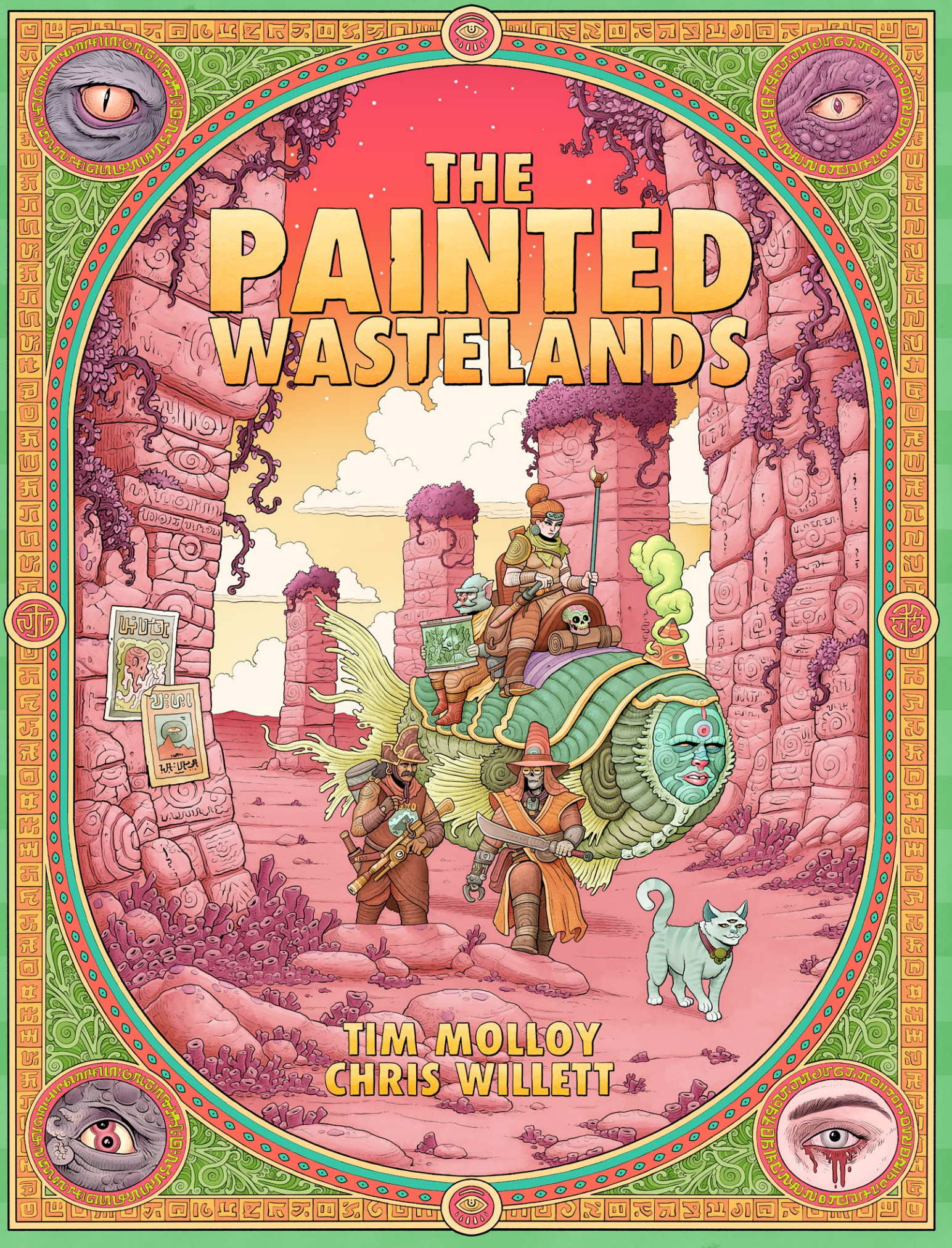

THE
PAINTED
WASTELANDS
TIM MOLLOY
CHRIS WILLETT



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Published and printed by Agamemnon Press, in the United States of America

First Printing, 2024

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THE
PAINTED
WASTELANDS

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FOREWORD
CHRISTOPHER WILLETT

Tim once told me that you must allow life to take you places, even if you don't know where you're going. This sums up how this project came to life and how it came to be in your possession.

I stumbled across Tim 's artwork during one of those late-night Facebook scrolling sessions before I collapsed into sleep. The picture was peculiar, original, and unlike anything I had ever seen before. I thought to myself: "What if I could find an artist like him to collaborate with?" Little did I know that stray thought would lead me down a dark path of unspeakable horrors and twisted mindscapes.

I assumed I could convert some of Tim's old drawings into a cohesive RPG fantasy adventure. I could just come up with some stories about them. Tim was interested, but that's when he slapped me with shocking news. All his drawings and comics were connected. They already existed in a setting he referred to as "the Upper and Lower Ethereal Hierarchies."

From that point on, every detail of the world was hammered out alongside Tim. I didn't expect to find so much of the lore of this world existed, buried in the nooks and crannies of his mind. It was like writing an RPG with George Lucas. I was discovering the world just as I imagine you and your players will. Behind every rock was some horrific nightmare beast looking to steal your teeth or a desert weirdo looking to smoke ectoplasm with you.

Tim's world is deeply philosophical and feels lived in. It is drawn from his travels in Asia and deeply influenced by his extensive library of esoteric books. When you peer through his drawings you will marvel at the details and see just how deep this rabbit hole goes. You will wash up on the shores of a surreal land and wander through the psyche of two thoroughly deranged souls.

I am so fortunate to share this work with you. Buckle up because you and your friends are about to slip into the dreamscape of a madman.

FOREWORD
TIM MOLLOY

When Chris first approached me with an idea to create a TTRPG, I don't think either of us knew exactly what we were in for. I had hoped I'd have the chance to work on some more roleplaying game illustrations this year, so I was very receptive from the outset.



Chris very quickly demonstrated great insight into my body of work, (after an intensive research period) yet I was still surprised at my own willingness to hand over a spare key to my imaginary private kingdom. I think we both realized exactly what the scope of the other's potential input could truly be and what started as a relatively small project quickly ballooned into a much more ambitious one.

We decided to set the book in The Painted Wastelands, a hitherto mostly unexplored desert region of my inner geography, a strange place I call The Upper and Lower Ethereal Hierarchies.

The reasoning behind this was that while we could still work with 25 years of lore, imagery, comics and paintings regarding the wider world, The Painted Wastelands would be a pastel-colored sandbox where we would be able to ride around in the dust and do some exploring together.

I've long thought of my creative process as more of a journey into a pre-existing unknown place, so the opportunity to share that with another creative mind (especially one as talented and insightful as Chris), as well as the opportunity to share that with you, dear reader, is an experience I continue to be grateful for.

Welcome Stranger!



PART ONE:
LOST IN A NEVER-ENDING DREAM

Adrift in a strange world, you transcended mundane reality and washed up on the shores of the Lower Ethereal Hierarchy. The land is a vibrant kaleidoscope of rainbow-colored sand and crumbling ruins.

You will wander from place to place, skipping across reality like a stone tossed along the surface of a pond. You will encounter the bizarre people of the desert, sweaty pilgrims desperate for absolution, and eerie sorcerers meditating in a haze of ectoplasmic smoke. You will plumb the depths of ruins forgotten by untold millennia and face the wrath of vengeful nightmares given life.

This section focuses on the mechanics of travel and survival in the thick and thin spaces of the Painted Wastelands.

ADVENTURE THROUGHLINES

There are multiple ways to pull adventurers through the Painted Wastelands campaign. These are metaplots that can keep the story moving along.

- A sorcerer named **The Diseased One** is responsible for everything bad that has ever happened to the characters. He has a tower in **Area 0408**.
- If the characters are lost and trying desperately to get back home, they wander from place to place like Alice in Wonderland. The Sky Ghouls of **Area 0305** could drop them back where they belong.
- If the characters are cursed, diseased, poisoned, or otherwise doomed, completing The Pilgrimage of Yaldabythos could be the only way to cure them (**Area 0706**).
- The characters may be hunted by a dangerous adversary. Roll a d4:

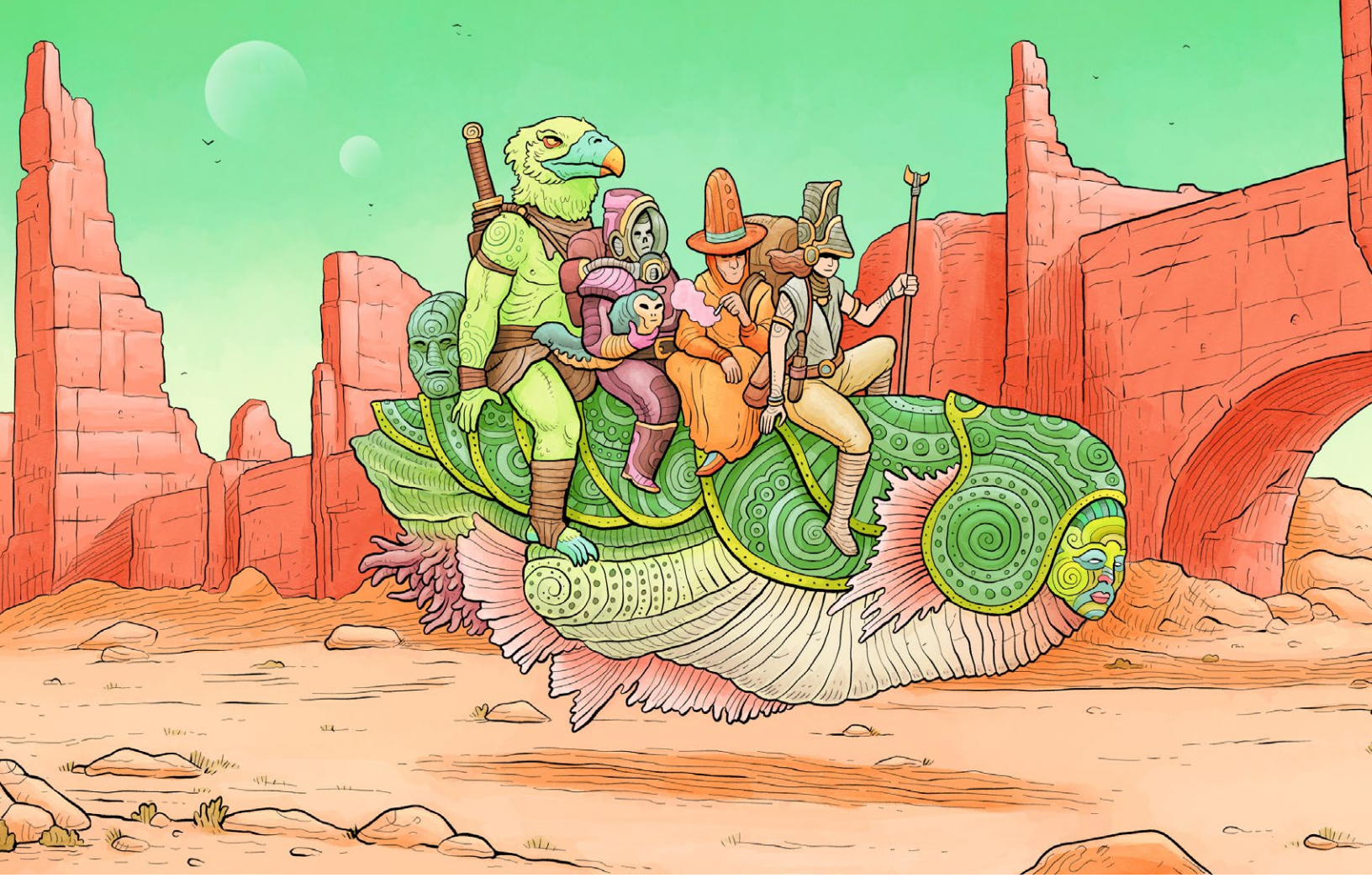
  1 The Albino Bat Demons (**Area 0505**)
  2 A Void Acolyte who wishes to bless them with absolution (**Area 0806**)
  3 The forces of the Diseased One (**Area 0408**)
  4 An Inquisitor of the Bleeding Eye (**Area 0608**)

  When entering a new area, there is a 1-in-6 chance one of these enemies finds the party and attacks.

WHERE ARE YOU?

Take courage lost traveler! You have found yourself in The Painted Wastelands. You're stranded upon the ragged edge of the infinite worlds of dreaming. Trapped in a space that probably makes little sense to neophytes such as yourself. Prepare your soul to enter a lucid land of sorcerers and endless sands.

D10	HOW DID YOU FIND YOURSELF HERE?
1	You drank fungal wine with a stranger in the tavern last night. It's all a blur, but now you find yourself here in The Painted Wastelands.
2	An enemy sorcerer cursed you! Now you're stranded in the Outer Dreamlands with no way back. How long have you been here? It seems that you've been wandering for 1d8 weeks.
3	You died! Unfortunately, your soul got a little lost along the way to the afterlife and has found itself in the Painted Wastelands. You don't feel dead and seem uninjured. Even so, you distinctly remember setting off that trap...
4	What a trip! You ate a piece of a shrooman's flesh, and it caused your spirit to transcend through the layers of the Ethereal Hierarchy. Now that the fungal effects have worn off you seem to be stuck here.
5	You've always been here. You have spent multiple lifetimes here (although you have very few memories of those lives). Trapping you here is just another one of karma's sick jokes until you finally slough off this mortal coil again.
6	The roiling infinite quantum foam of the Liminality punched into your world and ripped you away. Now you are the flotsam and jetsam that has washed up on an endless expanse.
7	You found a humming magic arch in the dungeon. The temptation to jaunt across the multiverse as the gas spirits of the 7th Hierarchy do was too much of a temptation and you dived headfirst into the portal. The mystic doorway spat you out into the Painted Wastes where you awoke in a puddle of your own vomit.
8	Your spell completely misfired. You were supposed to unleash a font of arcane might. Instead, you accidentally tapped into an ectoplasmic discharge that launched you through space and time to this wretched unspace and untime.
9	You did it! After years of mastering lucid dreaming and esoteric meditation you have finally reached the Lower Ethereal, although this is not exactly the place you wanted to be...
10	The experimental alien psychoactive combat drugs you took came with a serious side effect. Your enemies are dead, but you're now trapped in The Painted Wastelands.



DREAMTONGUE

The various denizens of the Lower Ethereal speak Dreamtongue, also known as "The Language of the Dead" by certain gutter wizards. It is a complex language based on telepathic thoughts and metaphors.

Neophytes are new to the Lower Ethereal Hierarchy and barely understand any Dreamtongue. They are 1st or 2nd level characters. There is a 40% chance they only understand every other word spoken or read. The neophyte has the diction of a toddler. Speaking slower and louder doesn't seem to work.

Initiates have more experience in the Lower Ethereal Hierarchy and a stronger understanding of Dreamtongue. They are 1st level Oneiromancers or 3rd level characters. There is a 10% chance they only understand every other word spoken or read, otherwise they understand clearly. The initiate's syntax is simple and childlike. It is like trying to speak to a child about theoretical metaphysics.

Adepts and **Dreamers** are so used to the Lower Ethereal Hierarchy that they are fluent in Dreamtongue. **Adepts** are 2nd level Oneiromancers or 4th level characters. **Dreamers** are 3rd level Oneiromancers or 5th level characters. They have a way with dreamwords! Their accent is phenomenal. Denizens of the Painted Wastelands are charmed by the skilled phrases and treat the characters like old friends.



