morning. I thought I heard movement in the garden. Are you lost?

Despite its monstrous appearance, the Arkogaleena is charming and helpful; he will give adventurers good advice to get to their destination and point out some nearby flowers that are edible, but as of late has grown quite bitter and more importantly out of tune.

He says the taste is due to the purple vines which he describes as a weed. He asks the adventurers if they can track the source of the vines and exterminate it so the flowers can once again emit their pleasant songs. He offers a reward in the form of an Uncanny Relic.

Origins of the Weed

It will take a Level 4 Intellect roll to successfully track the weed to its source with each failed roll adding several hours to the task; three unsuccessful attempts leads to another encounter. The track leads the adventurers to a village of filthy huts built out of vegetation dripping with a dark yellow substance. The weed originates from one of the dwellings where a pulsating plant grows in a small chamber and flows out of a window.

A small, rotund humanoid with deep green leaf-like skin warily eyes the adventurers with his glowing, wild red eyes. Burjahn (Level 4, Health: 15) is dressed in a brown suit and a small red cape, and armed with a cypher in the form of a wilting flower with metallic, shell-like leaves.

The cranky humanoid growls and barks, motioning the adventurers to leave. He is then joined by 20 others (Level 2, Health: 4) of his kind who carry crude weapons pulled from the bark of nearby rotted, metallic trees. Communicating with the creatures is difficult, PCs must make a Level 4 Intellect roll, and only basic information is relayed.

It appears Burjahn and his people grew the plant producing weed to silence the other plants and flowers from emitting their melodic sounds which Burjahn says are painful to his people with some of the older beings slowly dying because of the sounds.

Burjahn asks the adventurers to destroy the Arkogaleena in exchange for four cyphers; fighting the Arkogaleena means facing its insanity hallucinations which always involve the victim repeatedly sensing something violently growing in different parts of his body.

If the PCs get closer to Burjahn during their conversation, he will warn the adventurers with a growl the first time, then he and his family will attack. Burjahn's numenera encases the target's skin in a crystal material where different sounds are emanated for each of the victim's every movement. Difficulty rolls are increased by one for three rounds or until the glass material (Health: 3) shatters.

In addition, the small creatures' blood is of a sticky and acidic substance. The PCs must make a Level 3 speed roll for each attack or suffer 4 points of damage from the blood. If more than six are defeated, the family will surrender.

Attempting to harm Burjahn's weed-producing plant (Health: 8) in any way will cause it to ensnare the adventurers in one of its many vines which permeate the area. Players must make a Level 4 Speed roll to dodge the vines. If trapped, it will take a Level 4 Might roll to break free. Burjahn can be threatened to stop the plant's actions if captured.

Destroying the plant causes the weed to transform into a stone-like substance which breaks apart into ash.

Destruction or Diplomacy

Successfully destroying the plant and returning to the Arkogaleena has him extremely happy as he presents the Octothrake Staff (See below).

Failing to destroy the plant leads to the Arkogaleena becoming curious and troubled as to why the adventurers were not able to complete their mission, and suggesting that he come along with them in a second attempt. If presented with Burjahn's dilemma of the unbearable sound, the Arkogaleena advises he may have a fruit that his people can eat which will block the sound from their hearing.

Presenting the Arkogaleena's proposition to Burjahn's people is a Level 5 Intellect roll. Failing the roll results in them vehemently declining the offer to which the Arkogaleena will proceed to destroy all of Burjahn's people, and the adventurers if they get in his way. The

Arkogaleena uses his many faces to emit a cacophony of languages which result in severe Intellect damage for the family who eventually die in excruciating agony.

The Octothrake Staff - Uncanny Relic

Level: 1D6

Form: A staff coiled with an endless amount of cables, fibers and constantly swirling organic material. On the top of the staff sits a small representation of an Arkogaleena.

Effect: The staff has a variety of powers but the exact effect is random.

Can be activated once per day. Roll 1D20 every time the staff is in use.

- **1-4)** The mouths of the Arkogaleena open and emit a soothing, reverberating droning sound. All, including PCs, who hear the sound must make a Level 4 Might defensive roll or suffer 4 Might damage as the sounds react harshly with organic bones and create tiny cracks throughout their skeleton.
- **5-12)** An elderly Arkogaleena (Level 4, Health: 8) is transported 50 feet away from the staff. It will use Intellect damaging rays to destroy all nearby targets. Its first two attacks will be against enemies, while its last attack before disintegrating will be focused on the wielder of the staff.
- **13-20)** The eyes of the Arkogaleena open and release a light blue and grey gas which moves towards the chosen enemy. The target begins to hallucinate that there is another opponent. The target loses their next two actions as it is solely focused on the unknown hallucination and brutally attempts to destroy it causing 4 damage to itself.

Depletion: 1-20 in 2D10

After the staff is depleted of its main effects, the PC can use the staff to either heal 4 Intellect pool points or 4 Might pool points once a day. Alternatively, the staff can also be used to inflict 4 points of damage.

GM Intrusion: The eyes of the staff activate and burn writings and symbols on the nearest solid material; 45% chance the eyes tattoo a fellow adventurer (6 damage). It will take a Level 4 Intellect roll to decipher the tattoo script which causes a small, slumbering Arkogaleena (Level 4, Health: 6) to grow from the forehead of the PC who deciphered the script. The Arkogaleena will blast all with its Intellect damaging rays. Any damage inflicted on the Arkogaleena also damages the host PC's pool points.

After 10 minutes, the Arkogaleena dies. Its dead body must be cut off from the PC in one day or he will begin to feel dehydrated and nauseous resulting in increased difficulty rolls until the Arkogaleena's body is removed.



Chapter 13

Enemies of the Church

After a few days of travel, the adventurers find their contacts who will direct them towards Krystatos and his Fallen Followers, offering advice on how to interact with them to obtain the Pelanatar.

Depending on who the adventurers seek out, they find each contact facing a dilemma which could lead to unpleasant and disturbing encounters and discoveries.

Zyan the Witch is currently dealing with her familiar running amok, creating dangerous offspring. She knows where Krystatos and the Fallen Followers are headed and instructs the adventurers not to make contact with them due to some of the followers suffering from an intense paranoia. The witch tells them instead to follow them from a far and wait for an opportunity to secretly steal what they seek.

The alchemist Tremalayn provides a different option which involves deception. From his observations, the Fallen Followers seek new members which is a perfect opportunity to get in close with the group while they seek their inquiry. The alchemist also reveals an interesting but troubling familiarity with the adventurers.

The City of Voradethra has been abandoned as the remaining and loyal worshippers close their doors waiting for a god who will never return. A terrified resident of the dying metropolis suggests the adventurers destroy Krystatos and the Fallen Followers for what they have brought upon the cursed city.

Act IA: Zyan the Witch

In Dormanthalas, witches are sometimes called upon by people to solve problems too great for themselves and don't mind how it's achieved. It's true the egotistical witch known as Zyan wields dark magic involving corrupted numenara and sacrifices ("insignificant" beings she hunts personally), but she claims it's all done for the greater good...and her glory.

Although as of late, Zyan (Level 6) has run into a problem that has all but stopped her so-called altruistic nature since her familiar, Xoloxolobar, a biomechanical wooden automaton, has started to malfunction.

The automaton, which stands 20-feet high, has been absentmindedly leaving offspring throughout the jungle. The offspring grows quickly from Xoloxolobar's footprints, standing 4-feet high and are an exact replica of the wooden automaton. After they have grown, they quickly find living organisms to feed on.

The Troubled Witch

When the adventurers near Zyan's stone terraced dwelling, they find a decimated forest with a dozen of the offspring snacking on the remains of any tree that is left standing.

In the distance, the adventurers see a humanoid female firing energized arrows at the offspring.

The six remaining offspring (Level 3) run towards the female humanoid, eventually identified as Zyan. If any of the adventurers have organic based gear or weapons, the six offspring will instead sense it and focus their attacks on that target.

If the adventurers assisted the witch, Zyan will shake her head in disappointment.

Did I ask for your help? I could have handled this unassisted, since of course I've handled many, many entanglements in the past and been left unscathed. (laughs to herself then frowns) Don't you know who I am?

Inquiring about the Fallen Followers has her intrigued, but says she cannot give her help for free since "it's highly in demand, and too valuable to give for free. Especially with my limited time."

She relates the troubles she's had with her familiar and is in the process of seeking "the dolt out." Zyan says if they help her locate her "dear Xoloxolobar" she "guesses" she can tell them what she knows of the followers.

A PC must make a successful Level 4 Intellect roll to track the automaton, failing results in Zyan shaking her head saying "she should've known better than to trust amateurs." The group will eventually find the familiar hours later.

The Corrupted Xoloxolobar

Xoloxolobar is found sitting in the middle of a shallow, yellow and light blue lake surrounded by thick trees of glass and wood.

A sickly and thinner version of her familiar, a corrupted Xoloxolobar (Level 5, Health: 20), will rise from the lake as Zyan continues to call out to her familiar. For some reason, she cannot see or sense the corrupted Xoloxolobar.

The corrupted version of Xoloxolobar has a long purple organic, cloak-like material covering its head and upper body. The cloak appears to be a spongy living thing that continues to drip some type of liquid similar to water.

The corruption will not attack Zyan and instead attacks and infects the adventurers by violently vomiting a virus. If hit, players must make a Level 5 Might roll or be infected taking 5 points of damage that bypasses armor. The virus is composed of tiny, corrupted versions of Xoloxolobar that eat organic material. Players can attempt to remove the virus from the affected area, but it will take one round to do so.

If the tiny corrupted beings are not removed from a PC's skin in two rounds their eyesight will be affected as they begin to see every living organism, including themselves, as a Xoloxolobar. The PC's difficulty rolls are increased by one for four rounds.

Although frail looking, the corrupted automaton moves quickly, and grunts loudly as if it's a wild animal.

Destroying the corruption causes it to erupt in an explosion. It is only at that time, that Zyan is aware of the corruption. PCs must make a Level 5 speed roll or be struck by the virus as it spreads throughout the area in the resulting blast.

Once the corruption is destroyed, Xoloxolobar will rise out of the waters and give a friendly wave to Zyan and the adventurers.

Zyan's Advice on the Fallen Followers

Zyan has indeed seen the Fallen Followers who she spotted three days ago walking a path towards the north. She relates at the time she was searching for a sacrifice for an incantation which inadvertently corrupted her familiar (Xoloxolobar shakes his head).

She provides a map showing the precise location and approximate area where the followers seemed to be headed to.