WANDERING THE PAINTED WASTELANDS

Moving from area to area is difficult for the uninitiated in the ways of the Painted Wastelands. It takes Oneiromancers a lifetime of careful study to master traveling the area safely. This is known as Lucidity, which represents a dreamer's control over the dreamlands. To leave a location the party must nominate a navigator to roll **1d20+INT**, applying relevant Aid in Travel Modifiers.

D20	TRAVELING THE PAINTED WASTELANDS
1-6	You are trapped in this location. Your party wanders back and forth for now, and can attempt to leave again in 24 hours.
7-9	You are thrown through the celestial firmament and appear somewhere else in the Painted Wastelands. Your party travels in a random direction 1d3 locations over the course of 1d6 hours.
10-15	The thin spaces between realities shunt you forward. Your party travels in the desired direction 1d3 locations over the course of 1d3 hours.
16-20	The party successfully navigates the ever-shifting wastes. The party travels to the next location over the course of 1d3 hours facing a strange encounter along the way (see **Strange Encounters**).
21-24	The party successfully navigates the Painted Wastelands without delays or distractions. The party travels to the next location over the course of 1d3 hours.
24+	The party has become so adept at traveling through the world of dreams that they can pick a single area within 1d3 locations and travel there instantaneously.

AID IN TRAVEL

Traveling through the Painted Wastes is difficult and maddening at the best of times. Sometimes the space between spaces is exceptionally viscous. A trek that should only take a few minutes can take days and vice versa. Dreamers rely on the tricks of the trade to make their way through the endless expanse of ruined cities and sherbet-colored mountains.

AID IN TRAVEL (LUCIDITY BONUS)	BONUS
Neophyte	**-4**
Adept	**+4**
Dreamer	**+6**
Use of a map	**+2**
Directions from an unreliable narrator	**+1d3**
A servitor will take you where you're going	**+4**
Huff a dose of ectoplasm.	**+1d6**
Emboldened by the sweet taste of mushrooms.	**+1d6**
Perform an Oneiromantic ritual.	**+1d6**
Riding on a jet bike	**+3**

TRAVELING OFF COURSE AND MAPPING THE PAINTED WASTELANDS

It is important for the party to keep an accurate map. When the party is thrown off course by the enchanted nature of the Painted Wastelands, the Referee informs the players of the actual direction of travel. Players know they are lost and can mark their new location accurately on their map.

NOTE ON SAVES

Monster stats are abbreviated in *The Painted Wastelands*. Instead of listing out all the saves repeatedly, they are based on the Fighter's Saving Throws.

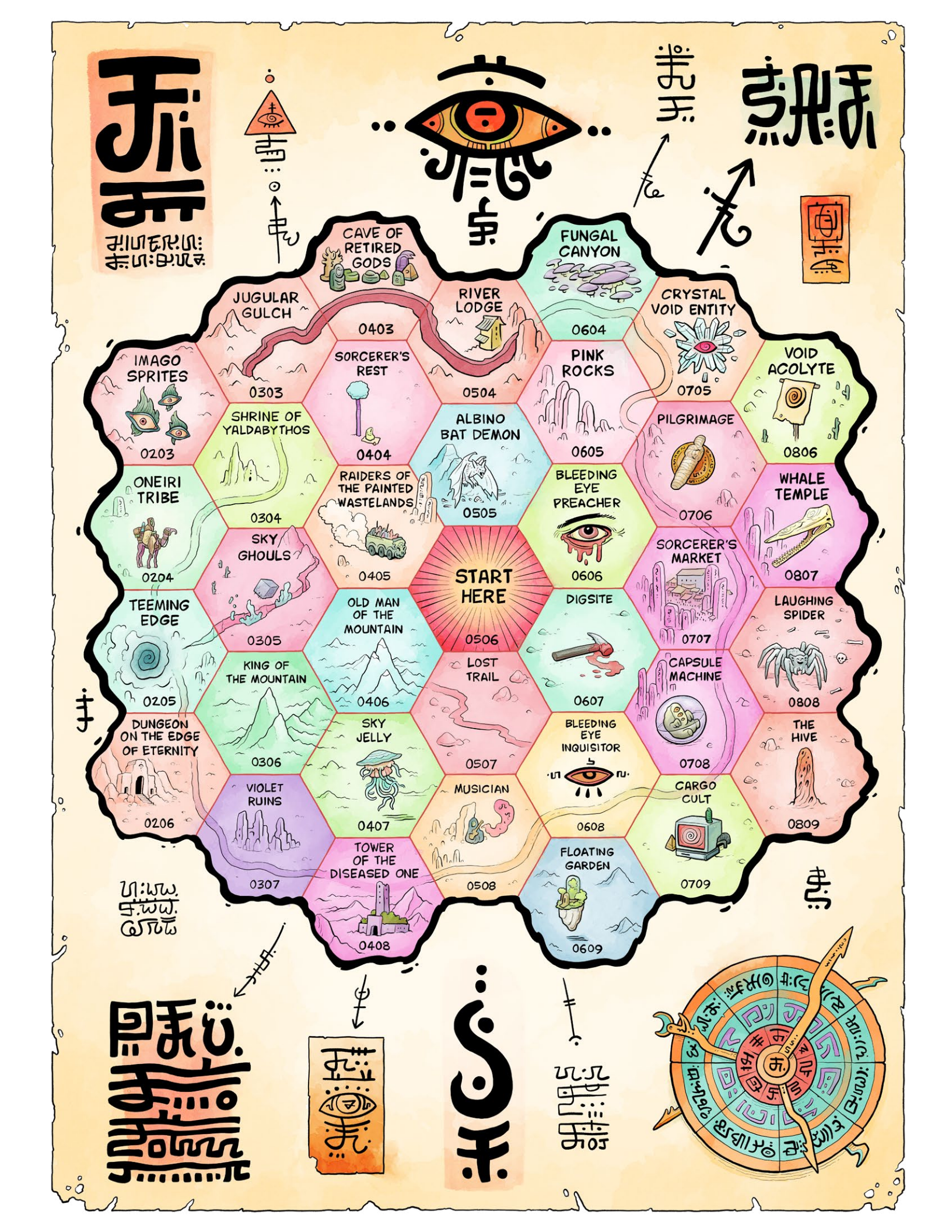
F1	**D**12	**W**13	**P**14	**B**15	**S**16
F4	**D**10	**W**11	**P**12	**B**13	**S**14
F7	**D**8	**W**9	**P**10	**B**10	**S**12
F10	**D**6	**W**7	**P**8	**B**8	**S**10
F13	**D**4	**W**5	**P**6	**B**5	**S**8

STRANGE ENCOUNTERS



When the party rolls a **Strange Encounter** result while wandering the Painted Wastelands, they experience the next encounter on the list. Some of these Strange Encounters are with creatures that can be found elsewhere on the area map; they don't just stay in one place waiting for the players to stumble upon them.

1. **Dreamer.** A beautiful pink-haired dreamer reads a book while lounging in a bean bag chair. She gives directions to the Pastel House, in the **Sorcerer's Marketplace** (**Area 0707**). If attacked she disappears in a puff of scintillating smoke.
2. **Lizard Herder**. A robed shepherd with a crooked staff leads a herd of 40 dog-sized lizards to their basking rocks. Shares a rumor with the characters.
3. **Painter.** A blind traveling artist sells paintings out of his rickety cart drawn by a thick legged flightless bird. On closer inspection, the paintings are of the characters killed and mangled horribly. When questioned the artist says, "I paint what my dreams tell me."
4. **Oneiri Tribespeople.** A group of Oneiri are interested in trading rumors and items for ectoplasm (like the ones found in **Area 0204**).
5. **Sticky Gutter Wizard.** A sticky desert weirdo licks a spoon of oneiric honey lasciviously. He will share a taste for 50 ectos. Consuming a lick of Oneiric honey grants +2 to saves versus spells for 2 hours.
6. **Bag piper.** Desert musician in voluminous robes playing a grotesque instrument made from a fleshy sack. You can buy their demo tape for 2 ectos. It's not very good.
7. **Smoker.** A meditative sorcerer smoking ectoplasm from a long-stemmed pipe. He'll share for 2 ectos. Smokers gain +1 INT and CHA for 4 hours. After the effect wears off, save versus poison, on a failure they suffer -1 INT and CHA until they smoke ectoplasm again.
8. **Shifty Gutter Wizard.** A shifty looking warlock is willing to cast a spell for you. He can cast any 1st level Magic-User spell for 100 ectos, or a 2nd level Magic-User spell for 200 ectos. 1-in-6 chance he's lying and pretends to cast the spell just to rip the characters off and steal their ectos.
9. **Strange Parade.** An endless line of weirdos stomps across your path, stretching from horizon to horizon as far as the eye can see. (see **Area 3: The Strange Parade** in the Dungeon on the End of Eternity).
10. **Apocalyptic Cryer.** A man wearing only a sandwich sign yells out to anyone who will listen. The end is nigh! The Whale God will return to this world and belly-flop into it at the speed of light! He is inconsolable.
11. **Corpse.** A dried, leathery corpse sits cross legged. Whoever it was just wasted away here, meditating for years. They have a comic book in their pocket that depicts the party encountering this corpse.
12. **Sentient Spider**. A cheerful large spider is eating a rat for lunch. If engaged in polite conversation, it will share a rumor.
13. **Beggar.** A sad-looking mutant with too many beady eyes and grotesque tentacles looks to you balefully in the hopes you will give them some ectos.
14. **Oneironaut.** A friendly oneironaut is wandering about surveying the locale. Trying to communicate with him is difficult through his helmet and environment suit. When he speaks it sounds like a wheezing synth accordion. He has an air tube that trails along behind him and out of sight. If someone were to follow the tube it would stretch out into the desert infinitely.
15. **The Void Cult.** A group of 4 void cultists are collecting donations. If you give them 1 ecto you gain 5 XP. If you are a member of the Bleeding Eye Cult and donate you lose 5 XP. You can donate more than once. Do not allow any Bleeding Eye inquisitors to find out you did this.
16. **Pilgrims.** A group of lost travelers on the Pilgrimage of Yaldabythos. 1-in-6 chance they are carrying a mummy on a palanquin (see **Area 0304**). 1-in-6 chance they are lost.
17. **Pickled Toad.** An unattended jar left in the middle of the desert holds a pickled toad floating in brine. Licking the toad grants +1 WIS for 3 hours and a **Grotesque Side Effect** (see **Smoking Ectoplasm**).
18. **Part-time Necromancer.** A necromancer offers resurrections for 10,000 ectos, satisfaction guaranteed. He is also willing to purchase recently dead corpses for 500 ectos each, no questions asked. The fresher the better.
19. **Pilar Saint.** An ascetic monk lives on top of a pilar. He shouts mad ravings at you. Spends his days fasting, praying, and screaming at the blazing sun above.
20. **Cactus Shaman.** This loopy deranged desert weirdo wearing a *Legends of the Golden Child* T-Shirt is cultivating rare cacti so that he may consume their psychedelic prickly pears.


CAVE OF RETIRED GODS
FUNGAL CANYON
JUGULAR GULCH
0403
RIVER LODGE
0604
CRYSTAL VOID ENTITY
IMAGO SPRITES
SORCERER'S REST
PINK ROCKS
VOID ACOLYTE
0303
0504
0705
0203
SHRINE OF YALDABYTHOS
0404
ALBINO BAT DEMON
0605
PILGRIMAGE
0806
ONEIRI TRIBE
RAIDERS OF THE PAINTED WASTELANDS
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0407
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0809
TOWER OF THE DISEASED ONE
FLOATING GARDEN
0307
0508
0709
0408
0609

DREAMLANDS ADVENTURING

Adventuring in the Lower Ethereal Hierarchy follows the same rules as **Dungeon Adventuring** and **Wilderness Adventuring** found in *Old School Essentials Advanced Fantasy Player's Tome*.

SLEEP

Characters must rest for 12 hours after a day of adventuring (3x 4-hour watches). A spellcaster can memorize new spells after an uninterrupted 8 hours of sleep. However, resting in the Painted Wastelands is not an easy feat. There are shadow entities and living nightmares looking for weak willed prey. Each night there is a 1-in-6 chance that a **Random Sleep Encounter** takes place while the characters rest. At the Teeming Edge and in the Dungeon on the Edge of Eternity, there is a 3-in-6 chance that a random event takes place due to the proximity of the Liminality. Roll once on the **Sleep Encounters** table for the party. Characters always have Sweet Dreams at the Sorcerer's Marketplace.

SLEEPLESS NIGHT

The unnatural nature of this desert makes sleep difficult to attain. Each character must make a CON check; on a failure they are tired the next day and suffer a -1 to hit and damage rolls until they have rested for 24 hours.

D4	RANDOM SLEEP ENCOUNTERS
1	Sleepless Night
2	Sweet Dreams
3	Wandering Monster Encounter While Sleeping
4	Nightmare

SWEET DREAMS

The party is blessed by pleasant and enjoyable dreams. They enjoy a restful and deep sleep that restores their strength. Heal 1d3 Ability damage and 1d6 hp. An installment of the film series *"The Dream Plague Cycle"* by Harmonia Vrim is beamed directly into your minds while you sleep.



WANDERING MONSTER ENCOUNTER WHILE SLEEPING

The party deals with a monster together. The guard has a 1-in-6 chance of being surprised by these monsters.

1. **Shadow Entity.** Past the edge of the campfire, 1d6 shifting creatures stalk closer in the darkness. The monsters surprise on a 1-3, due to their shadowy nature.
   Shadow Entity. **AC** 7 [12], **HD** 2+2* (11 hp), **Att** 1 x touch (1d4 + strength drain), **THAC0** 17 [+2], **MV** fly 90' (30'), **SV** F1, **ML** 12, **AL** C, **XP** 35
2. **Black Horse.** A squelching, squishing creature that can best be described as a horse made of cancerous ectoplasm approaches the camp. It tries to hide itself among the mounts of the characters if they have some.
   Black Horse. AC 7 [12], **HD** 3 (13 hp), **Att** 1 x touch (1d4 + infection), **THAC0** 17 [+2], **MV** 120' (40'), **SV** F1, **ML** 5, **AL** C, **XP** 35
3. **Astral Leeches.** While the characters are resting, 1d3 astral leeches per character will attempt to sneak closer and attach themselves to sleeping characters. These spiritual parasites hail from the Liminality.
   Astral Leeches. AC 7 [12], **HD** 1 (4hp), **Att** 1 x bite (1d4 + spiritual drain), **THAC0** 19 [+0], **MV** 90' (30'), **SV** F1, **ML** 7, **AL** N, **XP** 10
4. **Sleep Paralysis Hag.** A creeping hag materializes above the sleeping characters, unleashing a spell rendering the sleepers paralyzed before attacking. Sleeping characters must save versus paralysis or be unable to move or act for 3 rounds. The Hag wants to steal all their ectos more than she wants to kill anyone. Once she's stolen as much as she can, she flees.
   Sleep Paralysis Hag. AC 6 [13], **HD** 3** (13hp), **Att** 1 x dagger (1d4), **THAC0** 17 [+2], **MV** 90' (30'), **SV** F1, **ML** 10, **AL** C, **XP** 65
5. **Cat Stealing Breath.** A black cat sneaks into the camp and tries to steal the breath of sleeping characters. Save versus death or begin to suffocate. After 1 round make a second save versus death. On success, air rushes back into the character's lungs; they are fine. On a failure, the character is cursed with shortness of breath. -10 movement. The only way to remove this curse is completing the Pilgrimage of Yaldabythos. Cat characters automatically detect this intruder and are not surprised. Even if they are asleep, they can wake up and warn the party before the enemy can take anyone's breath.
6. **Night Strangler.** This squat little gremlin sneaks quietly upon a sleeping character. It jumps on their chest and grabs them by the throat to strangle them. While being strangled, a character cannot cry out for help.
   Night Strangler. 5 [14], **HD** 1 (4 hp), **Att** 1 x strangle (1d4) **THAC0** 19 [+0], **MV** 60' (20'), **SV** F7, **ML** 8, **AL** C, **XP** 10

NIGHTMARE

The bizarre qualities of the Painted Wastelands inflict disturbing nightmares upon unwarded dreamers. When nightmares plague the party, go down this list. If the entire list is exhausted, come up with more nightmares.

1. **Teeth Fall Out.** It is a normal day, when suddenly you reach into your mouth and pull out your own teeth. They shatter, snap, and fall out of your mouth like shards of bloody glass. Save versus death, on a failure you awaken to find yourself spitting out 1d8 broken teeth.
2. **Falling.** You are falling! The wind sounds like a hurricane as the ground comes rushing toward you. Save versus death, on a failure, you awaken and are treated as though you fell 5 feet. You take 1d3 damage.
3. **Running Late.** You can't believe how late you are; everyone is furious with you. Save versus death, on a failure you're late for the next 24 hours (you always go last—in marching order, random order, or in combat).
4. **Going Bald.** Your hair falls out in large handfuls. Save versus death, on a failure you ripped giant handfuls of your hair out in your sleep. It grows back after 1d6 months.
5. **Lost your weapon.** In your terrible dream, you find yourself locked in battle without your weapon! The character's favorite weapon is missing until they can dream that they found it (or 24 hours pass).
6. **Sick.** In your dream your body and face are covered in sickly pustules. Your flesh is rotting off the bone. Save versus death or awaken with Dream Pox. Each morning the infected character must save versus death, on a failure suffer -2 CON. Can only be healed the Pilgrimage of Yaldabythos.
7. **Evil Presence. Y**ou are haunted by an evil and powerful spirit; that snatches at your soul with its dripping claws. Save versus death or suffer -2 to all save versus spells for the next 24 hours.
8. **Doom.** In your dream, you stared helplessly as watched yourself die. Over the next 24 hours if you roll a critical failure, save versus death or die.
9. **Chased.** You are pursued all night by an evil force. It hounds you nonstop. It's right behind you! Save verses death or suffer -1 to attack rolls and damage rolls for the next 24 hours from exhaustion.
10. **Monster.** You are harassed by a monster made of shadow and hatred. Save versus spells or wake up screaming as a shadow entity leaps out of your forehead and immediately attacks.
    Shadow Entity. AC 7 [12], **HD** 2+2* (11 hp), **Att** 1 x touch (1d4 + strength drain), **THAC0** 17 [+2], **MV** fly 90' (30'), **SV** F1, **ML** 12, **AL** C, **XP** 35



PART TWO:
THE PAINTED WASTELANDS

COSMOLOGY

The Lower Ethereal Hierarchy. This is the "world" in which all the adventure takes place. It incorporates the Painted Wastelands, the Endless Plains, and several other important locations.

The Upper Ethereal Hierarchy. A indescribable space, that feels more like science fiction than fantasy. Many alien visitors from the Upper Ethereal travel down to visit the lower. Traveling to this place is difficult.

The Liminality. A breezy space made of cosmic foam and floating clouds of puffy nebulas.

The Outer Void. Nothing exists here.

ELSEWHERE IN THE DREAMLANDS

The Painted Wastelands. A surreal rainbow-pastel desert on the edge of the Endless Plain. Legend has it was covered in ocean once, in a time long forgotten. This is the region in which the adventure takes place.

The Endless Plain. A flat, featureless plain that stretches unbroken for as far as the eye can see, and then a little further.

City of the Ever-Open Eye. A massive sprawling city. One could walk the streets in a straight line for all eternity if they picked the right direction.

The Hundred Year Ocean. It takes 100 years to get from the Endless Plain to the Hundred Year Coast. Peppered with vibrant islands.

The Hundred Year Coast. Beautiful dreamers enjoy the gentle beaches and seek knowledge from mystical heads carved from sentient jade.

Lands of Dust. Beyond the Hundred Year Coast and its dense jungle lie the Lands of Dust, a ghoul haunted expanse of shattered desert.

Unholy City of Zeb. Crouches on the river Zeb Aboonai. It is ruled by powerful necromancers who trade in corpses.

Lunar Library. A library filled with every book ever written and every book never written, operated by an order of mandrill librarians. It is located on the far side of the moon.

FACTIONS IN THE PAINTED WASTELANDS

The Painted Wastelands are positioned on the frontier of dreamspace. And like with most frontiers, there are several factions striving to make their mark out here.

MAIN FACTIONS

The Sect of the Bleeding Eye. This cult has risen to power in The City of the Ever-Open Eye. Only a few "years" ago they overthrew the silent monks and their mantis priests. Now the preachers are trying to expand their operations into the Painted Wastelands by baptizing as many folks as possible. The Inquisitors want to kill everything they consider tainted and unholy. They use unique, hand-tooled rifles to root out heretics and apostates.

The Sect of the Bleeding Eye is a social parasite that wants to convert as many people as possible to their faith by anointing them with psychoactive blood. A player character baptized into the faith can use the blood weeping from their eyes to convert others. The challenge is that most desert weirdos find the cultists off putting.

The Void Cult. This religion of spiral masked priests worship mysterious void entities that exist beyond reality. They are pure nihilists who believe in nothing and long to end all reality so that it can return to nothingness. The Void Acolytes roam the Painted Wastelands indiscriminately spreading the worship of the Spiraling Blindness through the edge of a shimmering blade. They chase the ultimate dissolution by granting you the sweet release of death.

Followers of the Void Cult want to help people let go of their blind obsession with belongings or living. They spread the faith of nothingness through executions and destruction of private property. Naturally, those with the most to lose will do anything to keep what they have.

The Oneiri Tribespeople. These lonely drifters come out of a region called the Glitch Lands that borders the Painted Wastelands. They were native to these lands long before even the Aeon Dwellers ruled their endless empire. Now they just wander back and forth trading rumors and knickknacks for ectoplasm. They were once ruled by the King of Dreams, whose name is Lost to the Ages.

The Oneiri Tribespeople want ectoplasm. They will trade almost anything for it. They feed on ectoplasm instead of smoking it for enjoyment. They are especially interested in the pyramids dreamers use to generate ectoplasm.

LESSER FACTIONS



Cryptobotanists. This organization of alien beings is collecting plant life from the Lower Ethereal Hierarchy, the Upper Ethereal Hierarchy and beyond. They normally wear helmets filled with unique breathing gas and carry glass specimen plant containers.

The Fraternal Order of Gutter Wizards. Gutter Wizards are low-life magic users who wear filthy rags for robes and wield broken arcane implements. They can be found across all societies. They are a secret order of homeless wizards that work together trading secrets and the best spots to beg for money. They will perform spells for ectos.

Oneironauts. These friendly travelers sail the distant Liminality and beyond. They are inscrutable, as only a few can speak Dreamtongue, but are really just jazzed to be here and may follow along for the fun of it. They wear bulky protective suits with glass helmets. A breathing tube stretches behind them or above them into the infinite distance.

Necromancers. This catch-all term represents the various skull-faced extradimensional beings that can be found across the Painted Wastelands. They are less a unified cadre of sorcerers as much as they are a bunch of creeps with a shared interest who travel in the same circles. Some necromancers perform dark sorcery because they believe it's the right thing to do. Some do it so that they can play god.

Lunar Librarians. These mandrill librarians rarely come to this area of the Lower Ethereal. However, a few make the journey from their library on the far side of the moon to purchase supplies or reclaim past due books. A crack team of Librarian bounty hunters roam the wastelands to reclaim these books no matter the cost.

The Aeon Dwellers. A dead faction. There is no longer anyone alive in this long-forgotten society. However, their influence is still strongly felt in the Painted Wastelands, from as far back as when the land was covered by a great ocean, the scintillating desert just the bottom of a trackless sea. Their island city of spires was crushed by vengeful gods and an earth-shattering storm. Now all that remains are their crumbling ruins and their legends.

The Diseased One. He is a mysterious sorcerer whose violet tower appeared out of the mist one day. His face is covered in wriggling worms and his motives are mysterious. There are rumors that he is in fact The Synthetic Sorcerer, a wanted man who operates out of the City of the Ever-Open Eye. Perhaps he is just laying low in the Painted Wastelands. Perhaps this is a persona from an alternate reality.



SMOKING ECTOPLASM

Sorcerers, warlocks, and dreamers alike all partake in smoking ectoplasm. The waterpipes and pipe bowls churn out a dense multicolored fog that hangs over the marketplace. The smell is distinct and indescribable, somewhere between a fond memory and a dream deferred.

Tobacco. This is the most common form of smoking ectoplasm. If a person smokes ectoplasm infused tobacco, they gain +1 INT and CHA for a certain number of hours depending on how it's consumed. However, after the effect wears off, they must make a **save versus poison**, on a failure they suffer -1 INT and CHA until they smoke ectoplasm again. A package of tobacco costs 5 ectos and includes 3 doses.

Water Pipe. An ornate device that vaporizes ectoplasm for smoking. Usually incorporates materials like glass and bronze, it comes in many pleasing shapes and sizes. The effects of smoking ectoplasm with a water pipe lasts 1d10 hours, but using the device requires an hour of sitting and relaxing. Water pipe cost: 7.5 ectos. Smoking a water pipe at a bar costs 1.5 ectos.

Huffing. Some dreamers carry ectoplasm generators around with them. Sometimes ectoplasm vents from the ground. Anyone can just huff the raw aether. If a person huffs raw ectoplasm, they gain +1d3+1 INT and CHA for 1d8 hours. However, after the effect wears off, they must make a **save versus poison**. On a failure they suffer -1d3+1 INT and CHA until they smoke ectoplasm again. Ectoplasm generator cost 10 ectos.

Cigarettes. These small devices seal ectoplasm and tobacco in rolled paper or disposable vaporizing machinery. Each pack holds 20 cigarettes. The effect from smoking cigarettes only lasts for 1d3 hours. A pack of cigarettes costs 5 ecto.

GROTESQUE SIDE EFFECTS

Smoking ectoplasm, huffing arcane solvents, and consuming multicolored pills produce permanent grotesque side effects. Each time a character consumes too much (Referee's discretion or 1-in-6 chance) they must make a **save versus poison** or suffer a grotesque side effect.

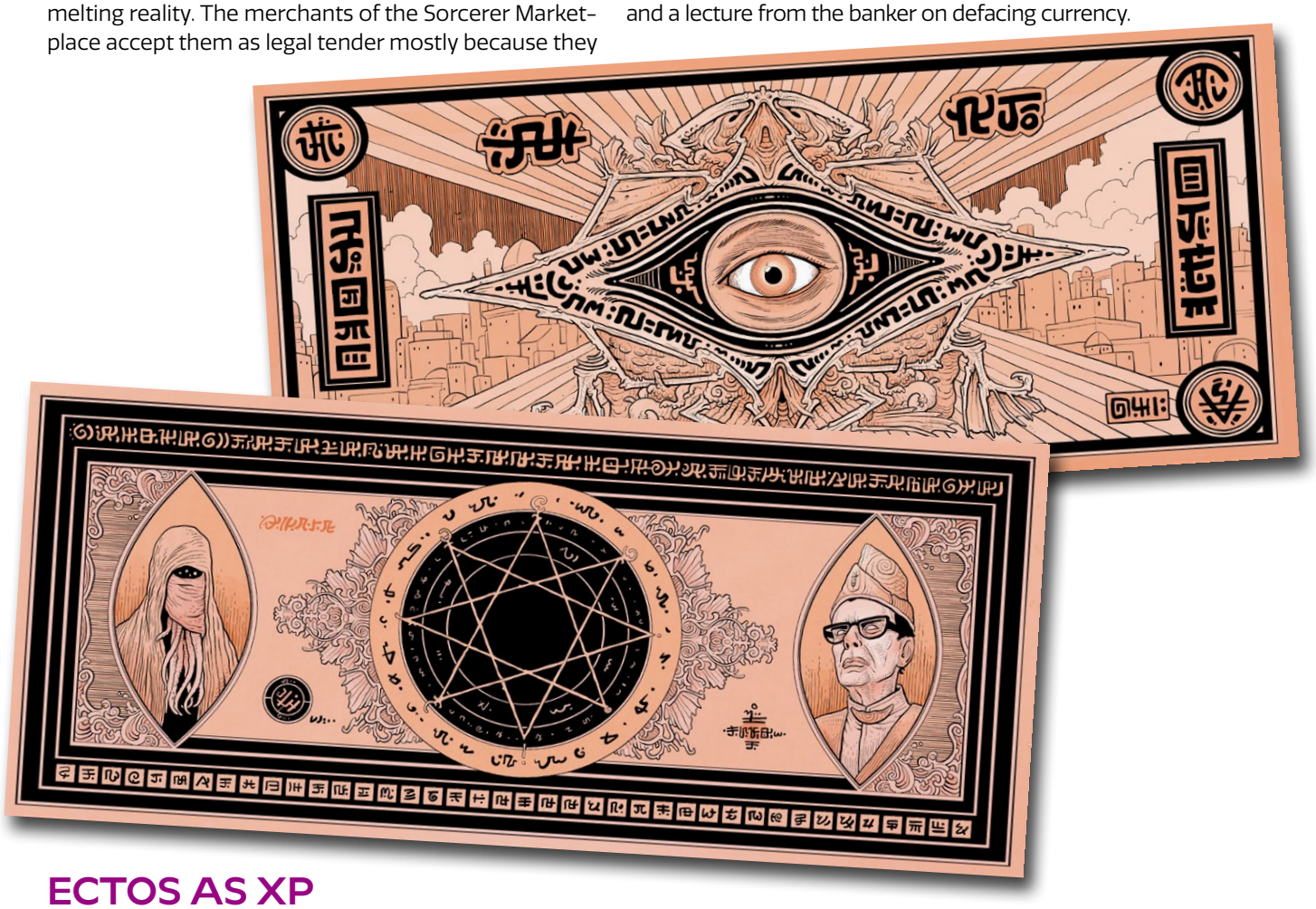
D10	STRANGE SIDE EFFECTS
1	Your teeth and lips are permanently stained. Roll a d4: **1** blue **2** green **3** purple **4** pink
2	You are now fluent in Dreamtongue and can only speak in Dreamtongue.
3	Your reflection is permanently ruined. All you see in a mirror is a horrific nightmare.
4	YOU HAVE TOO MANY CHAKRAS! -2 **save versus spells**.
5	You are now secretly a robot. You don't know this for a fact yet. Your blood is replaced with oil and your nerves replaced with copper wires.
6	Intricately drawn fresh tattoos appear on the backs of your hands, feet, and shoulders.
7	A third eye sprouts on your forehead. You can see through it.
8	3d20 Eyeballs temporarily sprout on your palms and fingers. You can't see out them.
9	You vomit a slimy black snake. It slithers away before you can catch it. Maybe that was your soul?
10	You are infected with a technophage. Your feet and hands are slowly replaced with shoddy machine prosthetics.

MONEY IN THE LOWER ETHEREAL HIERARCHY

Gold and silver coins have little to no value in the Outer Dreamlands. Instead, ectoplasm is the most valuable currency. It is the foundational bedrock structure of everything in the Upper and Lower Ethereal Hierarchy. Dreamers can draw out small amounts of ectoplasm through meditation and willpower. The Central Bank of the City of the Ever-Open Eye manages stockpiles of the stuff. Due to the unstable nature of ectoplasm. the bank converts raw ectoplasm into paper, prints, and circulates banknotes.