Based on what she observed, some of the followers seem tired, anxious, paranoid and very apprehensive in their quest. She says they may not be open to communication and be openly hostile if approached.

Zyan then cuts off the head of the corrupted Xoloxolobar, turns it upside down and pours different tonics and concoctions into it. She kneels before it and begins a ritual where liquids in the head bubble and burst loudly as the witch inhales the sweet smells.

She closes her eyes briefly then looks toward the adventurers and tells them:

I saw a troubled quest. I saw secret plots and violence. I saw death and a trip to the beyond. Do not fear. It is inevitable.

The witch advises the PCs not to make contact with the Fallen Followers but to follow them secretly from afar, since what the adventurers seek will eventually reveal itself.





Act IB: The Alchemist Tremalayn

Tremalayn is an avid collector of unique liquids which he uses to create powerful tonics much of which has caused him to become mentally unstable. The true nature of his existence and why he is in Dormanthalas is clouded with the thoughts of others in the jungle. Tremalayn's exposure to his concoctions has made him a magnet of sorts for the thoughts of living beings around the forest which he converses with even though they are either too small to be seen or miles away.

Nevertheless, Tremalayn presses forward with his latest endeavor which entails communicating with a herd of snail-like creatures called Kaprifets whose underside is made up of hundreds of thousands of tiny fins.

The alchemist believes the Kaprifets feed off a specific liquid which Tremalayn is certain is the key to seeing his "true world."

The Ballad of the Kaprifet

The adventurers will begin to hear a stringed-instrument whose dissonant notes echo and reverberate throughout the jungle.

Dozens of Kaprifets are seen swimming in a swamp towards Tremalayn who is gently playing a guitar-like instrument made out of the bones and muscles of a long dead creature.

When the PCs get closer to Tremalayn, he will immediately stop playing his guitar, quickly take an aggressive stance and strain his eyes in the direction of the adventurers:

Well, well, well. And where have you been all this time!? You're traitors, traitors!!! I want my shins back or better yet (he aims his guitar at the adventurers) I want the work that's owed! (He turns around suddenly and addresses a seemingly nonexistent person or thing). Don't drink that! Ah....too late, too late.

Once Tremalayn focuses back on the PCs, he will claim that he hired the adventurers in the Steadfast and paid them 300 shins to look for a colossal automaton in Xenthropa. He says the adventurers were part of a larger group that were attacked in the jungle by something; Tremalayn doesn't

remember what it was or when since he himself was injured in the incident which has affected his memory.

Tremalayn will know all the adventurers' names but will call them by the wrong name, calling one PC by the other PC's name. He claims he approached each one of the adventurers about his plan and they agreed to the terms. The alchemist cannot remember many details other than what he has told them.

The group will not have any memory of the alchemist.

If the adventurers tell him about their rebirths by the priests, he will say that's the most ridiculous thing that he has ever heard and claim that the group has been brainwashed and tricked.

If the adventurers encountered Nyamoreen and question him about her children, Tremalayn will shake his head and claim that the children were already cursed, and comforted Nyamoreen by telling her that they still lived. A Level 5 Intellect roll will detect that he lies. Broaching the subject any more leads the alchemist to sadness as he admits that an experiment of his to extract a substance from the children caused their fate.

Tremalayn's Advice on the Fallen Followers

They are a very troubled group. Very troubled. They are not unified. You know they are seeking their god's destruction? What madness is that??? (smiles briefly and begins talking to another unseen being about edible slime on rocks).

Tremalayn says that whatever business the PCs have with the Fallen Followers it won't be hard to gain their favor.

According to the alchemist, the group is looking for more allies in their god-destroying quest. He suggests that the adventurers feign interest in becoming a Fallen Follower in order to ingratiate themselves with the group and secretly take what they need.

In order to find them, Tremalayn advises to follow a nearby river north which will take them directly to the group. According to Tremalayn, the followers will be found "under a lie."

Tremalayn's Quest for the Kaprifets' Food

As for Tremalayn's current quest, he will be upfront with the adventurers and tell them if they do not help him with his current task, he will destroy them and sell whatever's left to carnivores who are "curious about the delicacies of human stew."

He wants the adventurers to assist him as he searches for the Kaprifets' feeding ground which he believes will lead to a substance to "balance him."

If the adventurers decline to assist Tremalayn, the alchemist will play another out-of-tune song with an aggressive edge causing four Kaprifets (Level 4, Health: 10) to jump on the PCs and suffocate them. Failing to dodge a Kaprifet results in 5 points of damage for every round it remains on the adventurer. If the Kaprifet sustains more than 5 damage, it jumps off the PC.

The alchemist (Level 5) will also play and sing a song which both elicits a sad and terrifying response from listeners; PCs must make a Level 5 Intellect roll or begin to cry in despair over a song detailing the slow death of a grotesque, skeletal lifeform who is the process of consuming an entire planet. They lose one action and 4 Intellect points.

If the PCs help Tremalayn in his quest, it will take one day to find the Kaprifets' feeding ground located across the ruins of coiling structures which once rose thousands of feet in the air but have fallen and been enveloped by an amethyst forest.

The Kaprifets will feed on small pools of dark blue liquids that dot the land around the ruins.

Tremalayn will initially be excited about the discovery, but his mood quickly darkens as he turns to look at the adventurers accusingly. He will yell and scream, cursing himself why he didn't see this sooner. Tremalayn will then run towards the nearest deposit and begin to drink the liquid quickly, telling the PCs that he intends to drink it all.

The alchemist disappears into nothing as he looks calmly towards the sky. Eventually the Kaprifets all begin to disappear as well.

If the PCs attempt to drink from the pools their mind will be inundated with countless incoherent thoughts. A Level 5 Intellect roll must be made with failure causing 8 points of Intellect damage.

Tremalayn leaves behind his guitar, an Uncanny Relic, and a thick satchel filled with scrolls on the workings of the instrument.

The Living Wave Caster - Uncanny Relic

Level: 1D6

Form: A stringed instrument made of the sharpened bones and living muscles of an unknown creature. No matter how much effort is used, the instrument cannot play melodic music. The caster always produces dissonant sounds.

Effect: The guitar can either be used to summon a Kaprifet, or to elicit responses from allies and enemies. The wielder must choose one specialization, summon or elicit.

Depletion: 1-20 in 2D10.

Summon Function: Playing the guitar summons a Kaprifet to materialize and become part of the group. The Kaprifet (Level 3) is 8-feet in diameter and will remain a part of the adventuring party as long as it lives. The wielder of the guitar can play a song (takes two rounds) which allows the Kaprifet to do one of the following once a day:

1. Emits a soothing and sonorous melody which heals all within a 10-foot radius of 4 points from any pool.
2. It can store a depleted numenera, no larger than 5-feet in length, in its body and replenish it in once. Takes one full day to replenish the device.
3. Can communicate telepathically with the wielder of the guitar. There is a 40% chance every day that the intellectual conversation causes one permanent Intellect point to be gained. Cannot surpass more than 4 total Intellect points.

Elicit Function: A song can be played which either assists PCs or hinders enemies. The song takes three full rounds to play. The guitar player cannot make any other actions during the performance. One effect per day.

1. An aggressive song causes the PCs to fight harder and hallucinate that their current opponent is their most hated enemy

leading to an additional 2 points of damage for three rounds.

2. A melancholic song causing a specific enemy to feel remorseful towards the PCs. The enemy's damage is reduced by two points for two rounds.
3. Causes the PCs to hallucinate they are in another plane of reality where they are composed of walls of electrified symbols which they somehow understand is a representation of their shared knowledge. The hallucination causes four Intellect points to be healed by all. All under the influence are in a coma-like state for three rounds as this is taking place.

GM Intrusion: The guitar player accidentally plucks the wrong strings causing a sickening chord to be played. All PCs must make a Level 4 Intellect roll. Those who fail the roll begin to develop clear but unsettling thoughts on the origins of the guitar involving an emaciated, horse-like being called a Yalagorne which has three heads each with a crest of dark, flashing horns.

PCs affected begin to reflexively create harsh guttural, reverberating calls for one full round. Their throats strain producing the harsh and painful sounds causing 3 points of Might damage bypassing their armor.

There is a 40% chance a Yalagorne (Level 5, Health: 17) responds to the calling and begins to steal the voices and sounds of all creatures in the area. If the creature is destroyed, the sounds return to their owners. There is a 30% chance that the PCs voices are switched.

Act IC: The City of Voradethra

Followers of the Order of the Cultivators once numbered in the tens of thousands in the City of Voradethra. Now, barely one hundred of the worshippers remain, scattered throughout the dark city.

Decades ago, the order managed to repurpose the freakish city, whose previous residents had an affixation with mangled and abstract art and sculptures, into a metropolis where they could flourish and devote their lives to the worship of their god, the Xorhead.

Most of the dark and colorful structures are shaped in the form of tulip buds with intricate stained glass paintings adorning many of the peculiar, but graceful buildings. The works of art feature vibrant pictures of wild jungles, overgrown gardens, hideous beasts and a haunting, giant humanoid woman with seven fingers.

When the adventurers near the city, the sun is nowhere to be seen. Instead dark red clouds fill the sky as they enter Voradethra.

Followers to the End

The followers' homes can easily be identified by the additional structures, such as ladders and staircases, built in order for them to easily enter and depart the awkwardly-built dwellings. However, most of these additions have been partially destroyed by the denizens who have locked themselves inside their homes.

The adventurers will find threats of violence if they do not depart immediately. None of the followers want to speak until the return of their god.

Cryonn's Advice on the Fallen Followers

Eventually, the PCs will come across a heavily covered and diseased plant-humanoid, Cryonn (Level 5, Health: 10), collecting water from a rotting, but still working fountain. He will back away quickly from the adventurers and take out a rusted and chipped sword, demanding to know why the adventurers are in Voradethra. If the PCs manage to calm him (Level 4 Intellect roll) and tell him they seek to stop Krystatos, Cryonn will agree to talk to them briefly and attempt to contain his nervous and terrified nature.

He tells them that the residents of the city will not leave their homes until the Xorhead makes an appearance in the city, an event that Cryonn continues to believe in even though his weak voice tells otherwise.

They are advised that Krystatos and the Fallen Followers are beyond diplomatic means in all their dealings and will confront strangers with deadly action, perhaps too much force that the PCs are capable of surviving.

Cryonn tells them not to worry since he has heard that there is a conspiracy among the followers which will lead to their end. He advises the PCs to secretly watch the followers from afar and wait until the inner schism is realized, then take what they need from their bodies.

He reveals that the followers are heading to the north to a place called Zybarune to summon the Xorhead. Cryonn provides a damaged, but functional glass map to the northern region.





Chapter 14

Krystatos and the Fallen Followers

Krystatos and his Fallen Followers are the integral group that the adventurers must deal with in their search of the Pelanatar. After attaining information from their chosen guides, the PCs have been given advice on how they may proceed in this task.

A division has formed in the followers which threatens to derail Krystatos' plans to destroy their god.

The schism can be seen as an advantage to the adventurers, but it will be up to them how it will actually be utilized.

Depending on their actions, they might not even learn of the division until Krystatos summons the Xorhead at which time Krystatos is betrayed and murdered.

Act I: Introduction and Conspiracies

While few in the order claim to have seen the Xorhead, only Krystatos can hear and be heard by the entity.

However, a recent revelation by the god has unhinged the usually calm leader.

The kind-hearted Krystatos claims the Xorhead ordered him and six of his followers to the north where they will participate in a ritual to summon the god to bring about his destruction which would save the rest of the followers from annihilation. According to Krystatos, if they do not bring about their god's destruction, another will eventually come and destroy all.

Word of the revelation eventually spread throughout the order's City of Voradethra, leaving many baffled and dumfounded which in turn led to a mass exodus with the few who stayed, barricading themselves inside until Krystatos and those who believe in his blasphemous quest are dealt with.

Six followers called before Krystatos agreed to the god-destroying endeavor.

But some in the group had doubts and secretly conspired with others to save their god and people from a madman.

Krystatos (Level 6) is armed with a staff that allows him to change the weather in Dormanthalas, but he uses it sparingly since it has begun to malfunction. Regardless, he intends to use it in the ritual to call forth the Xorhead.

He also possesses a belt with a multitude of glowing buttons. The artifact provides two points of armor for the user's Intellect pool.

According to the followers, Krystatos' eyes shine green due to his communication with the Xorhead.

Tyrsa - The Loyal Follower

Tyrsa (Level 5, Armor: 2) has only known the Xorhead through the teachings of Krystatos who she considers her closest friend, and has no reason to doubt his words.

However, she is less trusting of others in the group, and is overly suspicious of strangers.

Her mission is to participate in the ritual and to protect Krystatos from deception from within.

Tyrsa is armed with a staff which constantly burns blue energy. The modified artifact can emit a blast which causes nerve damage throughout the target's body (6 points of Speed damage) and forces the victim to say, "There is only one god and he is the Xorhead!"

She also possesses a cypher which is comprised of small green rubies across her shoulders and chest that activate and create an invisible force field around her body creating two points of armor.

Valdeford - The Conspiring Follower

Although a strict believer in the Xorhead, Valdeford (Level 5) believes Krystatos is becoming less reliant on the words of their god and more focused on his own personal ambitions as he is always the last word on all things in Voradethra.

As each day passes, he grows more weary of

Krystatos and more resolute in his plan to murder a once trusted friend.

Valdeford and two of the fallen followers have schemed to kill Krystatos once the Xorhead arrives at the ritual, then beg for forgiveness for their mad leader's failings and ask to be the new voice of their god.

He is armed with a golden staff which constantly burns white energy. The modified artifact can emit a blast which causes five points of might damage and forces the victim to go down on his knees, raise his arms and ask forgiveness.

The Remaining Followers

Gallam - Conspirator - (Level 4)

Although the automaton has an imposing figure, Gallam was once a peaceful follower with no heart for violence. However, the city's recent events have caused him to malfunction to an extent where he smashes objects with no reason. His instability has led him to ally himself with Valdeford in the hopes he can regain his once quiet demeanor by killing the traitorous Krystatos in front of his god's eyes.

Rynne - Conspirator - (Level 4)

When Rynne's family left in the mass exodus of Voradethra, she cursed them and told them they would befall the greatest punishment for abandoning not only her but their god. Struck with grief and desperation, Rynne went to Valdeford for comfort, hoping this grave turn of events would bring them closer since she always held him in a special light. Valdeford's plan brings her hope that the end result would be her daydream love to become a reality. She only listens to Valdeford and is overprotective and jealous of any potential "friends." Armed with a knife and one cypher.

Wynberner - Loyal - (Level 4)

Wynberner is a rarity in the order in that his origins lie in the Steadfast. After decades as an adventurer in the Ninth World, he sought other worlds searching for a peaceful serenity after the countless destruction he had witnessed all in the name of new treasures and a greedy master. Besides Tyrsa, Wynberner is Krystatos' closest friend and confidant who will follow him to the end. Wynberner will be friendly to the PCs and relate fantastic but bloody tales of his past adventurers in the Steadfast. Armed with a great sword and a cypher.

Maelyn - Loyal - (Level 4)

Maelyn is the order's elderly master record keeper, recording every detail of the religion's history. Initially, he felt bitter and jealous as he saw Krystatos rise to become the voice of the Xorhead. But, Maelyn has since lost that bitterness as he foresees his end which he relates often. Even though the proverbial hatchet has been buried, it does not stop him from making a smart chide every now and again to his good friend for old time's sake, saying, "If I had been the voice of the Xorhead, I would have...." Armed with a flail whose ends crackle with energy.

Act II A: The Deception

If the adventurers decide to make contact with the Fallen Followers use the following encounter. However, if the adventurers have decided to watch the followers from a distance and wait until the Pelanatar is revealed or attack with force, see Act II B: The Stalkers.

The Dying Sun Lights the Way

As they pass a chain of hills, the adventurers finally see the sun of Dormanthalas which appears to be a dying sun that sits motionless in the sky as it appears frozen in time. Below the sun is a small encampment organized of a few humanoids with four-legged beasts covered in a messy array of white and orange fur.

When the adventurers arrive at the camp there are whispers exchanged and stunned looks as Krystatos nods his head.

It is as I had foreseen. (Looks above to the dying sun, then smiles back to the adventurers) I feel your presence here at this moment is as it should be.

Krystatos quickly offers food and drink to the new visitors.

Although Tyrsa has clear misgivings, interrupting at numerous times, Krystatos will reveal his identity and his quest to destroy their god by summoning him at a mountain called Zybarune. He claims to have seen the adventurers in his dream helping to attain that goal.

Krystatos continues his kindness, offering shelter as well, all the while congratulating them for getting this far. He will ask questions and will be interested in their journey thus far, and will be quite open in his task to destroy his god, showing no reluctance or regret in his words. Krystatos has a deep interest in numenera and will take the time to ask if they've encountered any interesting finds.

Valdeford will also take this opportunity to get to know the PCs as well, attempting to gauge whether their interests align with his. The adventurers may sense they are being probed and can attempt to deceive or deflect Valdeford's questions.

If a successful Level 4 Intellect Roll is made, the adventurers will be approached by Valdeford later tonight (See Valdeford's Conspiracy). Failure results in Valdeford going ahead with his plans to kill Krystatos, but the PCs and the rest are unaware of the plot until the last minute.

If the PCs ask about the Pelanatar, the followers will have no idea what that is.

Krystatos simply smiles and asks for patience.

Valdeford's Conspiracy

If the PCs managed to trick Valdeford, the conspiring priest will secretly confide in the adventurers his plans to kill Krystatos in front of the Xorhead in order to save his people from a madman.

Valdeford will plead for the adventurer's help in this task and say it is the only way to save his people. He says it is impossible for Krystatos to destroy the Xorhead, and when he fails, the god will destroy all of Dormanthalas.

He also warns them not to betray him since he has allies in waiting who he will not reveal to them.

If the PCs decide to help Valdeford, he reiterates his plan to partake in the ritual, and when the Xorhead appears, Valdeford and his conspirators, Gallam and Rynne, will kill Krystatos in front of their god and ask for forgiveness in the eyes of their god. The PCs' job will be to stop Tyrsa and the others from disrupting Valdeford's plan.

If the PCs reveal Valdeford's plans to Krystatos, Tyrsa overhears the conversation, and orders the conspirators detained.

The conspirators will be held, then released at the ritual site since the ceremony cannot work unless all seven of the order participate; Krystatos will be

adamant that all must be present and alive in order for the summoning to function correctly. Valdeford and his allies will acquiesce to Krystatos orders (for the time being), but will still be detained.

Valdeford and the conspirators will not speak or acknowledge the adventurers from this point on. They will also not assist the adventurers or the rest of the order in the following encounter.

Act III-A: The Troll on the Automaton Bridge

The only obstacle to Zybarune comes in the form of an expansive bridge which links the land to the peak of a mountain where the followers will set about performing their ritual. However the bridge is guarded by a troll who may not have the best interests in mind for the adventurers especially if Valdeford and his conspirators have been restrained.

The bridge is nearly a quarter mile long and appears to be constructed of the deactivated heads of giant automatons. On closer inspection, visitors realize the heads are built upon the bodies of other automatons stacked together. Some of the automatons are still working, creating noises as the adventurers pass them.

There are a multitude of ramps above and below the bridge whose broken paths now lead to nowhere.

Nethelos

Nethelos, a 20-foot troll with glowing cybernetic eyes, rules the bridge. He is served by his many automaton servants who have had the lucky fate of serving him rather than being affixed to the bridge. The troll communicates by increasing or decreasing the intensity of his eyes and guttural grunts.

One of Nethelos' automatons', the 12-foot female robot Unnella-Si, serves as a translator and a weapon; if the situation proves confrontational, Nethelos will pick up the automaton and use her sharp head to pin the adventurers into the bridge.

As soon as the Fallen Followers are within talking distance to the troll will begin flashing his eyes intensely and grunting hoarsely to which Unnella-Si will slowly and calmly translate.

I welcome you servants of the Xorhead. It has been some time since your last pilgrimage to the holy site. You must apologize to me since I have been so lonely with only my tin cans to keep company. You bring friends as well. This is unexpected.

The troll has had interactions with the order before and will ask how they are fairing since he has heard rumors of its destruction. He will then ask the adventurers who they are.

Nethelos adores automatons of all shapes and sizes. If there is an automaton present in the group, he will turn his attention to him and ask the others how much they want for him.

The followers have brought the troll a dozen body parts from different automatons as payment to use his bridge. Nethelos will gladly accept, but if Valdeford has been detained or is not in sight, the troll will attack the group.