An ecto can be sacrificed and converted back into raw ectoplasm by burning it. This is explicitly outlawed by the Cult of the Bleeding Eye, but it keeps inflation down. It is the classic sorcerer's dilemma, should you use your ectos to buy food or smoke them until you no longer care that you're hungry. An ecto is more than a simple banknote, it is the idea of a banknote. The value of the banknote varies. The faces on them shift with the ebb and flow of melting reality. The merchants of the Sorcerer Marketplace accept them as legal tender mostly because they like them, especially compared to the worthless sacks of flattened metal.

The ectoplasm notes are also known as spirals, dollarbucks, ectodollaridoos, plasmos, eccys, or ectos. It is not uncommon to tear an ectoplasm note in half if something costs .5 ectos. A single banknote can be brought to a branch of the Central Bank and exchanged for 1 ounce of ectoplasm. Half a banknote is swapped for half an ounce and a lecture from the banker on defacing currency.



ECTOS AS XP

Treasure (like valuable merch or rare artifacts) that PCs bring back from an adventure is the primary means by which they gain XP—usually accounting for ¾ or more of the total XP earned. Treasure sold and ectos spent must come from an adventure by the player character to count for XP.

Consuming: Characters gain 1 XP per 1 ecto spent buying merch, paying to smoke ectoplasm, or eating the unique cuisine of the Painted Wastelands.

Non-magical treasure: Characters who sell merch, treasure, or other non-magical items at the Sorcerer's Marketplace gain 1 XP per 1 ecto value of the treasure.

MOSTLY WORTHLESS TRINKETS

Use this chart anytime you need a piece of relatively worthless junk for players to find when they loot a corpse.

D20	MOSTLY WORTHLESS TRINKETS (WORTH 5 ECTOS)	D20	MOSTLY WORTHLESS TRINKETS (WORTH 5 ECTOS)
1	Dice with blasphemous numbers.	11	Calcified iguana.
2	Hood ornament from a sorcerer's ectoplasm powered steampunk jet ski.	12	Syringe filled with angel blood. Just enough to grant levitation for 1d6 minutes.
3	Drumstick with a cleverly forged autograph from Grolo Haraxxi, percussionist from Silent Monk.	13	Clot of dank hair wrapped around several still bloody teeth.
4	Pack of gum that regrows teeth. Cinnamon flavored with a red wrapper.	14	Disturbing child's mask from the Night of Unrestful Spirits celebration.
5	Outdated copy of *Howling Moon* magazine. The Dreamtongue symbols have lost their meaning, but the pictures seem to represent various musical groups and Soap Opera casts.	15	Malfunctioning night-vision binoculars. When you wear them, intangible, amorphous, and ominous shapes seem to flit around.
6	A broken shard of glass from a beer bottle. Scintillating light dances through it in mesmerizing patterns.	16	Obscure set of bloodstained divination cards held together with a magicked unbreakable rubber band.
7	Keyring with a shrunken head.	17	Postcard from the Hundred Year Coast.
8	A glass jar of cremated remains.	18	A can of wet peanuts. Extra salty flavor.
9	*Legends of the Golden Child* T-shirt, size large and full of holes.	19	Empty cereal box. 20% chance there's a prize inside! (Not so worthless trinket).
10	Counterfeit taxidermized alien mummy.	20	Sweat stained Great Lunar Library Card

D20	NOT SO WORTHLESS TRINKETS (WORTH 50 ECTOS)	D20	NOT SO WORTHLESS TRINKETS (WORTH 50 ECTOS)
1	Psychedelic mushrooms in a rainbow of colors, shapes, and bizarre flavors.	11	Glittering dream opal gem the size of a thumbnail.
2	A silver bullet marked with sacred glyphs.	12	Stone arrowhead made by ancient hands.
3	100% authentic aether blade. The blade is made of holographic aether and can't cut through any object. It harmlessly phases through.	13	Black sunglasses that allow you to see hidden graffiti scrawled onto every surface. Too bad it is completely indecipherable.
4	Small jewelry box that contains a portal to a dimension of looming shadows and howls of sorrow. Only large enough to drop a child's skull through.	14	Small ornate metal box of mystery snuff substance. Roll on Grotesque Side Effects. Enough for 1d3+1 sniffs.
5	Commemorative coin minted to establish the 278th mass spectral migration.	15	Mushroom wine mixer. Peach raspberry flavor and comes sealed in a can.
6	A set of dentures for a vampire.	16	A mood ring that flashes fluorescent colors.
7	Impossible puzzle box that plays an unsettling and discordant tune when fiddled with.	17	Never-ending cigar. It cannot be extinguished once lit. Dispose of responsibly.
8	Mummified big toe belonging to an ancient king.	18	Sacred finger bones of a venerated saint.
9	Ornately scrimshawed ritual bowl made from the top of a skull. The carvings seem to move when examined closely.	19	Plastic baggie holding a blessed live goldfish imported from the Hundred Year Coast.
10	Porcelain dolls head, the eyes glow as brightly as a candle. The doll's body is missing.	20	Portal ring. Finger disappears into an unknown dimension. Every so often the finger tickles.

AREA 0506

START HERE



The world has finally stopped spinning. You're lying in a puddle of vomit. Your sanity is shredded. Every fiber and atom of your being is deliciously warped. You have no idea where you are. In all directions, a barren wasteland stretches forth as far as the eye can see. The air is dry and sticky, and your bones ache like you have awoken from a multi-day nap. Distant mountains jut into the sky and everything is naturally shaded in the colors of a kaleidoscopic mirage of psychedelic shades. An albino bat demon is trying to rip a painted skull out of a nearby pile of rocks. The skull is screaming in Dreamtongue. "Help! Help! Won't someone grant me aid?"

Albino Bat Demon: Pale, white flesh. Covered in ritual scars and sigils. **AC** 5 [14], **HD** 2 (9 hp), **Att** 2 x claw (1d4) ,1 x bite (1d6) or **Shriek**, **THAC0** 18 [+1], **MV** fly 120' (40'), **SV** F1, **ML** 9, **AL** C, **XP** 25.

- **Shriek:** All creatures within 50' must **save versus breath** or take 1d3 CHA damage.
- Flees when it falls below ½ HP.
- The albino bat demon leaves behind a plastic toy shaped like a golden baby worth 125 ectos. It is a restaurant promotional tie-in for *Legend of the Golden Child*.

Painted Skull. Grinning. Tiny flames dance in his eye sockets and he is very friendly and knowledgeable. He is grateful the party saved him and asks to join the party as a guide in this new land.

- **Knowledge:** The Painted Skull has no name (he forgot it long ago). He is caustically sarcastic, an unreliable narrator, and a font of lore and information about the mess of spacetime the players have found themselves in. The Painted Skull only speaks Dreamtongue, but will patiently answer questions.

QUESTIONS AND ANSWERS

Where are we? "The Painted Wastelands, Outer Dreamlands, The Endless Plain, Lower Ethereal Hierarchy. What do you mean none of that made sense?"

The Painted Wastelands. "A colorful desert on the raggedy edge of the Endless Plain. Home to the Pilgrimage of Yaldabythos (sacred journey to wash away curses and sins) and various other desert weirdos."

Outer Dreamlands. "This region incorporates several subregions including the Painted Wastelands and the Western Corpselands."

The Endless Plain. "It's a plain. An endless one. That continues forever and ever. If you travel in a straight enough line long enough, you will reach the Hundred-Year Ocean. If you sail that for a hundred years, you'll reach the Hundred-Year Coast, and the Lands of Dust beyond."

The Lower Ethereal Hierarchy. "You are sandwiched between the Upper Ethereal Hierarchy and whatever crapsack universe you came from. The Ethereal Hierarchies connect with untold billions of universes."

Who are you? "Damn, deep question. I was a sorcerer once, I think. Or maybe the cosmic ebb and flow just spat me out fully formed? Suffice to say, I'm here now, and that's the best any of us can hope for."



Where do we go? "There is a market town nearby (Area 0707), full of sorcerers, wizards, and desert weirdos looking to make a few ectos. I can use my infinite wisdom to provide guidance on how to get there!" (Add +2 to the Navigator's INT check if the party decides to head that direction).

What else is around here? "If we head south, (**Area 0607**) there's a group of cryptopaleontologists digging up some bones. They seem like a nice pack of nerds.

"If you head north (**Area 0606**) there's one of those Bleeding Eye Cult preachers. Don't mind them, they're insufferable but mostly harmless."

AREA 0203

IMAGO SPRITES

A pile of rags lies abandoned on the ground. The wind mournfully howls through the gap-toothed doorways and windows of these sandblasted ruins.

The corpse is wrapped in a sorcerer's finery. The weather and sun have bleached part of the dyed fabric and there are holes in it. It has the upcycled thrift store chic style that is all the craze in the City of the Ever-Open Eye. Alien glyphs and runes are sewn into the hem of the sleeves. In the sorcerer's robes and pockets there are a few objects of power.

Dead Fish. A portable aquarium holds the rotten remains of a dead fish floating and bobbing in murky water. The aquarium is worth 50 ectos if cleaned out properly.

Toe Ring of Nargalhaptra. This enchanted ring is inscribed with mystic runes of power. It is shaped from bronze adamantine. The ring is too small to fit on most fingers but will fit on a toe. Wearing the ring on a toe allows a spellcaster to cast *detect magic* 1/day. Worth 2,500 ectos.

Metal box. Tucked in the sorcerer's robes is a dented metal box. It is locked, and there is no key on the wizard's corpse. There is something inside the box softly rattling around. The box has an AC of 18 and 45 HP. If it reaches 10 hp it will break open. A Str check can pry open the lid. A Pick Lock check can unlock the box. There are 600 ectos inside the box.

Map. The sorcerer is carrying a map, which the navigator can use to gain a +4 to their navigation roll if they are heading toward the Floating Garden (**Area 0609**) or the Fungal Canyon (**Area 0604**).

Obsidian Mirror of Alduaan Ruatha. This polished flat piece of obsidian is set into a silver frame and handle. The mystic runes set into the frame are worn smooth with age and unreadable. The mirror emanates powerful magic. Using the mirror while casting spells that affect enemies, they suffer a -2 penalty to Saving Throws. The mirror is unwarded however, and is a doorway to the outer reaches of the Liminality.

Encounter: Mirror Doorway. If the Obsidian Mirror is used the caster must make a save versus spells or a swarm of imago sprites come pouring out and attack the caster and their friends.



Swarm of Imago Sprites: AC 7 [12], **HD** 4 (18 hp), **Att** 1 x swarm (2 or 4 hp), **THAC0** 18 [+1], **MV** fly 60' (20'), **SV** F1, **ML** 11, **AL** N, **XP** 75

- **Swarm attack:** Automatically damages characters within swarm area: 2 hp if wearing armor, 4 hp without.
- **Self-Loathing Gaze:** Anyone meeting an imago sprite's gaze must save vs spells or take 1d4 CHA damage as they succumb to self-loathing and imposter syndrome. The character realizes they are garbage and no one will ever love them. Love is worthless anyway.

The imago sprites unleashed from the mirror are horrific disembodied eyes with wispy flowing blue hair hanging off them. They are horrific and indescribably threatening. They immediately attack the caster and anyone else within their 20'x20' space.

Another swarm of imago sprites will appear the next time the mirror is used by a spellcaster and they fail their saving throw.



AREA 0204

ONEIRI TRIBESPEOPLE

A group of robed figures riding dromedary-like creatures is watching you from the distance. They stand upon the shattered remains of a ruined structure silently.

ONEIRI TRAVELERS

8 Oneiri riders can be friendly or may try to kill the party and steal their ectoplasm depending on how the players interact with them.

Oneiri Tribespeople. Mysterious and wearing dense robes. **AC** 6 [13], **HD** 1 (4 hp), **Att** 1 x spear (1d6+1), **THAC0** 19 [0], **MV** 120' (40'), **SV** F1, **ML** 6 (8 with leader), **AL** N, **XP** 10

Dreamsteed. Dromedary-like creatures. **AC** 7 [12], **HD** 2 (9 hp), **Att** 1 x spit (1d4), **THAC0** 18 [+1], **MV** 240' (80'), **SV** F1, **ML** 7, **AL** N, **XP** 20

The initial attitude can improve or deteriorate based upon the actions of the player characters. Friendly gestures like offering ectoplasm, merch, or food, move up the chart as the Oneiri attitude improves. Aggressive gestures like drawn weapons or threats move down the chart as the Oneiri attitude gets worse. Roll 2d6 to determine their initial attitude.

2–3. "Outsiders do not belong here." The Oneiri make a morale check. On a failure they flee. On a success they attack immediately.

4–6. "You stain this land with your unclean ways." The Oneiri are aggressive and negative. They lob threats at the party and keep their hands on their scimitars. Apply -4 to the next chance if there's room for negotiation. They will allow the party to leave unmolested in exchange for ectoplasm or 15 ectos. Otherwise, they will fight if they outnumber the party or flee.

7–9. "We do not trust your sorcerous ways." The Oneiri are cautious and ready for trouble. They will trade stories in exchange for ectoplasm or 3 ectos per rumor. They are willing to trade their goods as well.

10–11. "The Painted Wastelands is not for the weak. The strong have friends." The Oneiri are friendly and willing to make fair trades. Making a fair trade is a friendly gesture. Stories cost 1 ecto.

12. "Your kindness has warmed our hearts. May the Forgotten Gods watch your steps." Relaxed and friendly attitude. Stories are free.

STORIES OF THE ONEIRI

In Oneiri society, when someone shares a pipe of ectoplasm infused tobacco with you, it is only proper to share a story. Characters who spend ten minutes smoking with one of the Oneiri learn a story. They must share a story in return. They learn another story after another 10 minutes of smoking, and so on.

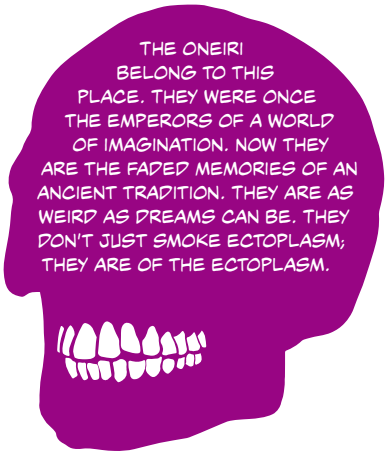
1. "In the forgotten time before time, the Oneiri were ruled by the King of Dreams. He wore a crown made of mist and swung a club made of clouds. The Oneiri of old lived with him in the trees and flew like birds. Now we live in the dirt like dogs."
2. "The King of Dreams was known for tricking monsters. When the demon bats stole his son, he sent them a gift thanking them for ridding him of his worthless heir. The demon bats felt bad for the boy and let him go. Who would want to eat someone unloved by their father?"
3. "The immortal King of Dreams fell in love with a mortal woman named Yaldabythos. Unfortunately, she scorned his advances. As punishment, he framed her, claiming they stole sacred magical secrets. The gods of heaven responded and killed them all."
4. "The Painted Wastelands weren't always this color. The sands are stained by magic. It was the work of an ancient sorcerer playing with knowledge he was never meant to know. If the color could be removed, the oceans would come back."