Nethelos Unleashed

Nethelos (Level 5, Health: 20, Damage: 6), is the secret ally Valdeford had mentioned to the adventurers. The troll's serving automatons do nothing but watch if there is a fight, since their main function is to bring food and drink to their master. In addition to using Unnella-Si as a weapon, Nethelos carries a numenera (Health: 10) in the form of a necklace which he uses to activate some of the automatons who make up the bridge.

Nethelos can use the numenera in the following ways. Once an effect is used it cannot be used further:

1. One of the automaton heads (Level 4) opens its mouth and attempts to trap one adventurer inside. It will take at least 5 damage to break apart the mouth in order to free the trapped adventurer.
2. A purple concussion beam (Level 4) fires from the eyes of a head blasting the target skyward. The fall leads to 5 damage.
3. The mouth of another automaton releases a gust of wind that affects two targets. The PCs must make Level 4 speed rolls or risk falling off the bridge onto a collapsed ramp taking 6 damage. It takes one round to climb back onto the bridge.
4. Hundreds of the automaton heads begin to sing a dark and unnerving song in unison which seems eerily familiar to the PCs.

The PCs must make a Level 4 Intellect roll or become entranced in the song, take 5 Intellect damage and lose their next action.

Killing Nethelos will free the serving automatons who will begin to release the other automatons who make up the bridge. If Unnella-Si is still functional, she bows towards the adventures and tells them they must leave since the servants will attempt to free the others thereby collapsing the bridge.

Two cyphers and one artifact can be obtained from Nethelos' necklace.

Valdeford Alliance

If the PCs had aligned with Valdeford or if he is not detained, there is no confrontation on Nethelos' part. The troll will allow them to cross the bridge to Zybarune.

However in this instance, the PCs will come across two automatons who have been recently attached to the bridge. The couple beg the adventurers to free them since they claim that they had been abducted by a thief who owed payment to Nethelos. The automatons say they were on their way to search for special herbs to cure their master's son grave ailment when they were ambushed. They must take the healing herbs back to him lest the young child die.

The Fallen Followers, especially Valdeford, will deter the PCs from helping the couple, saying it's not worth it and to be careful not to anger Nethelos.

If the PCs are part of Valdeford's conspiracy, he says, "It's unfortunate. But they belong to Nethelos now. There are far more important tasks that are at hand, (whispers to the adventurers) or have you forgotten!"

In the event that the PCs free the automaton couple, Nethelos will attack the adventurers. Multiple rolls for the Fallen Followers actions are unnecessary, with one roll sufficing for all as they all chant causing beams of light from the sky to strike Nethelos every round (Level 4, Damage: 5).

The automaton couple will reward the PCs with three cyphers if they manage to defeat Nethelos.



Act IV-A: The Ritual at Zybarune

The ritual site sits on a cliff on a small mountain where the remains of a civilization made their mark. The structures are collapsed walls depicting pictures of behemoth humanoids walking around and tending a land filled with floating flowers.

The cliff overlooks a great valley where a purple river winds towards hills where a multitude of lights are seen flicking on and off along stout, metal and steel palaces.

Krystatos refers to the palaces as a forbidden place where knowledge is too great for anyone to comprehend. One of the palaces, which Krystatos refers to as the Garden Palace, has a gigantic dish-like roof.

Before the ritual takes place, the followers shave their heads, a customary event which they say shows respect and purity.





Summoning the Xorhead

The ritual consists of the followers kneeling towards the palaces and quickly reciting a prayer at a quick pace as Krystatos's staff begins to flash wildly. The Garden Palace will then release enormous, wide slivers of white energy which begin to block the sky.

One of the slivers of energy slowly bends down towards the followers and the adventurers, just nearly feet away, revealing a lizard-like head with a multitude of eyes.

All the followers and Krystatos will stop the ritual and be amazed at the sight. PCs must make a Level 4 Intellect roll or be stunned for one round as the Xorhead reveals itself. The Xorhead does not acknowledge the PCs in any way and directs its attention towards Krystatos.

The outcome of the ritual will depend upon who the adventurers allied themselves with.

1. If they decided to take part in Valdeford's plan, Valdeford will grab Krystatos and pull out a dark green shard. Valdeford will shout at the Xorhead,
"Your most trusted vessel has conspired to bring you to the oblivion. But fear not! I will strike him down!"

Tyrsa, Wynberner and Maelyn will rush to stop Valdeford. If the PCs were not stunned by the appearance of the Xorhead they can act to stop them. The PCs will be assisted by Valdeford's co-conspirators who focus their efforts on Maelyn who managed to elude the adventurers; a GM intrusion can be used in this instance.

The PCs must deal with Tyrsa (Level 5, Armor: 2) and Wynberner (Level 4).

Tyrsa is armed with a golden staff which constantly burns blue energy. The modified artifact can emit a blast which causes nerve damage throughout the target's body (6 points of speed damage) and forces the victim to say, "There is only one god and he is the Xorhead!"

Wynberner is armed with a great sword and one cypher emitter causing 5 Intellect damage. His earlier friendly demeanor turns to silent rage as he brings the full force of his fury on the group.

The ensuing battle leaves Valdeford the remaining survivor of the group. The Xorhead will then motion the adventurers towards the Garden Palace.

Upon realizing the destruction of Krystatos and the other followers, Valdeford will fall into insanity and doubt his actions. However he will reluctantly follow the adventurers to the Garden Palace where he will eventually attempt to kill them.

2. If the PCs revealed Valdeford's plans to Tyrsa, the adventurers will be positioned close to Valdeford (Level 5), Gallam (Level 4) and Rynne (Level 4). Following the appearance of the Xorhead, the conspirators, who are unarmed and unarmored, will still attempt to take Krystatos' life.

In the ensuing battle, the traitors will easily perish either by the PC's hands or by the loyal followers. Krystatos will turn towards the Xorhead, which is hovering a few feet away from his head, and whisper something to it. The Xorhead will cease moving, then shatter, raining snow-like precipitation leading to a blizzard.

With the realization that they have killed their former friends along with the destruction of the Xorhead, Tyrsa and the others will become disillusioned with what has transpired. They will then leave, with Krystatos merely saying, "Tyrsa. Give my regards to everyone at Voradethra. Lead them well my child."

Tyrsa will not acknowledge Krystatos' words as she walks away. Krystatos will lead the adventurers to the Garden Palace.

3. If the PCs did not ally themselves with Valdeford or Tyrsa they witness an unexpected event as Valdeford kills Krystatos which brings about a brutal and swift melee.

In the end, Valdeford will be the only person left alive.

He will attempt to persuade the adventurers he did the right thing by killing Krystatos who would let all of Dormanthalas fall under a godless and blasphemous land. He argues that this is the only choice he had to make in order for his people and this land to survive.

However, as Valdeford closely contemplates his actions and those killed, he falls into insanity and doubts his actions. The Xorhead will then motion the adventurers towards the Garden Palace. Valdeford will follow the adventurers to the palace where he will eventually attempt to kill them, unless the PCs decide to confront him and do away with him altogether.

Act II-B: The Stalkers

Use this alternative scenario if the adventurers have decided not to make contact with Krystatos and the Fallen Followers, opting instead to follow them at a distance in secret, and wait to take action until the Pelanatar appears before the followers.

Instead of meeting Krystatos, the PCs will encounter a pair of beings who are also seeking the followers to see the miracle of the “rebirth and cleansing of a god.”

The lifeforms’ information is invaluable in getting safely to Zybarune, however the PCs must balance what information to share with them since their goals put them at odds with the creatures.

The Tharazkatill

The Tharazkatill are humanoid-flowers who plant themselves along the southern reaches of Dormanthalas. Their constantly-pulsating bodies are formed of discolored roots, overgrown vines and various branches that jut out in all directions. Dozens of bugs quickly crawl along their bodies.

Nearly a hundred years ago, they numbered in the thousands, but an alien substance introduced into their soil has seen their numbers decrease substantially where only a handful remain.

The beings believe their great catastrophe lies in the Xorhead who they once worshipped, but now believe is corrupted. However, they are hopeful since word has come that the god will be cleansed by its still faithful followers during a ritual they intend to observe.

The Tharazkatill has dispatched their elderly king, his son and grandson to witness the miracle.

Audience with The Royal Family

The adventurers discover an oasis with a sparkling red pool surrounded by bubbling trees and plant life. As they get nearer, they realize the pool appears to be growing smaller as the plant life begins to turn transparent.

Two humanoid-flowers have planted themselves near the pool where their roots suck the water and the life force from the plants into their colorful bodies.

The two Tharazkatills, who wear humanoid masks, will stop their meal when they see the PCs. The younger one appears to be alert and antagonistic, while the other, an elderly and polite Tharazkatill, draws a hand upon the young being and instead bows towards the adventurers and releases a dusty pollen into the air.

Excuse my grandson, he has not had the luxury of planting himself beyond the southern reaches and sees only impending death with all things new. I am Prozemmur, king of the Tharazkatill.

Prozemmur (Level 5) introduces his grandson, Taugrul (Level 5), and says they are on a voyage to see the miracle cleansing of the Xorhead by the humanoid followers at the mountain of Zybarune.

Although the adventurers can translate Prozemmur’s pollen, Taugrul’s pollen is undecipherable and stinks of disgust.

Prozemmur’s son the prince was a part of their traveling party, but during a resting period he planted himself in “unclean soil” which disintegrated his mind and eventually most of his body. Now Prozemmur and Taugrul wear his still-pulsating remains.

If the adventurers decide to ally themselves with the Tharazkatills, Prozemmur is more than happy to have them come and witness the miracle.

Taugrul however will release a nauseous pollen in defiance with the idea.

If the adventurers relate their plan to attack or harm the Fallen Followers, both of the Tharazkatills will take great offense with Taugrul on the cusp of attacking the group. If they proceed in this direction, the Tharazkatills will replant themselves in the ground so they can drive one of their roots into a PC which causes 6 Might damage. The PC must then make a Level 5 Might roll or be drained of 3 points from their Speed pool.

Killing Prozemmur and Taugrul yields a numenera mapping device which will lead them directly to Zybarune, the ritual site for the Fallen Followers. However, they will have to deal with a troll allied with the followers before reaching the site.

Act III-B: Climbing the Automaton Bridge

The obstacle facing the group to Zybarune is a bridge constructed of the bodies of automatons which connects the land to the mountain range where the holy site is found.

If the PCs killed Prozemmur and Taugrul, they must contend with the giant troll Nethelos (Level 5, Health: 20, Damage: 6) in order to cross the bridge. Nethelos uses a 12-foot automaton named Unnella-Si to translate his communications which are made up of his cybernetic eyes blinking and his guttural grunts.

Nethelos is an ally of the Fallen Followers and will destroy those who give any indication that they are seeking to stop or harm them. He can be persuaded to let the group pass for either two artifacts, an Uncanny Relic or six cyphers.

If the PCs have allied with Prozemmur and Taugrul, the group stealthily moves towards the bridge where Prozemmur indicates that they will climb the underside of the bridge as not to encounter Nethelos who he says is another "corrupted being."

Climbing the bridge is a Level 4 Might task which is made the more difficult since the adventurers realize the bridge is mostly comprised of the moving body parts of thousands of automatons. Failing the roll causes the PC to fall onto a collapsed ramp taking 6 damage.

The Trapped Automaton Couple

In addition, the PCs will come across two automatons who have been recently attached to the bridge. The couple beg the adventurers to free them since they claim that they had been abducted by a thief who owed payment to Nethelos. The automatons say they were on their way to search for a special herbs in the jungle to cure their master's son grave ailment when they were abducted.

Taugrul will strongly deter the PCs from saving the automatons by pushing the automatons' hands away from the group. However, Prozemmur says he has no qualms if the adventurers wish to save the automatons.

Two PCs must carry the automatons on their back and must each make a Level 5 Might roll as they traverse the rest of the bridge. Failure means the PC accidentally lets go of one of the abducted automatons who then yells as he plummets alerting Nethelos to the adventurers.

If the PCs saved the automaton couple, they give their thanks and say that the PCs' gratitude has inspired them to save the other automatons on the bridge.

As the adventurers make their way to Zybarune, they hear the bridge collapsing as well as Nethelos' screaming.

Act IV-B: The Audience at Zybarune

The Tharazkatills and the adventurers arrive at Zybarune where Krystatos and the Fallen Followers have gathered at a cliff surrounded by the remains of a civilization where indecipherable symbols and writings can be found on fallen stone structures.

Before them stands a valley where a purple river leads to hills, and an array of lights are seen blinking on and off along stout, metal and steel palaces. One of the palaces has a gigantic dish-like roof.

The adventurers and their companions can keep hidden among the stones and overgrown vegetation 2,000 feet away from the ritual site.

Prozemmur will not make he or his grandson's presence known to the Fallen Followers until after the Xorhead is summoned and "cleansed." He will also deter the adventurers from alerting the followers to their presence since he believes that the Fallen Followers must focus all their attention to call forth the god.

Any PCs attempting to attack or move closer to the Fallen Followers will have Prozemmur (Level: 5) cursing under his breath and Taugrul (Level: 5) attacking the adventurers. Krystatos

and the followers will then become aware of what's going on and begin to converge towards the interlopers; it will take three rounds for them to get to the PCs location during which both Tharazkatills will attempt to kill the PCs until the followers arrive.

It will take a Level 6 Intellect roll to deceive the Fallen Followers why they are at Zybarune, failure leads the followers to incapacitate the adventurers and restrain them as the time draws near to summon the Xorhead; a GM intrusion can be used in this instance. The followers release the Tharazkatills, if they are still alive, after observing their actions.

Summoning the Xorhead

The ritual consists of the followers kneeling towards the palace in the distance and quickly reciting a prayer at a quick pace as Krystatos's staff begins to flash wildly.

One of the palaces in the valley will then release great, wide slivers of white energy which begin to block the sky. One of the slivers of energy slowly bends down towards Krystatos, just nearly feet away, revealing a lizard-like head with a multitude of eyes.

All the followers and Krystatos will stop the ritual and be amazed at the sight.

The outcome of the ritual will depend upon the actions the adventurers have taken thus far.

1. If they decided to ally themselves with the Tharazkatills and wait until the Xorhead is summoned to make their appearance known, they see a puzzling sight as Krystatos is murdered by one of the followers which starts a bloody battle between the followers, who have divided into two groups.

No one is left alive.

Prozemmur will cry out loud and fall into depression as his body begins to break down. Taugrul will be left speechless at the spectacle and will eventually abandon his grandfather and the adventurers.

Prozemmur simply says, *"There is nothing here for him now. But I must at least remain and document the end of our people and the world."*

With the shock of the assassination of Krystatos, Prozemmur's body continues to break down until the only thing remaining is his head, neck and a portion of his chest. The head of the Xorhead moves just a few feet away from Prozemmur's remains

Prozemmur, who still lives in his broken down state, begs one of the adventurers to carry him to the palace which emitted the slivers of light.

2. If the adventurers took action against the Fallen Followers against the advice of the Tharazkatills, they also witness Krystatos' murder and the deaths of the followers.

Prozemmur or Taugrul, whomever is still alive, will return to the adventurers and release them from their bonds one-by-one so that the blasphemers will die at least honorably on their feet by the Tharazkatills who believe the chaos was due to the adventurers' actions.

The remaining captured PCs can attempt to get out of their bonds with a successful Level 4 Might roll. Failure means that they have to try the following round at another attempt to break free.

Killing the last Tharazkatill causes the head of the Xorhead to move just a few feet away from the adventurers as it motions them towards the light-emitting palace in the distance.



Chapter 15

The Garden Palace

The Garden Palace contains hundreds of thousands of artifacts and records of countless beings who are worshiped or were once worshipped as gods. The catalog of artifacts span more than hundreds of millions of years.

More importantly, the palace contains an underground garden where the Pelanatar is found. In order for the flower to reveal itself, one of the PCs must undergo a deadly journey.

The Garden Palace is made of smooth, dark blue and violet steel and stone which emits a static shock when first touched.

Its interior is grimy and moldy with candle-lit circular hallways filled with crumbling stone statues and enormous fresco-like paintings of extraordinary and bizarre lifeforms. The thousands of works are of various creatures celebrating and worshipping a multitude of great lifeforms in strange worlds, from an organic being whose irregular, flapping shape nearly covers a blazing orange sky to a monstrous head growing in the middle of a city which floats inside a mountain.

If Krystatos is with the group, he will instruct them to find the art work depicting the god they wish to resurrect; if the PCs have not told him what they are seeking he will begin to question them and tells them he cannot help them if he doesn't know what they're looking for.

Alternatively, if Prozemmur is with them he is mystified by the paintings and asks the adventurers if any of the paintings are familiar to them.

If Valdeford is with the adventurers, he starts destroying artwork as he constantly mutters to himself, "Repent! There is only one god and he is the Xorhead!" One of the paintings he unwittingly begins to destroy is one depicting Noromethreon which the PCs soon discover.

If they came in unassisted, the Xorhead follows them inside the palace and nods in the direction of a painting of Noromethreon before he slowly dematerializes.

Noromethreon Ascends

The PCs must make a Level 4 Intellect roll to find a piece that has similarities to Noromethreon, unless Valdeford inadvertently brings attention to the art or the Xorhead directed them. Failure adds a few hours to the search of the palace which leads to Prozemmur breaking down creating a noxious and intellect damaging gas (Level 5, Damage: 8) and Valdeford succumbing to mental illness and attacking the group for three rounds before desisting and breaking down further into madness.

The canvas depicting Noromethreon shows a simplified version of the automaton god flying as he is surrounded by what looks like plants held up by metal cables in a garden in outer space.

Below the art piece is a short tapestry with symbols and words which seem familiar to the PCs. The writing is the exact same symbols found on Varculus' numenera given to the adventurers in the first chapter. They can make a Level 4 Intellect roll to recall the writing is similar to the one found on the priest's oddity.

Taking out Varculus' numenera will cause the tapestry's symbols to transform into a short poem.

*Thoughts escape me and I cannot speak
Drink from the water so thoughts can speak*

*Death from the water brings clarity and seed
Plant thy seed and water it with thy purity*

Act I: The Garden

Following the translation of the tapestry, the adventurers are greeted by three automatons in thick, dusty cloaks with each carrying a torch.

The mute and ancient trio move as though they are sickly organic humanoids who are near death, but their exteriors are clearly mechanical in nature. The automatons have six slits for eyes and do not have any mouths.

The adventurers are led to a vast underground chamber filled with growing, oval-like pods which contain different organisms.

Across the smooth 10,000-foot sandy floor a giant, six-armed humanoid (the Keeper) meditates as he floats above a pool of water.

If PCs are curious and touch the water with their bare skin, they must make a Level 6 Intellect roll or suffer 10 Intellect damage. There is a 45% chance the affected PC begins to speak in an unknown language in a pleading tone. The PC will not know what the language is or what is compelling him to speak.

Communication Through Death

Near the pool is a stone and metal numenera in the form of a small broken cup. The three automatons will look expectantly at the adventurers.

One of the PCs must take up the cup and drink from the pool. If more than one adventurer attempts to do this, the automatons will shake their heads and take the cup away.

Whomever drinks the water, begins to feel extremely nauseated after a few minutes and begins to violently vomit into the pool. The first time the PC vomits into the pool he loses a third of all remaining pool points and loses memory of why he is there.

The second time the PC vomits he forgets who the other adventurers are and has a hard time remembering who he is. There is a 40% chance he violently lashes out at the other PCs for three rounds as he tries in vain to recollect his identity.

The last time the PC vomits, he releases all fluids and moisture from his body leaving a desiccated body. He experiences one of the following visions before dying.

- **1-6)** The PC finds himself in a spherical, glass ship with no controls, blasting through space. When he catches his reflection, he sees himself as a being with three legs, three arms and a flat head. There are others behind him screaming symbols of light. One of them opens a battered satchel filled with broken stone pieces which come alive and form a drawing similar to the Garden's Palace.
- **7-13)** The PC is a gigantic aquatic being whose neck is extraordinarily longer than

her body. Rising her head above purple energized waters, she sees a golden, floating city crash into the oceanic world and smash a statue of a seven headed whale. As she weeps, a face grows out of one side of her neck and soothes her telling her that there is hope. She sings a song of the Garden Palace.

- **14-20)** The PC is a 2,000-year-old humanoid who has evolved into a creature with bony legs and hardened chalk-white skin to protect from a trio of amber suns above. He is traveling with millions of his kind towards a glowing and leaning obelisk in a blue desert. The obelisk suddenly stops glowing. For several years, the PC and millions of his kind dig around the obelisk revealing an enormous tapestry depicting the Garden Palace.

After the PC dies and if Krystatos is with the living adventurers, he pleads with them to not attack the Keeper or the automatons since he believes this is part of a process to unearth the Pelanatar.