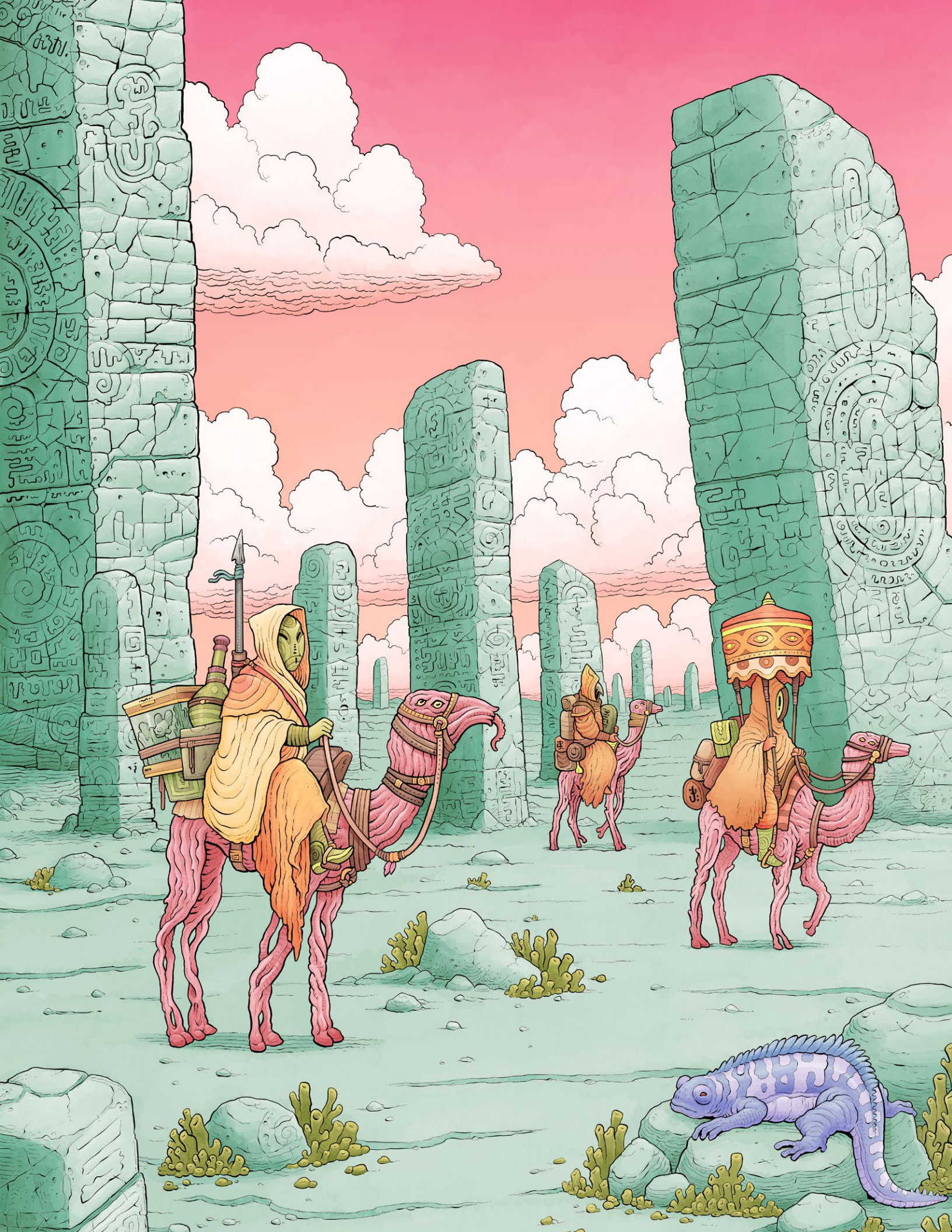
ONEIRI NAMES

Barrant, Ngari, Gurt, Yoraah, Wataniya, Malorga, Dilaborra, Djinback, Alliuck, Fpetragn, Mort, Hurglik, Norta, Zazpero, and Klinto.

ONEIRI DREAMSTEED NAMES

Albadawi, Azlin, Amani, Bruadair, Chelem, Alora, Ametsa, Bhrantli, Iborimeith, Isra, Oniria, Pasithea, Ruyah, and Sapana.







TRADING WITH THE ONEIRI

The Oneiri lay out a blanket in the shade and put out various rare and interesting objects for trade. If the Oneiri are impressed by the party, they will trade with them. The Oneiri Tribespeople are collectors and traders who travel from place to place. They are usually welcomed and treated with respect due to the valuable news they bring.

The tribespeople accept ectos, but prefer raw ectoplasm or ectoplasm infused pipe tobacco. They will also barter for objects of like or similar value.

FOR SALE

Wizard Gulp! 4 cans of Wizard Gulp. They are kept in an enchanted cooler, and they're ice cold. Drinking a refreshing can of Wizard Gulp! grants a +2 bonus to all save versus spells for 24 hours. For flavor roll 1d6:
1 Maple Syrup and Peach Explosion.
2 Pickle Punch.
3 Pineapple Tropical Sunset.
4 Raspberry-Lemon with chunks
5 Citrus Cherry Blast
6 Watermelon-Ginseng Nova.
2 ectos per can.

Potted Meat. 4 cans of Smokey BBQ flavored canned meat. Eating the meat grants +2 bonus to all save versus poison saves for 24 hours. Save versus poison, on a failure the meat has spoiled and causes 1d3 CON damage. 2 ectos.

Robes. Painted Wastelands robes and cloaks. Soft, hand-woven, and coated in the pastel dust of the Outer Dreamlands. 7 ectos.

Coagulated Dream Juice. A rusty tin filled with 1d3 gummies. Harvested from the troubled minds of brilliant artists and writers. Eating one grants +1 INT for 1d4 hours. After the effects wear off, save versus poison or suffer -1 INT for 1d4 hours from massive writer's block. 10 ectos for the tin. 2 ectos each.

Laughing Suture Magazine. A tattered copy of a glossy tabloid. The cover proclaims, "10 Ways to Drive Your Homunculus Wild" and "The Dream Plague Cycle, Are the Rumors TRUE?!" The magazine is full of glossy photos of absurd beings of every shape and size. It is written in Dreamtongue and valuable to desert weirdos as a gift or for trade. 5 ectos.

Bronze Knives. 3 knives hand made by Oneiri artisans. The handles are made from the horn of a nightmare. 10 ectos.

The Major Arcana of Lamblichus. There is a card face down on the blanket. The trader will not flip it over but will sell it to you. A detect magic spell identifies powerful magic emanating from the little card. 100 ectos. Once purchased the character draws from the Deck of Strange Things. (see **Deck of Strange Things**, p. 118)

AREA 0205

THE TEEMING EDGE

Stone monoliths inscribed with intricate dreamtongue runes and petroglyph designs decorate the bleeding edge of reality. Everything feels soft and malleable, like it is made of melting wax.

The Bleeding Edge of Reality: This entire area is giving way to the quantum cloud shapes of the Liminality. Characters who try to cast magic or use magic items in this location and The Dungeon on the Edge of Eternity must save versus spells; on a failure, the effect takes place but produces an unexpected new effect as well. Move through this list in order; once each effect has been experienced, the caster's soul is properly attuned to this place, and they no longer feel its effects.

1. **Slumber of Ancients.** The caster must save versus spells or fall asleep for 1d10 years. Can be awoken using nonmagical means.
2. **Forgotten Memories of a Forgotten People.** The caster must save versus spells or only speak Dreamtongue if they are in this area or The Dungeon on the Edge of Eternity as a spirit of a dead Oneiri settles upon their soul.
3. **Cosmic Tears in the Rain.** Heavy salty rain falls for 1d3 rounds in a 60-foot radius centered on the caster.
4. **Quantum Bolt.** The caster launches a lightning bolt 60' long and 5' wide. Anyone caught in the area suffers 2d6 damage, save versus spells for half damage.
5. **Return to Ectoplasm.** Up to 30 cubic feet of ground sublimates into a cloud of ectoplasm worth 1,000 ectos. If a person huffs raw ectoplasm, they gain +1d3+1 INT and CHA for 1d8 hours. However, after the effect wears off, they must make a save versus poison, on a failure they suffer -1d3+1 INT and CHA until they smoke ectoplasm again.
6. **Time Jump.** Everyone within 30' jumps forward 1d10 minutes into the future. The time travelers must save versus spells or spend 1d2 turns unable to do anything except vomit.

The Crucified King of the Dreams. A wrinkled, ancient Oneiri is nailed to one of the stone pillars with rusty iron spikes. Chains wrap around his body multiple times and impale him to his stone gibbet. He has been trapped here for eons and is somehow still alive. He speaks weakly asking for ectoplasm.

His name is Forgotten to the Ages. He was once the king of the Oneiri and emperor of the dreamlands. Now he is the king of dust and sentenced to eternal suffering. He asks for a little bit of ectoplasm and for the characters to put him out of his misery.

Share Ectoplasm with the King. If the players share some ectoplasm or cigarettes with the king, he is refreshed. He will share with them a secret: the Dungeon on the End of Eternity was once his palace. There is a secret chamber attached to his throne room (area 5) where he kept his greatest treasure.

Kill the King. If the players decide to end his suffering, the King of Dreams will grant them kingly boon. Buried at the base of this pilar is his crown made of fossilized bones. They can keep it. If they reveal it to any Oneiri there is a 5-in-6 chance they will treat the characters as trusted friends. There is a 1-in-6 chance they are treated as hated enemies.

Free the King. If the players decide to break the chains to free the King, the chains will animate and attack. It will try to ensnare the character with the lowest Charisma to take the King's place of eternal suffering. The King Forgotten to the Ages will immediately flee as fast as he can to get away from this place. He will offer no help fighting the chains and refuses to take the character's place.

Chains of Eternity. AC 3 [16], **HD** 10 (45hp), **Att** 1 x chain strike (1d6 and special); **THAC0** 11 [+8], **MV** 0', **SV** F7, **AL** L, **XP** 900.

- **Chain Strike:** Save versus paralysis or the chains grab hold of a character and will hold them forever. While held, the character stops aging and can never die of natural causes like dehydration, hunger, disease, or old age. They cannot make attacks or cast spells. They are in eternal pain.

The chains only have a reach of 30' and cannot attack anyone outside of that range. If the chains are reduced to 11 hp they are too broken to keep anyone hostage permanently.

AREA 0206

THE DUNGEON ON THE EDGE OF ETERNITY

This princely palace is melting away as globs of reality peel off its stone facade and fade into puffs of ectoplasm. The stone is pockmarked as if it is made from Swiss cheese. It stands before an expanse into eternity. The Dungeon on the Edge of Eternity is affected by the warping phenomenon of **The Bleeding Edge of Reality** (see **Area 0205: The Teeming Edge**).

Everything in the dungeon is at risk of disintegrating or melting away due to unstable nature of reality this close to the coagulating nature of the Liminality.

AREA 1

THE ABYSS GAZES INTO YOU

This was once the grand antechamber of the Palace of Dreams. Now the ceiling is replaced by a gaping maw of unreality. Anyone who steps into this chamber must save versus paralysis. On a failure, they are tormented by the horrific sight of gazing upon the raw nature of the astral Liminality. Their psyche begins to shred away at the endless possibilities. The characters are left quivering in overwhelming awe for 3 turns. Afterwards they must make another save versus paralysis or stare at the Liminality for another 3 turns. Once a character has passed their save versus paralysis, they are immune to this effect for 24 hours.

Each round a character spends paralyzed and gaping at the ceiling they must make a save versus spells, on a failure they suffer psychic shock and lose 1 INT. Blood leaks from their eyes, ears, and nose.

Characters who are blind or blindfolded are immune to this effect.



AREA 2
THE CONCERT AT THE END OF THE WORLD

Muffled music is heard through the black steel doors. A thick necked bouncer covered in scintillating fluorescent tattoos stands at the door. A giant marquee says **"Squelching Mollusk."**

Security. The huge bouncer stops the characters from entering the chamber. The cover charge is 5 ectos per character. Fighting the bouncer is not recommended.

Benge the Bouncer. AC 3 [16], **HD** 10 (45hp), **Att** 1 x punch (1d6); **THAC0** 11 [+8], **MV** 120' (40'), **SV** F7, **ML** 8, **AL** L, **XP** 900.

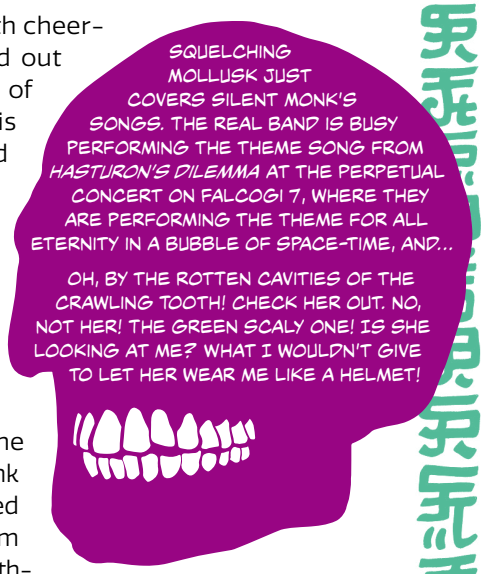
* **Alright, that's enough out of you buddy:** Benge grabs a target by the scruff of their neck and launches them 30'. 3d6 damage.

The Merch Table. A crusty desert weirdo in a Squelching Mollusk T-Shirt is selling merch before entering the concert venue (area 3). Everything is for sale for 50 ectos. However, it is almost all terrible quality and is only worth 20 ectos when sold. When given as a gift, NPCs treat the characters in a N fashion. No one is particularly excited by merch from a cover band.

1. **T-Shirt.** Black fabric with Squelching Mollusk's logo on the front. The design begins to peel off as soon as it is washed.
2. **Tape Cassette.** Teal colored cassette with a portion of Squelching Mollusk's cover of the theme song from *Hasturon's Dilemma*. It is a terrible live recording bootleg.
3. **Stuffy.** A stuffed animal shaped like the lead singer. Filled with asbestos. **Save versus death** or permanently develop a terrible cough.
4. **Squelching Mollusk Logo Snapback Hat.** Displays the band's logo. The tag says "one size fits most" but it does not fit your head.
5. **Print poster.** Displays the band rocking out on stage. The paper is so thin it rips almost instantly.
6. **Battle jacket.** Denim vest with Squelching Mollusk patches and pins. Treat as leather armor. It is the only thing here that is not worthless garbage and retains its value of 50 ectos when traded to someone else. Desert weirdos appreciate it when it is given to them as a gift because the patches and pins can be removed.

AREA 3
SQUELCHING MOLLUSK

The air is filled with cheering fans drowned out by the raucous sound of nightmare-metal. This small venue is packed with 250 moshing fans completely losing their minds while a band smashes away at their instruments which resemble torture devices more than guitars. They are Squelching Mollusk, the most popular Silent Monk cover band in the Painted Wastelands. The exit from this chamber is on the other side of the 150'x150' room.



The Mosh Pit. The crowd violently thrashes and bounces back and forth. Fists and feet are flying as the band screeches away at their song.

* Anyone trying to move through this crowded room must **save versus death** or take 1d4 damage. Anyone wearing armor gains +4 to this saving throw.

The sound of the theme from *Hasturon's Dilemma* is hypnotic. Because Squelching Mollusk is not very good at playing their instruments, they are using enchanted instruments that pump ectoplasm-infused sound straight into the brainpans of their audience.

* Anyone trying to move through this crowded room must **save versus spells** on a failure they can only dance and rock out for a round. Next round they must **save versus spells** again at a -2 penalty. Every time the character fails their save, they gain another -2 penalty to resist the music.

Shrine to Chickenfoot. Anyone who spends 3 turns moving through the crowd will stumble across the corpse shrine of Rancid Pete, the former bassist. He died 3 years ago playing in this room (and was replaced by Chickenfoot). The fans built a shrine to him out of old merch and dance around his corpse.