If Valdeford is still living, he tells them that they have all been tricked and they are ushering the end of the universe at a more rapid pace. He urges the adventurers to destroy the three automatons (Level 2) and the keeper (Level 7) before all is lost. Killing the automatons and the Keeper, who will allow his destruction, will result in a cursed Pelanatar growing from the ground. In this instance, the Living God will rise when the PCs enter Noromethreon's chamber in Quendazaem in the final chapter.

If Prozemmur is with the adventurers, he is unsure what is transpiring and looks at the PCs for guidance.

After the affected PC has died, the Keeper will slowly dip one of his fingers into the general area where the adventurer vomitted. At that point, the automatons will dip the deceased PC into the pool.

The PC will awaken to his true self with all pool points replenished, then slowly and painfully (7 Damage) vomit a fist-shaped seed made out of organic and metallic elements. A portion of the pool remains discolored due to the PC's vomit. The affected PC cannot speak for one day due to the violent event which has damaged his vocal cords and mouth.

Act II: Fruits of the Garden

The adventurers must plant the PC's seed in the ground and pour water from the pool on the soil. After a few minutes, an orange pod-like plant, the Pelanatar, rises containing a miniaturized and organic version of Noromethreon.

If Krystatos is with the PCs, he is amazed at the sight and nods to himself.

If Prozemmur is with the adventurers, he has succumbed to madness and is focused on a another nearby pod which holds a being similar to a ball-sized tadpole with mouths at its sides and an eye on the top of its head. Prozemmur lets out a scream and crumbles to nothing. If the PCs examine the tadpole's eye it reflects the adventurers and a titanic wooden automaton behind them. The automaton only appears in the tadpole's eye.

If Valdeford (Level 5) is still living, he will attempt to destroy the Pelanatar (Health: 8) with a double bladed knife (Damage 4); all of his attacks focus first on destroying the plant, then the PCs. If he's successful in destroying the plant, the process of growing the seed must be repeated by a different PC. There is now a 40% chance that the PC loses all of his Intellect points during the process.

With the Pelanatar in hand the adventurers can activate Varculus' numenera which will return them to Quendazaem.

Have a PC make an Intellect Roll to activate the oddity. No matter what is rolled, the oddity activates as it whirls quickly in the air and suddenly drops, cracking the glass around the device.

The Return to Xenthropa

With the activation of the oddity, time appears to run backwards. Everything the PCs experienced from conversations and physical pain is recounted again, although they don't do any direct damage to their pool points. The event ends when the PCs find themselves lying beside Pendelos in the jungles of Xenthropa during the late evening hours.

If the adventurers inspect Pendelos, they find him lying where he was before clutching a regular rock. The creatures and humanoids who were standing

around the lake are gone.

Krystatos and Valdeford are nowhere to be seen.

Any physical or mental damage the adventurers suffered before the activation of the oddity remains. At certain times, the PCs will notice that the other adventurers phase out of existence from time to time for a few seconds.

The adventurers can pass it off as a hallucination, and they will begin to realize the only thing unaffected by this phenomenon is the Pelanatar.

Once the PCs are near Quendazaem the phenomenon will pass.



Chapter 16

Resurrection II

The resurrection of a god is at hand, but which god will be up to the adventurers who find the Church of Noromethreon filled with hundreds of variations of themselves ranging from exact duplicates to horrific monsters with slight similarities.

After managing to get past the insanity-damaging scene, they will either bring about Noromethreon's return or a new god's birth.

Act I: The Return to Quendazaem

When the adventurers reach the City of Quendazaem, they find the streets empty.

The adventurers see graffiti on the sides of walls depicting Noromethreon falling to the ground. A random PC then hallucinates and sees the graffiti changing into the Priestess Praketen crying as her eyes follows the adventurer and motions them towards the Church of Noromethreon.

If there is a PC who attained the Distortion's wisdom, he quickly finds a small crack in the street where wild grass is growing. In the midst of the grass, the Distortion quickly grows and begs for the PC to douse the Pelanatar in Dunegarende's tonic if they had not done so.

When the adventurers get to the Holophane temple, sounds of a great battle can be heard from behind the towering doors.

The Rebirths

Opening the palace doors, the adventurers see hundreds of versions of themselves called rebirths. The rebirths are fighting amongst themselves as well as with followers of different religions in the enormous hall of the temple which is filled with gargantuan statues of Noromethreon.

Some of the rebirths look remarkably like the PCs with the exception of different clothing/armor, haircuts, and the different languages and sounds they make, while others have gruesome attributes,

from having several deformed heads to having an out of proportioned body where they can barely move. At the far end of the hall is the energized entrance of Noromethreon's chamber where the Priestess Praketen stares at the carnage with an indifferent look.

PCs must make a Level 6 Intellect roll or suffer 6 Intellect damage from witnessing the chaotic and unusual scene.

Most of the rebirths and the combatants in the hall will not notice the adventurers.

However, if they attack a rebirth or an invading party (Level 5), they will defend themselves to the death.

On their way to Noromethreon's chamber, the adventures will encounter three rebirths who have detected their presence. The GM can choose which PC the rebirth resembles in all cases.

1. An insect-humanoid (Level 5) covered in a tanned tree bark and purple flesh approaches the adventurers. Along its body it has a collection of different flowers and plants. The rebirth opens its mouth releasing a blue and white pollen.

You! You possesss the Pelanatar! I can sssmell itsss presssence! Yesss! Give it to me, and I will not alert the othersss! Hurry! For your livessss!

If the rebirth is heavily damaged or destroyed in less than three rounds, it will fail to call reinforcements over. It's armed with steel sharpened claws (6 damage), its tongue which it uses to ensnare someone (Health: 4), hallucinogenic flower darts (PCs must make Level 5 Might roll or suffer living nightmares - losing one action), and a webbing which it emits from its hands causing targets to increase difficulty rolls by two for two rounds.

The reinforcement consists of a bio-mechanical humanoid (Level: 4, Armor: 2) who closely resembles one of the PCs.

It's armed with a large blade (Damage: 5) that emits insane laughter after cutting into the enemy; PCs must make a Level 3 Intellect or suffer 3 Intellect damage. The automaton has the exact same voice as the PC's. It will try to reason with the PC that they are on the wrong side and they should hand over the Pelanatar since the sight of the Noromethreon is too much for them to comprehend and survive through.

2. A humanoid (Level 6, Health: 20) whose right side is mis-proportioned creating a 400-pound imbalance on one side of its body lies on the ground, calling out to the adventurers. If one of the PCs died during the adventure, this rebirth resembles that adventurer.

It clutches a glowing numenera in its right hand.

Those fools activated the oddity too soon! Too soon! Too soon! Look at what has become of me! (Starts crying creating pools of tears to form on the floor). Will you kill them for me? They're around here somewhere. Please? Kill them!!! Wait, wait, wait. (Looks closely at the adventurers) You!....You are the fools who left me!!!

The rebirth cannot be reasoned with and will attack the adventurers as he questions their actions. Although the rebirth is large in size it can move quickly with the assistance of a numenera in its hand. If the rebirth's numenera (Level 4, Health: 8) is removed or destroyed from its hand, its level of difficulty is decreased by 1. Its attacks are comprised of leaping in the air and crushing one of the PCs (7 Damage) and using its malformed arms as a duel whip to smash the body of another PC (5 Damage).

The rebirth is also armed with a numenera that it uses to de-evolve two adventurers. The two PCs must make a Level 5 Intellect roll or face the loss of 2 points from Might, Speed and Intellect pools.

Once the humanoid is killed, and if there is a PC who is affected by the Distortion, they see a small form of the Distortion growing in one of the humanoid's wounds. It whispers,

"Salvation lies in the Living God. Do not despair, its sight is unpleasing. But its heart is true."

3. A blue skinned humanoid, who appears to be Varculus but the PCs cannot be sure, slowly walks towards the adventurers before they reach the stairs of Noromethreon's chamber. The priest holds a flower with a coiling energized center. The priest lays the flower on the ground and utters a few undecipherable words. Several tiny variations of the PCs are then seen growing throughout the plant. The rebirths grow at an increased rate, with some nearly a foot in height after a minute. A flood of terrified and crazed rebirths flows past the feet of the adventurers' feet. PCs must make a Level 5 Intellect roll or suffer 5 Intellect damage from seeing the sight. As the growths start to multiply, the priest merely raises his hands skyward and calls out for Noromethreon.

Any attempt to harm or touch the priest, the plant or the rebirths results in the PC's hand or weapon passing through the creatures who disappear.

The Priestess Praketen

After the encounters, the adventurers will have reached the Priestess Praketen who continues her calm focus on the the chaos around her as she seems disinterested in the PCs until she finally says:

Nevermind them. Noromethreon awaits. Do not disappoint me.

As the PCs near the great doors of Noromethreon's chamber, the energized veil disappears.

Act II: The Resurrectors

What the adventurers witness as the door disappears will depend if they manipulated the Pelanatar in any way.

1) The Metal God

If the PCs did not manipulate the Pelanatar in any way opening the doors to Noromethreon's chamber reveals the remnants of a battle that occurred in the grand stone and metal chamber. The bodies of rebirths as well as nearly 100 bodies of followers from different religious sects litter the room.

Varcules' body, which has been stabbed countless times, can be found near the door. His body is surrounded by the bodies of the other Ayoradan who have knives in their hands.

In the center sits Noromethreon, a floating 30-foot automaton roughly in the shape of an egg with a tangle of cables and cords streaming down his lower body. His body has been heavily damaged by weapons, but remains intact.

With the presence of the Pelanatar nearby, Noromethreon reactivates as all his sensors and fixtures begin to glow blindingly bright. The automaton god will then rapidly spout out damaging ear-piercing, booming electronic noises creating tremors that nearly collapse the structure and shatter all glass.

PCs must make a Level 4 Might and Intellect roll or suffer 4 Might damage and/or 4 Intellect damage from the destructive sounds and lights Noromethreon has emitted.

In addition a nearby statue of the metal god topples from the tremors; PCs must make a Level 4 Speed roll or take 4 Speed damage.

The Celebration

Everything is engulfed in the white light of Noromethreon's sensors.

After a few minutes, the light breaks apart into humanoids which appear to be made out of Noromethreon's light.

The PCs will slowly realize that the humanoids are merely draped in glowing white cloaks and gowns as they prop the adventurers bodies up and dance

around Noromethreon as they laugh and sing a joyous song.

The Priestess Praketen will be seen in the distance as she bows towards the adventurers and smiles warmly.

The PCs will begin to lose 4 points for every minute they are near Noromethreon who has begun to emit a series of lights which begins to burn and mutate the adventurers' skin to either a blue, red or green tint.

There are hundreds of celebrants in the chamber that the PCs must maneuver around in order to get out of the chamber. They must each make three Level 3 Speed rolls to get past the crowded room with each failure causing a delay in their escape which in turn leads to the loss of 4 points.

The priestess and the celebrants will calmly come to the adventurers following the escape out of the chamber and express their heartfelt thanks, with every one of them asking for a piece of clothing, skin or hair to remember this momentous occasion.

The followers of Noromethreon will aid the adventurers in any recovery. Praketen assures them that transportation back to the Steadfast is ready for them if they wish to proceed.

As for what transpired before with the other rebirths, Praketen said she had no choice but to "grow others" since many religious sects had received evidence of the true condition of Noromethreon and sent assassins to destroy the Ayoradan and melt the automaton down. She quickly grew an army of rebirths, but the fast pace of the growths "damaged" many of them.

According to the priestess, Noromethreon still has many enemies in the city, and the sane rebirths will deal with them. The Priestess offers 400 shins to the group in thanks. The adventurers are also awarded four cyphers and an artifact.

The Hydrocropolis

The transportation from Quendazaem to the Steadfast will be achieved by accessing a portal within a gigantic wooden automaton called the Hydrocropolis which also serves as a city for organic beings.

There are other ways to travel, but Praketen says the Hydrocropolis portal is the quickest and safest. The adventurers are taken to the Hydrocropolis by a slow, sleek looking airship shaped in the form of a flower bud.



As the pilots spot the Hydrocropolis in the distance, the adventurers will feel inexplicable panic and fear at the sight of the great automaton. The PCs must make a Level 6 Intellect roll or suffer 10 Intellect damage as the ship gets closer to the Hydrocropolis. If the adventurers insist on proceeding to the creature their Intellect pool will be reduced to 0 and will remain so long as they are in the presence of the automaton.

It is not clear to the adventurers why this is happening.

The pilots, who are humanoid and unaffected by the sight, notice the adventurers' reaction and steer the ship away until the automaton is out of sight and return to Quendazaem where an alternative form of transport is made.

2) The Living God

If the adventurers followed Dunegarende's plan and doused the Pelanatar with the liquid he provided, as the energized veil disappears a bright yellow light from within Noromethreon's chamber begins to intensify as the Priestess Praketen begins screaming as all the dead combatants and rebirths in the temple break down in horrifying mounds of bone and flesh and transform into bizarre plants and trees.

The Pelanatar quickly shrivels and dies. Praketen's screaming continues through this encounter and is mixed with a hypnotic droning sound that reverberates continuously.

Noromethreon's chamber is unlike the rest of the temple as it appears to be a bright and serene botanical garden filled with thick pollen, and dense, oddly-shaped flowers and trees.

Several stone structures protrude from the vegetation.

Hiding behind a column, while cautiously looking at the adventurers, is a red-eyed and yellow creature with four legs and two arms with beating filaments along its body and head.

Pyorne (Level: 6, Health: 20, Armor: 2) will not move away from the column as he acts shyly covering his body from sight, asking who the PCs are and if they are responsible for his birth. If the PCs answer in the affirmative and promise not to destroy him, Pyorne will point to a mound of flowers and reward the PCs with five organic cyphers.

Pyorne speaks in short sentences and is polite, but seems bothered by the adventurers looking at his body as if he knows his appearance is causing them distress. He constantly apologizes and asks them to look away so they are not bothered by his appearance.

Pyorne attempts to comfort them by telling the PCs he will be the new god of the city bringing order and certainty back to a city which was on the brink of losing both. He claims his rulership will be for the good of the people.

It will take a Level 6 Intellect roll to gauge that his words are *true*. Failing the roll, the adventurers believe he is lying as Pyorne's body is gradually transforming into a horrific sight influencing the PCs' thoughts. If there is an adventurer affected by the Distortion, lower the Intellect roll by two levels.

The new god of Quendazaem will transport the adventurers back to the Steadfast by blasting white and violet energy from his mouth to the adventurers transforming them into a gaseous state.

A wind then takes the adventurers in their gas forms back to the Steadfast where they materialize in their true forms.

Rejecting the New God

If the PCs decide to destroy Pyorne (Level 6, Health 20, Armor: 2), he will cry and beg for his life, and tell them they will bring more chaos if the city is left godless. If they continue their attack, Pyorne sheds tears as he defends himself to the death.

Pyorne's main attack consists of blasting white energy dripping from his mouth. Those hit by the substance must make a Level 5 Might roll or begin to transform into a graceful tree-fungus hybrid form of themselves which begins to grow into the grass; the PC takes 5 damage bypassing armor. Affected PCs must also make a Level 5 Intellect roll or suffer 5 Intellect damage from witnessing the sight.

The affected adventurer must cut their roots from the floor (taking an additional 3 damage) in order to move and attempt an attack on Pyorne.

Within Pyorne's four elongated fingers are bladed, elastic-like bones which he uses to carve PCs (Damage 6). He will also recite dark, unpleasant

and hypnotic poems on existence some of which infer the adventurers do not truly exist but are “dream data” stuck in an endless loop in a machine; PCs must make a Level 4 Intellect roll or begin to divide into two transparent selves taking 4 Intellect damage and losing the next two actions until they recombine as one.

Destroying Pyorne, leaves the city without a god and ruling head until a group of surviving and sane rebirths proclaim themselves the new rulers, that is if the PCs accept this.

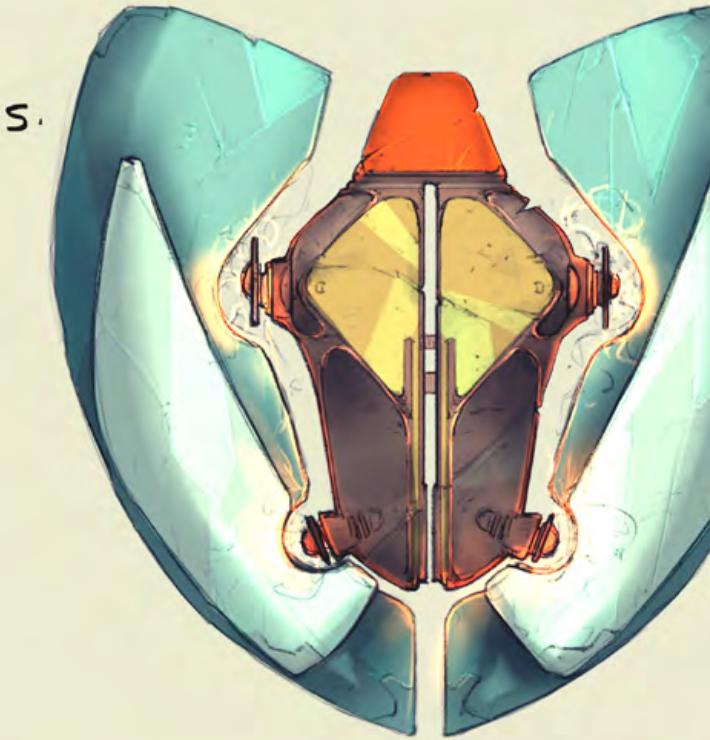
The rebirths will have the same beliefs as the PCs. They will also provide the adventurers with a way back to the Steadfast in the form of a circular numenera which transports the adventurers to the last place they remember before the start of this adventure.

A few minutes after the transportation takes place, the PCs find themselves in the last known place they remember before the adventure started. All devices and experience they have acquired will still be with them.

A bald man in a thick cloak appears to be making his way to the adventurer; if the adventurers encountered Tremalayn before in Dormanthalas they realize it's him.

Tremayln then suddenly stops before engaging the adventurer and begins to notice that he is disappearing out of existence.







Uncanny Relics

1) Hollow Tree Armor

Level: 1D6

Form: Initially a small violet and blue sliver of bark from a Hollow Tree. Within a day it quickly envelops the user's upper body with curling branches giving the PC 2 points of armor (Acts as light armor). The user's head is also covered in an array of antlers made of the same material. The bark is very malleable and does not hinder any type of motion.

Effect: The user can communicate with sentient plant based lifeforms.

Depletion: 1-10 in 2D10. Still provides 2 points of armor after depletion.

GM Intrusion: This intrusion is best used when the party decides to take a break and rest somewhere. When they awaken they find themselves atop a shining, 100-foot Hollow Tree produced by the Hollow Tree Armor. They must climb down the tree while staving off any dangers from curious predators who have climbed the tree.

2) Dimensional Shifting Robe

Level: 1D6

Form: An ornate and finely crafted robe and accompanying headdress. Acts as light armor.

Effect: Two holographic images of the user constantly appear to the user's left and right giving the wearer two points of light armor. Each image appears to be the exact duplicate of the user, however they are dressed in different colored robes and each has a very distinct personality even though they do not create any type of sounds.

The one on the right appears pleasant and attempts to help the party as he best he can by pointing or waving them away from dangers. While the other has a cautionary look to his face and is seen constantly whispering to the user.

Can be used once a day to re-roll an Intellect difficulty check.

Depletion: 1 in 1D20. Following depletion the Intellect difficulty check effect is negated, but the armor the robe provides remains intact as the holograms still exist.

GM Intrusion: The user takes 5 Intellect damage after hearing the whispers of the left hologram. It's an undecipherable language, but the user somehow has understood its meaning: One of the PCs is a traitor and is planning to kill the others.

The user will take this as truth, and will first take the other PCs aside and attempt to talk them into helping him destroy the "traitor." Failing that, he will take matters in his own hands unless he takes 6 points of damage at which point he will stop his attack and realize what is happening.

3) Dreamscape Mind Walker

Level: 1D6

Form: Four-legged vehicle. Adds 10 points to Might pool and 2 points of armor. Subtract 6 Speed points as long as the pilot remains in the walker.

Effect: The walker can manipulate one enemy's sense of reality causing the target to question his existence as he hallucinates that he's slowly disappearing. The target loses his next three actions and suffers 6 Intellect damage. There is a 20% chance that the target fades out of existence; effect does not work against Level 5 and above targets.

Effect Depletion: 1 in 1D20.

GM Intrusion: The pilot's mind is transported to the body of an organic creature which looks similar to the walker (Health: 15), while his true body remains in an unconscious state within the vehicle. The pilot must make a Level 5 Intellect roll or suffer 5 Intellect damage from having undergone the switch and the realization what has become of him.