Anyone can steal his custom bass, built from the body of a battle axe. It is a +1 axe that can be played as a bass guitar. All creatures who hear the music must **save versus spells** or dance for a turn, then they are immune to the effect. They cannot cast spells or make attacks while dancing.

THE BAR IN THE BACK

A very attractive bartender is serving drinks. She has pink hair and vivid tattoos. She is an Oneiromancer named Penelope Strout (according to her nametag). She uses her dream magic to conjure ectoplasm infused concoctions. Characters can convert ectos into XP by purchasing drinks from her at a rate of 10 XP per ecto spent.

1. **Wizard Gulp!** Drinking a refreshing can of Wizard Gulp grants a +2 bonus to all **saves versus spells** for 24 hours. For flavor roll 1d3: **1** Cherry Vanilla Caramel Cola **2** Pickle Punch **3** Pink. 4 ectos per can.
2. **Absinthe.** A powerful chartreuse spirit made from wormwood. A sugar cube is set on a slotted spoon as water drips into the glass to dilute it. After drinking a glass of absinthe make a **save versus death**, on a success, regain a spent Oneiromancy or Necromancy spell. On a failure, suffer 1d3 INT damage and CHA damage. 5 ectos.
3. **Scorpion Bowl.** A fruity rum punch mixed with ectoplasm infused orange juice. Served from a large bowl into a globe glass garnished with an orange slice. 1-in-6 chance there's a scorpion inside your glass. **Save versus death** or tongue feels tingly for 1d3 days. 10 ectos.
4. **White Lightning.** Brewed from Albino Bat Demon guano, it is incredibly potent. After drinking a cup **save versus poison**, on a success gain +1d3 CHA for 1d3 hours. On a failure, the alcohol content was too high, and the character suffers -1d3 CON for 1d3 hours. 10 ectos.
5. **Tears of Nibiru.** Bottle precipitation from the wandering planet Nibiru. **Save versus poison**, on a success gain +4 to save versus spells for 1d4 hours. On a failure, suffer -2 to **save versus spells** for 1d4 hours as you are haunted by visions of a planet colliding with your home world. 12 ectos.
6. **Bottled Beers**. Not enough alcohol content to really feel the effects until beer number three. Bottles include: Rock Marrow Ale, Puffy Strong, Hundred Year Coast Pale Ale (imported), Demon Sweat, Dream Juice IPA, Breakfast Cereal Stout, Crips Pilsner LITE with Lime, and Schlitz. 12 ectos per bottle. After 3 bottles **save versus poison**, on a failure -1 DEX and INT for 1d3 hours.

Psychedelic Mushrooms. There is a bowl of fuzzy, rainbow colored mushrooms available for anyone looking to go on a trip. Consuming one causes hallucinations but grants a 1-in-6 chance to keep a spell after casting it. This effect wears off after 1d8 hours or after a spell is successfully kept. Consuming more than one requires a **save versus poison**; on a failure the character experiences nightmarish hallucinations instead for 1d8 hours and can only make melee attacks.



AREA 4
THE STRANGE PARADE

This hallway is marked by a door at the end. There is one door on the left wall and a second door on the right. An endless stream of unsettling creatures of all shapes and sizes make their way from the left door to the right. Their procession completely bars the way.

The Strange Parade. It is an endless and eternal march of creatures of every shape and size marching ceaselessly. They play music, sing songs, tell stories, and enjoy one another's company. There are so many wanderers that it is difficult to squeeze past them. They are so fixated on their journey that any attempt to politely step through them is ignored.

Anyone who tries to simply walk through their line must make a DEX check, on a failure they are shoved forward and pushed along by the line. Allies can try to pull their friend out of the line. After 1 round, the trapped character must make a save versus death. On a failure they are pushed into the right door and disappear forever. The character will journey across the infinite expanse of reality for 1d6 weeks, after which point they will find themselves walking through the alley behind the Pastel House (see Area 0707: The Sorcerer's Marketplace). Players can leave the Strange Parade, but doing so before they reach this alley or afterwards means they will be lost somewhere in the Upper or Lower Ethereal Hierarchy forever.

Treat this encounter like a trap or puzzle. The characters will need to be creative to get past the throng. They can try going over them, or under them. They can't go around them. They could try blasting them, but the endless onslaught of travelers will never stop coming.



The Marchers. As bizarre creatures of every shape and size stream by, a new life form makes their way through the eastern door to the western door. They appear on the following table in order every turn. If every creature on the table makes their way through this passage the Referee is going to have to get creative.

1. **Bowl of Tentacles.** A fleshy blue bowl with four spindly legs waddles by. It is full of tentacles that will try to grab anyone nearby. **THAC0** 18 [+1] on a hit grab a character within 10' and drag them into the Strange Parade.
2. **Green creature and Red Creature.** A four-legged beast with a massive head too large for its body playfully romps with a red eel with legs.
3. **Hermit Crab Hermit.** A small goblin rides on the back of a crab with too many needle shaped legs. He shakes his tiny javelin at the players. He will throw it at them if threatened.
4. **Mollusk Archer.** A hunched creature surfs on the back of a tentacled mollusk-squid. It will shoot one of its firework arrows at passersby. **THAC0** 18 [+1] on a hit, the arrow explodes in a shower of colorful sparks with a loud pop. All characters in the room must **save versus spells** or become blinded and deafened for 1d6 rounds.
5. **Green Musician.** A fleshy mucus green creature jams out on a portable ectosynthesizer. They're not very good at playing it.
6. **The Moon-Man and Squirmy.** A grinning man with a crescent moon face waves a curved dagger in the air. He rides a flying lamprey with wickedly curved fangs. **THAC0** 18 [+1] 1d4 damage.
7. **Sky Jellies.** Multiple juvenile sky jellies float through the air peacefully. They are significantly smaller than the full-grown sky jelly found in **Area 0406**.
8. **Goldfish.** A flying goldfish swims by. It has remarkably kissable lips.



9. **Screaming Newt Man.** "ALALALALALALA!" This blue newt emits a ceaseless, undulating screaming sound. He sometimes shakes his staff.
10. **Oneironaut on Dreamsteed.** An oneironaut waves sheepishly to you from the back of his vermilion dreamsteed, that resembles a lama with a face.
11. **Snailman.** A snail plays jaunty music on its banjo, chittering along to the jingles and jangles. The creature is much slower than the rest, and it takes him 4 rounds to make it to the other door instead of 2. The goblin riding on its back has an envelope addressed to you with your name. It's a comic book depicting your horrible death at the hands of the Diseased One.
12. **Man Who is Mostly a Head.** A scaly creature with tiny legs, cute boots, and stubby arms rides a brilliantly decorated jellyfish.
13. **Troll with Sloggoth.** A large yellow troll with a trout mouth drags around a flopping Sloggoth under its arm. It seems to regret bringing the creature along for the journey.
14. **Oneiromancers on Servitors.** Multiple Dreamers and Oneiromancers ride on servitors. These beasts of burden come in many shapes and sizes, some of which resemble animals with human faces.
15. **Giant.** A pale blue giant squeezes himself through the door on the left, then gets stuck in the door on the right. More and more wanderers of the Strange Parade come through the portal only to get trapped behind this stuck creature. He is stuck in the door while members of the parade push and pull him for 5 turns. During this time players can force their way through the crowd without fear of getting dragged off by the parade.
16. **Squawking Birdmen.** Two flightless bird men with crooked beaks squawk and hiss at each other while they ride on a flying bug-eyed yellow eel.
17. **Mandrill Librarian.** A mandrill librarian with a backpack full of books moves through the crowd. If the players are holding a **Tome Filled with Unspeakable Knowledge**, he detects it. He will step out of the throng and approach the players to try and reclaim the lost library book. (see **Random Encounter: The Mandrill Librarian**).
18. **The Tentacled Sorcerer.** A mass of undulating amorphous tentacles walks by. The only thing that identifies this mass of wormy texture as sentient is the fact that it is wearing an immaculate red robe trimmed with gold.
19. **The Most Hideous Creature in the Multiverse.** A pudgy red creature rides on a large sky jelly. Its face is so hideous that it is beyond description. Anyone who looks at it must **save versus death** or suffer -1 INT from the horror. It can never be unseen. It will haunt your dreams forever.
20. **Oneironaut on Servitor.** An oneironaut in a crimson voidsuit rides an advanced and valuable servitor. Anyone who sees this work of dream art gains +1 Lucidity. The creature has been sculpted to have multiple handsome faces and tastefully shaped tentacles.

AREA 5
THE UNREALITY ELEMENTAL

This crumbling room is the lair belonging to a creature born out of the uncertainty of the Teeming Edge. It is an angel of chaos. The Unreality Elemental is a mindless creature that feeds on reality. It craves to consume the law and order that keeps molecules organized and bonded together. It is very hungry. It focuses its attention on spellcasters because of their ability to warp reality to their wishes using magic.

Unreality Elemental. AC 2 [17], **HD** 8* (36hp), **Att** 1 x blow (1d8); **THAC0** 12 [+7], **MV** 360' (120') flying, **SV** F4, **ML** 10, **AL** N, **XP** 1,200.

- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Spell deflection:** When this creatures is targeted by a spell, save versus spells, on a success redirect the spell back to the caster.

Treasure: Dead Sorcerers. Over the years, many doomed sorcerers have tried to gain control of the Unreality Elemental, but to no avail. It has grown fat and powerful off their arcane ways, leaving behind hollow husks. For every 10 minutes a character spends sifting through the rubble and ruins of the palace, they have a 2-in-6 chance of finding an interesting item. If they find something, they get the next item in the list. At the end of the list there is nothing else interesting to find.

1. **Desiccated Dreamer.** This female Oneiromancer is locked in a twisted rictus of pain. As soon as her dried out flesh is touched, she bursts into a cloud of fluttering butterflies of every color imaginable as Unreality finally shreds her corporeal form. She leaves behind a book called *The Alchemy of Dreams* (see **Tomes Filled with Unspeakable Knowledge**, p. 114).
2. **Mummified Corpse.** This sorcerer's robes are dry and crusty. Their flesh has been preserved and hangs on the bone like dried jerky. When touched, however, the sorcerer opens its eyes and speaks! It cannot move its body, its ligaments and muscles having long hardened due to rigor mortis. "There is a secret compartment in the throne room of the King of Dreams. Seek the treasure this poor soul could never retrieve in life!" If someone is willing to carry the mummy, they will direct the party to the secret door's location.
3. **The Giant Head.** This desert weirdo is a giant head with stubby arms and legs. Whatever was attached to its flesh is long gone, all that remains is its massive skull and stubby skeleton. His satchel is dried, and the leather straps disintegrate upon touching them. Inside the bag is a tape cassette. Playing the cassette works like a scroll and unleashes the spell stored inside. The cassette player speakers will shoot a lightning bolt 60' long and 5' wide, dealing 2d8 damage to anyone caught within. **Save versus spells** for half. The cassette is worth 525 ectos.
4. **Painted Shattered Skull.** This painted skull is completely devoid of the spirit that once animated it. Now it is nothing but a gruesome trinket worth 150 ectos.
5. **Scarlet Sorcerer.** Disturbing this corpse wrapped in red robes causes it to melt into a puddle of liquid slime. Anyone touching the body is covered with terrible smelling goop. The sorcerer's body leaves behind a fine cigarette case with 4 ectoplasm cigarettes. The case is worth 250 ectos. The cigarettes are ground demon hoof mixed with an ectoplasm infusion. If a person smokes these cigarettes, they gain +4 INT and CHA for 1d3 hours. However, after the effect wears off, they must make a **save versus poison**, on a failure they suffer -4 INT and CHA until they smoke ectoplasm again.
6. **Sorcerer of the Sword.** A headless corpse lies in a heap, its rigor mortis hand still gripped tightly around its blade. If anyone touches the sword, the corpse jumps up awkwardly and swings. Its movements are herky-jerky and halting as the magic of the sword is animating the corpse.

   Sorcerer of the Sword: AC 6 [13], **HD** 2* (9 hp), **Att** 1 x magic sword (1d8 + 1d8 vs dream constructs), **THAC0** 18 [+1], **MV** 90' (30'), **SV** F1, **ML** 9, **AL** C, **XP** 25

   Treasure: Rude Awakening. This +1 long sword deals an additional 1d8 damage against dream constructs like dreamsteeds, servitors, homunculi, unreality elementals, and other creatures created or summoned by Oneiromancers. Worth 2,500 ectos.

Treasure: Harvesting the Matter of Unreality. If the Unreality Elemental is killed, it reverts to the raw ectoplasm and cosmic foam that formed the creature in the first place. This could be collected into a bag or jar for sale.

Quantum foam is a key ingredient for several Oneiromancer spells. If the leavings are harvested, it produces 4 pounds of quantum foam worth 1,600 ectos. The 140 ounces of ectoplasm leaks from its corpse as well, is worth 1,400 ectos. Quantum foam and ectoplasm requires some sort of glass jar or container to hold it.

AREA 6
THRONE ROOM OF THE KING OF DREAMS

This broken and shattered grey chamber was clearly once glorious. The chandelier hangs limply. All life and color have drained from this place. Every footstep crunches on shattered glass and broken plaster.

At one end of this chamber lies the great throne of the King of Dreams. It is a stone chair carved from crystalized ectoplasm. It glows with a dull, pale light, having long ago lost its luster. The tapestries on the walls are torn and tattered. The crystal chandelier hangs overhead. The walls are covered with rude graffiti.

The Last Loyal Knight. In the corner of this once grand chamber is a bedroll, cooking implements, four ectoplasm generators, and a small shrine dedicated to unknown gods. Someone is watching the party; he appears with his scimitar drawn.

"You should not be here." A tinny voice comes out of a set of speakers set into the warrior's throat. **"Explain why you desecrate this holy ground with your degenerate dreamer ways."** The knight moves with a limp, his left leg was replaced with cybernetic prosthetic. His sword never wavers.

If the party explains they were sent by King Forgotten by the Ages, the knight chuckles and puts the sword away. **"He was not always known as such,"** he says, but will not give the king's real name. **"It doesn't really matter anymore."**

If they don't give a satisfactory answer about why they are here, the knight attacks.

The party has two options: they can share ectoplasm with the knight and get to know him, or they can kill him.

Share Ectoplasm. The Knight will sit with the characters and regale with stories of the good old days.

"This palace was built as a place for all Oneiri to share in the bounty of dreams. Ectoplasm was rich back that, no one went without it. Back then, I swore an oath to eternally serve the king loyally.

"The kingdom fell to nightmares, in the time before the Aeon Dwellers, in the time before any dreamers came to this place. After the King of Dreams was deposed his palace fell to ruin. Now I am all that is left. I am the only one who has not forgotten his oath."

After 30 minutes of smoking ectoplasm with the characters, the knight rises to his feet. **"This was a good talk. I'm sorry that it comes to this,"** he says, and draws his sword. **"No one is permitted in this chamber except the king."**

Kill the Knight. It always leads to this. No matter what, the Knight must defend this chamber from intruders. He has done this for centuries and he cannot stop now.

The Last Loyal Knight: AC 6 [13], **HD** 6 (27 hp), **Att** 1 x scimitar (1d8), **THAC0** 15 [+4], **MV** 90' (30'), **SV** F1, **ML** 10, **AL** L, **XP** 275

* **Unbreakable Loyalty.** Immune to mind-affecting spells or effects like charm or suggestion. Nothing will make him stop defending his king's throne.

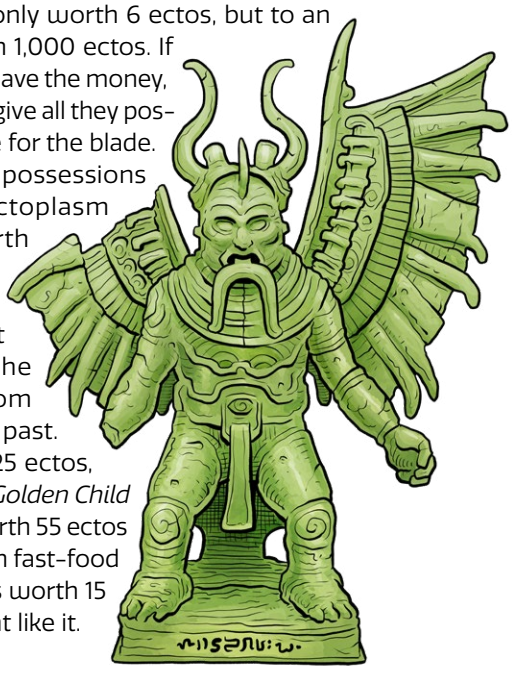
The knight will fight to the death. He does not fight to protect himself. However, if he is lowered to 50% health he will fall back toward the throne slowly. If the party closes in on him, he will cut a hidden rope with his scimitar, sending the crystal chandelier plummeting to the ground.

Everyone beneath it must **save versus death** or suffer 1d10 damage from crystal shards exploding in every direction. Anyone struck is dazed for 1 turn.

If the knight is slain, he accepts his death with a smile and thanks the party for this gift. They were the only ones worthy enough to set him free from his oath.

Treasure: The Knight's sword is an Oneiri crafted scimitar, also known as a Sapana among the Oneiri. Its blade is marked with Dreamtongue symbols. The sword is exceptionally old and incredibly valuable among the Oneiri Tribespeople. To a merchant in the Sorcerer's Marketplace, it only worth 6 ectos, but to an Oneiri it is worth 1,000 ectos. If the Oneiri don't have the money, they will happily give all they possess in exchange for the blade.

The Knight's possessions include four ectoplasm generators worth 100 ectos each. He also has a small chest holding items he has claimed from intruders in the past. The chest has 125 ectos, 4 *Legend of the Golden Child* trading cards worth 55 ectos each, and a green fast-food plastic toy that is worth 15 ectos. A kid might like it.



AREA 7
THE HIDDEN TREASURE OF THE KING FORGOTTEN TO THE AGES

There is something hidden behind the King's throne. The hidden door is cunningly sculpted to appear as if it is part of natural stonework. The door leads to a nearby chamber that holds the King's greatest treasure.

Trap: Two sculptures of Oneiri warriors holding scimitars stand beside the secret door. Anyone who tries to open the secret door without activating them must save versus wands to avoid the sweeping blades as they come crashing down (1d8 damage).

Treasure: The King left behind his greatest possessions in this treasure chamber: his music room.

The walls are covered with dusty tape cassettes. There are two tape players, one is connected to a series of speakers set into the wall. It has enough ectoplasmic charge left, even after all these centuries, to play music.

The other is an artificer crafted portable boom-box. It is powered by ectoplasm; it burns 1 ounce of ectoplasm (1 ecto) into 1 hour of playback. It is rectangular, brilliantly painted, and can play 1 tape cassette at a time.

The shelves are lined with tape cassettes, most of which no longer have any recorded music on their magnetic tape. What is available is funky Oneiri music. The boombox is worth 8,000 ectos to a collector or an Oneiri Tribesperson. Each cassette with music on it is worth 100 ectos.

For every 10 minutes a character spends searching, they have a 2-in-6 chance of finding an interesting artifact. If they find something, they get the next item in the list. At the end of the list there is nothing else interesting to find.

1. **Frog Tape.** The cassette cover has a frog on it. The sound of the music is relaxed and mellow with a warm and dusty sound. The calm tones are played over the sounds of croaking frogs. Anyone who hears this music must save versus spells or feel the compulsion to put their weapons away and chill out for 1d4 rounds. 3 charges.
2. **Beautiful Woman Tape.** The cassette cover has a beautiful woman on the cover. The music is energetic, catchy, and full of upbeat melodies. The words make no sense. It is a woman's voice crooning on the songs. When this is played on the boom box, a lightning bolt shoots out in a straight line 60' long and 5' across. Anyone within the area takes 1d8 damage. Save versus wands for half. The cassette tape has 4 charges before it disintegrates.
3. **Black cassette.** The cassette cover is completely black. The dull, atmospheric sounds coming from the cassette create a sense of mystery and dread. When this is played, it creates a 15' radius globe of magical darkness around itself that lasts for 1d4 rounds. The cassette has 4 charges before it disintegrates.
4. **Silent Monk Live! at The Perpetual Concert on Falcogi 7.** This cassette is a peculiar piece of space time confluence. Technically, it should not be hidden among the King's belongings. It is a live recording of the endless theme song to Hasturon's Dilemma. The tape cassette is enchanted to hold an infinite amount of tape in its spools. Thus, if the boom box has enough energy and doesn't break, it could play the epic Nightmare-Metal song forever. The cassette is especially valuable to the Cargo Cult (**Area 0709**). They would consider anyone who gives the tape to them to be a great ally. They will kill to take this tape.
5. **Silver Tape.** This tape has no cassette cover as the cassette itself is made from glittering silver plastic. It features dark, pulsating synthesizer sounds mixed with intense orchestral arrangements. It has no magical effects, it just sounds awesome.
6. **The King's Jam Band.** King Forgotten to the Ages was clearly a huge music buff. This cassette tape features his band jamming out with bongos and psychedelic sounds for 3 hours. Anyone within 100' who hears it must save versus wands or suffer 1d8 damage.

The Return of the King. If Forgotten to the Ages escaped his crucifixion with the aid of the players, he will return to this secret chamber roughly around the same time as the characters are rifling through his music collection. He will demand they drop his cassettes and get out. If they refuse he will fight to protect his collection.

King Forgotten to the Ages: AC 6 [13], **HD** 6 (27 hp), **Att** 1 x scimitar (1d8), **THAC0** 15 [+4], **MV** 90' (30'), **SV** F1, **ML** 10, **AL** L, **XP** 275

If he is close to death (25% hp) the King will pull out his fail safe. First, he will throw a glass flask of high proof alcohol into the secret chamber. The next turn he will throw his lighter into the room setting everything ablaze. Everyone inside must save versus death or take 1d6 damage every turn in the room. The room burns for 5 rounds. All the tapes are destroyed.

AREAS 0303, 0403, AND 0504

JUGULAR GULCH

Carved stairs make their way down the striated slot canyon. The water is murky and red, the color of freshly spilt blood. The waters of the Jugular Gulch cover multiple hexes and sailing down its waters alone is dangerous.

AREA 0504

THE RIVER LODGE

Above the canyon, there is a visitor's center with colorful signage. It is a slightly dilapidated building with peeling, sun bleached paint.

The Visitor Center. This gift shop and information desk is managed by a cross-eyed hermit named **Corplin Entrada**. Anyone who buys anything from his shop will learn a rumor (see **Rumors**), he will also tell them about the Cave of Retired Gods. Corplin speaks Dreamtongue.

"Down the river is a secret hidden cave, few know about it. Capt. Horgus can take you. It is a place where gods go to die."

Services: A riverboat captain named **Capt. Horgus Morktle** manages a small steam powered fantail boat named the *Mirage of Abraxas* with his first mate Kreebus. They offer "safe" and "comfortable" rides down the Jugular River for 5 ectos per person.

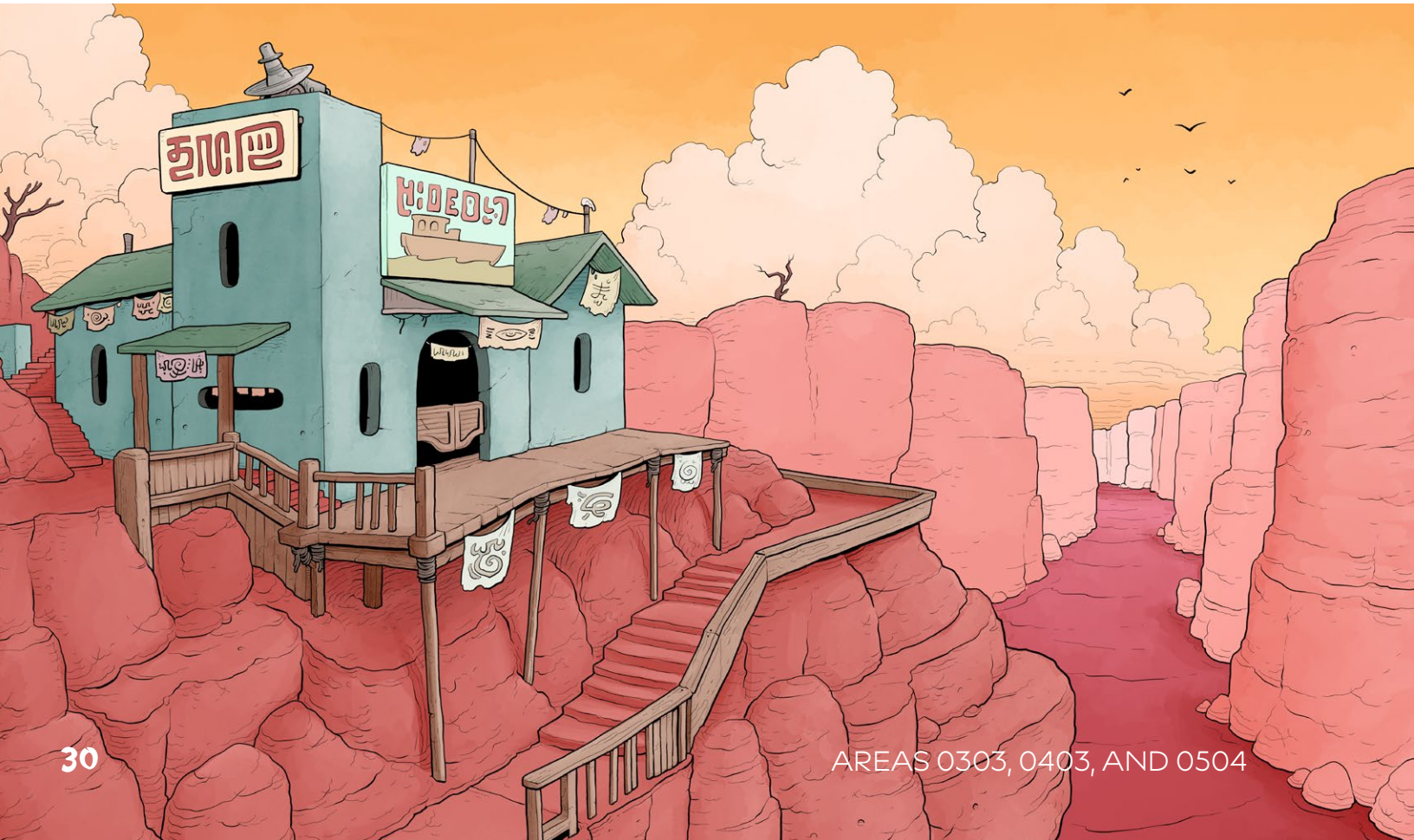
FOR SALE

Brochures and postcards. A display of vibrant brochures in Dreamtongue. If translated, they give information and directions to locations. Brochures are free, Postcards cost 1 ecto. Roll 1d6:

1. **0304: Shrine of Yaldabythos.** Meet ancient mummies!
2. **0205: Teeming Edge.** See the Dungeon on the Edge of Eternity!
3. **0604: Fungal Canyon.** Hear the singing fungus!
4. **0707: Sorcerer's Marketplace.** Shop until you drop!
5. **0807: Whale Temple.** Most famous escape room!
6. **0706: Pilgrimage of Yaldabythos**. Cleanse your soul! Remove curses! Walk the ancient sites!

Wizard Gulp! 1d3+1 cans of Wizard Gulp. They are room temperature. Drinking a refreshing can of Wizard Gulp grants a +2 bonus to all **saves versus spells** for 24 hours. 2 ectos. For flavor roll 1d4:

1. Peach-Raspberry Mutation.
2. Raspberry-Lemon with chunks.
3. Melted Kiwi Popsicle.
4. Rainbow Unicorn.





ExXxtra Spicy Pork Rinds. Crispy and so spicy it makes your eyes water. Eating a bag of them heals 1d2 hp. Save versus poison, on a failure get terrible heartburn for 1d6 hours. During that time, if the character rolls a natural 1 on any rolls, they will fall to their knees and vomit. 3 ectos.

Crocodile Jerky. Brown meat sticks with a peppery kick. Eating a bag of them heals 1d2 hp. Save versus poison, on a failure, the home-made crocodile jerky has spoiled. 5 ectos.

SAILING DOWN THE JUGULAR GULCH

The *Mirage of Abraxas* slowly, but comfortably makes its way down the Jugular River, encapsulated on all sides by brilliantly striated cliffs.

Taking the *Mirage of Abraxas* down the river is the "safest" path. It takes 1 day for the slow-moving boat to make its way across a hex. From the dock at the **River Lodge**, it takes a day to reach **Area 0403: The Cave of Retired Gods**. It then takes 4 days to reach **Area 0304: The Shrine of Yaldabythos**. The *Mirage of Abraxas* is equipped with a harpoon gun that deals 1d12 damage. On a hit, the targeted creature is pierced and attached by a line.

There is a 1-in-6 chance of a random encounter in the morning and a 1-in-6 chance of a random encounter in the evening for a total of two chances per day. When the party rolls an Encounter on the River result, they experience the next encounter on the list. After they've encountered everything on the list they keep running into **Zombie Crocs**.

ENCOUNTERS ON THE RIVER

1. **"Crocodiles! Wait no, They're Zombie Crocs!"** 1d6 **Zombie Crocs. AC** 5 [14], **HD** 2 (9 hp), **Att** 1 x bite (1d8), **THAC0** 18 [+1], **MV** 90' (30'), swim 90' (30') **SV** F1, **ML** 7, **AL** N, **XP** 20
   Capt. Horgus says, "Yeaaah, some jerk necromancer around here thinks its funny to resurrect the dead crocodiles. Shoot them with the harpoon gun."
2. **River Tubing.** 1d8+1 desert weirdos tubing down the river. 1-in-6 chance they are secretly vampires (using parasols to avoid too much sun.) *Capt. Horgus says, "I would not be caught dead swimming in that water."*
3. **Giant Fish.** 1d2 **Giant Fish**. **AC** 4 [15], **HD** 8+3 (39 hp), **Att** 1 x bite (2d8), 4 x feeler (1d4), **THAC0** 12 [+7], **MV** swim 90' (30'), **SV** F4, **ML** 8, **AL** N, **XP** 650
   Capt. Horgus says, "Reel one of those bad boys in. We can sell the meat for 50 ectos!"
4. **Corpse.** It's bloated and has been dead for some time. Fish it out of the water and it attacks.
   Ghoul: AC 6 [13], **HD** 2* (9 hp), **Att** 2 x claw (1d3 + paralysis), 1 x bite (1d3 + paralysis), **THAC0** 18 [+1], **MV** 90' (30'), **SV** F1, **ML** 9, **AL** C, **XP** 25
5. **Flotsam and Jetsam.** A bobbing crate floats by in the river. It's full of waterlogged garbage. Roll 1d4:
   1 Empty bottles.
   2 Soggy robes.
   3 A waterproof container holding 1d6+2 ectoplasm cigarettes.
   4 A wallet with 22+1d6 ectos.
6. **Sandbar.** The *Mirage of Abraxas* runs into a sandbar and is trapped. The party will have to jump into the water and push the boat off the sandbar. During that time their thrashing draws the attention of 1d4 **Zombie Crocs**.