The pilot must persuade his companions that he is indeed one of them. The other adventurers must make a Level 4 Intellect roll to properly understand the multi-legged creature, failing this they misunderstand him and believe that it wants to eat their minds.

The other adventurers must carefully study the Dreamscape Mind Walker to find a solution and reverse the process. It will take a Level 5 Intellect roll to do so, failing the roll causes the pilot to suffer 5 more Intellect points of damage and attack the nearest PC.

4) The Orchid Emitter

Level: 1D6

Form: A metal rifle-like emitter which uses concentrated pollen from an orchid contained in a glass container. A hardened shield across the weapon provides 1 point of armor.

Effect: The emitter fires a focused blast of pollen containing thousands of microscopic lifeforms that eat flesh and metal. Creates 2 points of damage for three rounds. Can only be fired twice per day.

Depletion: 1-15 in 2D10.

GM Intrusion: The thousands of denizens in the orchid develop advanced intelligence after a hole in the glass container accidentally forms and brings in a substance that evolves the minds of the beings.

During a rest period, the adventurers wake to find themselves in a gigantic orchid where bald, four-legged humanoids with crusted skin have somehow shrunken the PCs and taken them inside the orchid.

The denizens debate the adventurers why they must ally themselves with the group. This can be played out or the PCs can use Intellect rolls (Level 5) to make their point. Failure results in half of the population protesting their use in the weapon, thereby diminishing the weapon's damage by half. There is also a 30% chance the debate turns violent with six of the creatures (Level 3) attacking the adventurers.

5) Deflecting Mind Shield - Uncanny Relic

Level: 1D6

Form: A complex mechanical shield emitting energy to its sides. Within the turquoise colored energy are thousands of tiny symbols and formulas streaming back and forth.

Effect: The effect gives the user + 2 on rolls to parry attacks using the shield, and an additional point of armor against Intellect damage as the shield quickly analyzes whatever threat the user faces and moves to deflect it or change its effect.

Depletion: 1 in 1D20. Depletion only affects the additional the Intellect defense point.

GM Intrusion: The PC breaks away from whatever he's doing as the shield begins to transmit a

number of schematics and formulas to the user's brain. The adventurer dismantles a numenera, it can be his cypher or a device that he steals from one of the other PCs to create a dimensional portal emitter.

A Lyatharge (Level 4, Health: 20) then hops out of the portal and begins to attack the PCs except for the bearer of the shield.

6) The Emerald Division Sword

Level: 1D6

Form: A sword forged of emerald steel with a grip and guard made out of hardened leaves.

Effect: The sword has the power to split an enemy into two beings with one person having no Intellect while the other has no Might. One is barely able to think (Lower difficulty level by two for all rolls against this target), while the other has a hard time fighting (Loses turn for every other action). Health is also divided among the two.

The effect lasts for two rounds. The effect can only be used once per day.

Depletion: 1-15 in 2D10.

GM Intrusion: The sword activates on its own and divides the wielder who has a hard time concentrating; all Intellect difficulty rolls are increased by two levels. The PC has half of his pool points.

The wielder's other self is terrified by the event and flees. The adventurers must capture him and find someone with the ability to unite the PCs into one being.



Hydrocropolis

The Hydrocropolis, a colossal 3,000-foot wooden automaton powered by water, is one of the countless mysterious creatures who inhabit the wondrous and menacing jungles of Xenthropa.

The automaton shows no outward malicious intent towards any visitors who may come upon it. However, there are dangers attributed to the strangely constructed machine.

Most who survive a close encounter with the behemoth will say the first thing to be mindful of is to give it a wide berth since you don't want to be crushed by any of its legs which have the remains of dirt, wood, brush, and towns caked along its feet.

Another danger lies in a residue that it excretes at certain times of the day. Some have speculated that the liquid is part of its digestive system, while others say it's a conscious effort by the Hydrocropolis to produce more denizens for the city which lies in its chest.

Whatever the case may be, when organic life forms touch the residue, a slow painful transformation begins where the victim is eventually turned into a tree-human hybrid called Anokkra. The being retains its past memories but has an irresistible urge to seek out the Hydrocropolis.

If successful, the being eventually lives with the populace, although there have been several cases where an Anokkra ignores the call and lives off on its own.

The Anokkra, who number in the thousands, live in the chest region of the Hydrocropolis and use a language made up of rough and dense sound produced through their tree bark teeth and throats.

Given the enormity of the machine and the sheer destruction it leaves in its path, the Anokkra have garnered many enemies in the wake of the Hydrocropolis' travels through Xenthropa.

Regions of the Hydrocropolis

There are three regions of the wooden automaton that denizens can reside in; the feet, chest and head. Each are accessible by outsiders through corrosive holes found throughout the body, although getting on the Hydrocropolis itself without injury or death is difficult. Once inside,

traveling between the regions requires climbing through cramped passages filled with wooden gears, trees, flowers, and mutated beings who have become a part of the automaton's body.

1) Feet of the Hydrocropolis

Thick layers of mud, trees, and junk are caked along the exterior and interior of the lower legs.

Twin cities of distorted mutations and asymmetrical structures have risen in the Hydrocropolis' feet where the floating being known as Worglaphid has revived himself and retained enough of his original intelligence to direct animals to construct his constricted cities.

Worglaphid and The Phlorphan

Worglaphid (Level 6, Health: 20) is a purple metallic creature with two arms, hundreds of tentacles and a small, shell-shaped head. It uses a numenera in the form of a nano's wand as a tool to communicate and to harm. The wand can translate Worglaphid's thoughts by emitting pictures in the air. The numenera also has the ability to create diseases which degrade victim's health for days, causing 4 points of Speed damage initially, then 3 points of Speed damage every day for 3 days.

The 10-foot animals, called Phlorphan (Level 4, Health: 10), are silver insect-like animals with four spindly legs and a torso made of thick collections of reflective, circular flowers with hairy tendrils. The flowers contain fragments of memories of those that perished underneath the Hydrocropolis' feet.

The animal communicates by emitting spores, and will ask to trade memories where the PC loses a memory and gains another. However the memory gained could be troubling (Permanently subtract 2 points from Intellect Pool) or wondrous (Permanently add 2 points from Intellect Pool).

Worglaphid doesn't much care for visitors, only resorting to violence if they hamper the Phlorphan's progress in constructing the narrowly shaped and near-impassable city streets. Worglaphid will be more amiable if one of the PCs trade with the Phlorphan at which point he will ask for a favor. According to Worglaphid, a humanoid's thoughts are troubling some of the

Phlorphan, and ask they deal with it in return for treasures.

The problematic humanoid is a woman separated from a group of adventurers who were hunting the Hydrocropolis. Halloras (Level 5) miraculously survived the Hydrocropolis and climbed into one of its legs. There she came upon a Phlorphan and unfortunately traded memories with it where she gained a power at the cost of her sanity. The experience caused her to develop mind powers which cause sentient beings to relive their worst nightmares in a never-ending cycle causing all difficulty rolls to be increased by one level.

2) Chest of the Hydrocropolis

The chest of the Hydrocropolis is filled with a variety of glowing Anokkra with the largest and oldest acting as centers and homes for the younger creatures.

It is not uncommon for an Anokkra to suddenly stop walking, plant himself in the street and begin to grow rapidly into a home.

The center of the chest is also inhabited by a sparkling energy field named Oggradomma who not only provides endless amounts of water to power the Hydrocropolis, but can be used to create portals to different lands of the Ninth World.

Oggradomma and the Anokkra

Oggradomma (Level 7, Health: 30) sits on a small pedestal surrounded by wooden machines and synth conduits which travel across the Hydrocropolis. Its swirling, energized body is not affected by physical or energy based attacks, but can be harmed by dictating numenera in the form of mathematical formulas it cannot comprehend causing Intellect damage (twice the normal damage of the numenera).

The energy being can provide quick transportation to far off lands if the request is made by a being who has accomplished an incredible feat; Oggradomma does not provide the task since it's not interested in manipulating life, merely content with observing it with the occasional question or two. Tales incorporating formulas or numbers can hold its interest with the most interesting stories yielding a profitable anecdote from Oggradomma.

The Anokkra have no interest in using Oggradomma's portals and would never think of leaving the Hydrocropolis. Their interaction with

Oggradomma is limited and usually comprises of repairing any malfunction to the apparatuses that surround the being and occasionally watching the hypnotic and circulating movement of its body.

The denizens of the Hydrocropolis are docile and curious, taking interest in any new event or form of life that appears in the city. Some of the newly formed Anokkra still retain parts of their memories before they were transformed into their current state, and if human-based, will welcome adventurers and attempt to talk them into a (painful) transformation so that they can be one with Hydrocropolis.

All the buildings and structures within the Hydrocropolis' chest are formed by ancient Anokkra who still retain their faces and abilities to speak. A few have a distrust of all non-Anokkra life, closing their massive door-mouths when they are approached by such beings.

One such being is Yalasgarda, an Anokkra that towers nearly 30-feet with enormous pink and orange branches. Rivegaddam, a nano thief, stole a painting from the City of Quendazaem and managed to secretly enter Yalasgarda to take refuge with the puzzling artwork. The piece is said to contain a map of the Hydrocropolis leading to an extravagant and powerful numenera.

2) Head of the Hydrocropolis

The head of the Hydrocropolis is the most perilous environment where visitors are bombarded with the alien thoughts of the automaton causing physical and mental pain; subtract 4 points from Intellect and Might pools for every hour in this area.

The interior of the head is made up floating, cylindrical chambers where the Aydreans, humanoid-sized versions of the Hydrocropolis, study and/or destroy any physical manifestations that take shape through the thoughts of the great automaton.

These manifestations can take various forms from lifeforms the automaton observed through his travels to objects from something crushed beneath the Hydrocropolis' feet.

If the thought-created lifeforms manage to elude the Aydreans and flee the Hydrocropolis, they eventually begin to disappear as their whole existence depends on the automaton's presence. Eventually, after a month, the being completely

disappears as the Hydrocropolis reabsorbs the thought.

The devices, such as numenera, created by the automaton's thoughts have a longer lifespan if they remain inside the Hydrocropolis, staying in existence for months before disappearing.

The loyal Genvalgwynn, who has taken temporary residency in the chest of the Hydrocropolis, seeks aid in the rescue of a duchess of Vassalla recently spotted in the head of the automaton.

Genvalgwynn efforts are hampered by the fact that he sometimes disappears, returning moments later unaware of what has transpired. The duchess and the sinister machine, who is holding her hostage, are indeed real, but Genvalgwynn is not.