TALL TALES WITH KREEBUS

At night, with glittering stars splashed across the sky, the first mate Kreebus likes to light a fire in the firepit on deck. He regales travelers with the legends of the Painted Wastelands while holding aloft a sacred porcupine quill. He waves it around like a conductor's baton in a symphony only he can hear.

Listening to Kreebus's tales gives players some guidance and rumors about the history of the Painted Wastelands. If the players share stories with Kreebus about where they come from, they each gain 15 XP. Each night roll 1d10 to determine which story Kreebus tells, but he won't tell the same tale twice. Most of these are probably not true.

1. **Yaldabythos.** *"The Mother of Aeons was queen over the Isle of the Aeon Dwellers when this land was still covered by the great sea. She could have had the power to tame the gods and make them her pets, but the gods struck first and sent a storm to sink that once great city."*
2. **The Cave of Retired Gods.** *"Originally, this place was storage for old idols nobody wanted around anymore. Then, as time went on, more and more kept arriving. Now it seems to be the nature of this universe, as the spark of these gods fades to an ember that their spirits dwell in this place until they dissipate to shadows."*
3. **Aeon Dwellers.** *"They lived so long ago. They were ancient when the mountains were still young. This entire land was covered in ocean, and they built an island that rose straight out of the seabed. Their empire was so mighty the gods themselves were jealous, then they struck them down with storms and lightning bolts."*
4. **The Legend of the Albino Bat Demons.** *"They were men once. They carved forbidden runes into their flesh with cursed knives. Now they crave only fresh meat. At night, if you listen really closely, you can hear their screams. That's when they are on the hunt."*
5. **The Whale God.** *"He was the celestial god of the Aeon Dwellers. No one knows his name any longer. He swims through the quantum foam of the Liminality. He will return someday to bellyflop into the Lower Ethereal Hierarchy at the speed of light. It will obliterate everything and everyone."*
6. **The Silent Monks.** *"Few will speak of those silent shades because they fear their power. I am not afraid because I know they are long dead. They were the rulers of The City of the Ever-Open Eye until the Cult of the Bleeding Eye replaced them. They ruled the city with cruelty and a complex system of laws no one understood. You could walk down the wrong side of the street on the wrong day and have your hands surgically removed and replaced with meat hooks."*
7. **Sky Ghouls.** *"I've SEEN'T them! With mine own eyes! They float hither and thither on the breeze at night, during the day they disguise themselves to appear as a graveyard. They steal our precious bodily fluids. They crave the sweet sticky ichor. No one knows why."*
8. **Zombie Crocodiles.** *"Be careful that you do not fall overboard. The waters are infested with undead crocodiles. Wasn't always that way of course. Since they'll eat anything, a few of them must have eaten some zombie corpses, a croc will eat anything. Thanks to zombification, now the whole river is lousy with them. They go mad for live meat."*



9. **The *Mirage of Abraxas*.** *"She's a good boat, no doubt about that. She's pulled the ol' skipper and I out of plenty of scrapes and has never hit a sandbar once. She is named after Abraxas, who sailed his battleship against the Island Spirits of Tuulugag in the time before time."*
10. **Vampires.** *"Vamps are pathetic little blood suckers. Refugees from the purge in the Lands of Dust. The unfortunate side effect of immortality is eventually everything changes around you until you can't recognize home anymore."*

AREA 0403
CAVE OF THE RETIRED GODS

Hidden among the jagged cliffsides, a mysterious cave stares out like an empty eye socket. Beside the cave mouth is a robed statue of a man sitting. In fact, it is not a stone statue, but a stone giant named Theronicus. He sits completely still until he is approached. When he speaks it sounds like an avalanche of falling boulders.

"Kneel. All visitors to the Cave of Retired Gods must kneel and crawl on their knees into this sacred mausoleum of faiths forgotten. Only the penitent man may enter and survive." Anyone who refuses will face the wrath of Theronicus.

Theronicus, Guardian of Faiths Forgotten. Massive stone giant dedicated to the old ways. **AC** 4 [15], **HD** 12+3 (57 hp), **Att** 1 x boulder (3d6) **THAC0** 10 [+9], **MV** 120' (40'), **SV** F4, **ML** 10, **AL** N, **XP** 1,100

Upon entering this sacred cave, divine spellcasters will sense the magic immediately. It is a low, weak buzz of power, like the soft hum of a quiet piece of machinery. Something that barely registers.

The cave is filled from top to bottom with thousands of statues of forgotten gods and goddesses of every conceivable shape and size. Every nook and cranny of the natural cave has become an alcove and final resting spot for an entire faith.

BRINGING BACK THE FAITH

There is a 1-in-6 chance that a nearby idol still has some life to it when approached by a player character. Divine casters can feel the fading consciousness of a god reaching out desperately for a follower.

If a player wishes to pray to one of these statues, they must make a WIS check. On a success, they may become one of the last followers of a dying god. They may choose this god as their patron deity; if so they gain 25 XP for every NPC they convert to their new faith. They can spend a week and 2,500 ectos constructing a new idol for the god so that others may worship them. Missionaries of these forgotten gods can find their sacred texts stored at the Lunar Library.

The god may send their newfound priest on a divine quest or crusade to usher in a new age of worship at the referee's discretion.



FORGOTTEN RELIGIONS

These are just a few of the forgotten faiths represented in the Cave of Retired Gods. Their sacred texts can all be found in the Lunar Library on the far side of the moon.

1. **The Broken Spiral.** A twisted looking obelisk that appears to be made from fibrous material. Its flesh is covered in a web of vascular connections.
   Ritual: Pray and fast for 3 days. As the sun sets on the third day, dig right in front of you until you find a small nautilus shell. Make an incision in your abdomen, (-1 CON) about 1 inch across. Insert the shell into the wound and seal it shut (+1 WIS).
   Belief: Everything that has happened, will happen, and is happening. When you watch a film for the millionth time, when the hero defeats the villain, it is the first time for them. That is what it feels like to be a god.

2. **The Vanquished God.** Represented by a multilimbed figurine stabbed by spears, arrows, and swords.
   Ritual: Find the biggest strongest monster and fight it to the death. If it kills you, the ritual is complete. Rise as an undead revenant back to full health 1d3 days later. Effect only works once.
   Belief: Defeat is a natural part of existence. It is possible to do everything right, make every correct choice and still lose. That is not a weakness, that is life. If the mightiest god can learn to live with failure, so can you.

3. **The Mystery Church of Xaxan.** Represented by a Worm shaped idol with a peaceful meditating human face.
   Ritual: Followers must undergo a 7 day fast (-1d3 CON) and drink only blue tea. On the 7th day they meditate (WIS check) and learn the secrets of Xaxan.
   Belief: Acceptance is the only way to end suffering in the world. Fear nothing. Hate nothing. Just accept this reality as it is.

4. **The Crawling Tooth.** Represented by a multilimbed statuette covered in human teeth.
   Ritual: Rip out one of your teeth (-1 CHA) and crush it with a hammer upon an anvil in sacrifice to The Crawling Tooth. Make WIS check, on a success, it is replaced by a tooth made of gold the next morning (+1 CHA). Repeat as necessary.
   Belief: The Crawling Tooth was once a minor member of a complex pantheon of gods. The story goes it was born when the war god Aphalygos was kicked in the mouth by a celestial ox.

5. **Tolgoth Warpath.** Represented by a screaming warrior in ancient armor with a domed helm.
   Ritual: Remove your armor and clothes, take a knife and carve the sacred runes, as they appear in your nightmares, into your flesh (-1 CON). If you do not wear armor, you are treated as though you are wearing leather armor.
   Belief: Faith is your armor. Piety is your shield. Zeal is your sword. Life is your holy crusade.

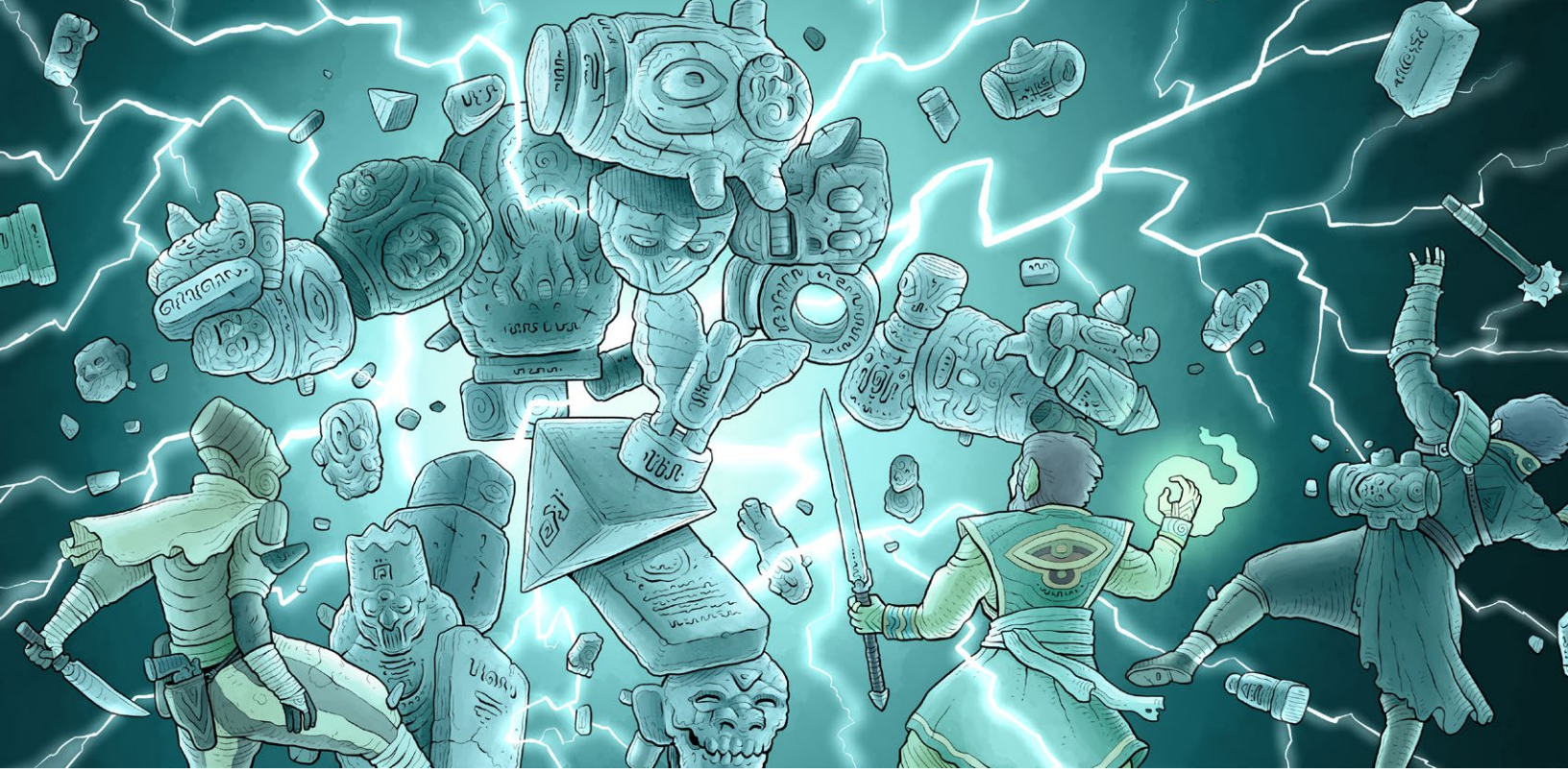
6. **The Bilious Scream.** Represented by a meditating man screaming in anguish.
   Ritual: Find a space where you can be alone to meditate on the nature of pain and suffering. Sit in a comfortable position. Scream at the top of your lungs, as loud as possible for as long as possible. Scream and scream and scream until nothing comes out anymore. Then scream more. Make a CON check, on a failure the character loses their voice for 1d3 days. On a success, gain +1 STR for 1d3 days.
   Belief: People spend too much time burying their feelings of pain. Unleash it. Use it to fuel your actions.



RANDOM IDOLS

Statues and statuettes of every shape and size. Some are tomb markers of forgotten faiths; others still cling to "eternal" life.

2D6	WHAT IS THIS IDOL MADE OF?
2-3	Wood. The material is cracked and dry, the paint is peeling. An INT check is needed to even identify what god this could be.
4-5	Alabaster. Intricately carved. 1-in-6 chance it's cracked, breaks in half upon interaction.
6-8	Gold. Cast using lost-wax method. 1-in-6 chance it is merely gilded over lead.
9-11	Clay. Sculpted from clay harvested from the river. 1-in-6 chance it's cracked, breaks in half upon interaction.
12	Jade. A sacred and psychoactive stone. 1-in-6 chance it is psychically charged. Save versus spells or receive visions from the god.



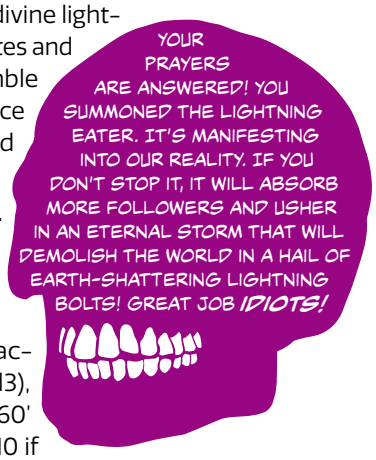
ZEALOTS OF A DYING GOD

Three kneeling priestly figures rock back and forth while muttering desperate prayers to a deaf god. These priests abase themselves around a wooden statue. It is cracked and suffering from dry rot. It depicts a fat goblin vomiting lightning bolts from its mouth.

"Greetings pilgrims, we are all that remains of the Orthodox Sect of Lightning Eaters. Our Lord teeters on the brink of oblivion, our prayers all that preserve him. Please join us."

Praying with the Lightning Eaters. Requires a WIS check. On a success, gain 25 XP. On a failure, gain 1 XP. This benefit from the ritual can only happen once. After 1d3 turns of praying, a thunderclap is heard from above the cave. A lightning bolt launches from the statue, and the wooden sculpture rots into a fine powder.

All in the chamber must **save versus paralysis**; on a failure, the character is stunned and blinded for 1d4 turns due to the divine lightning bolt. The statuettes and idols tumble and rumble together. They coalesce into the shape and form of a humanoid.



3 Lightning Eater Cultists. Desperate and deranged. **AC** 6 [13], **HD** 1 (4hp), **Att** 1d3 x sacrificial dagger (1d3), **THAC0** 19 [0], **MV** 60' (20'), **SV** F1, **ML** 7 (10 if the Lightning Eater Reborn is there), **AL** C, **XP** 10

The cultists must **save versus paralysis**, or they are stunned for 1d10 rounds by the god's thunderbolt. They will try to kill the players, beginning with those who are blind and stunned, as a sacrifice to the newly reborn Lightning Eater.

The Lightning Eater Reborn: A god made from shattered idols. **AC** 2 [17], **HD** 8* (36hp), **Att** 1 x blow (1d8+1), 1 x lightning (1d10), **THAC0** 12 [+7], **MV** 60' (20'), **SV** D8 W9 P10 B10 S12, **ML** 10, **AL** C, **XP** 1,200

Treasure: For every 10 minutes a character spends searching through the detritus of past meals, there is a 2-in-6 chance they find something. If they succeed, they get the next item on the list until there is nothing left to find.

1. **Dagger.** The 3 lightning cultists each carry a jagged gilded lightning shaped dagger worth 200 ectos each.
2. **Gems.** Unscrupulous graverobbers can also search the statues and pop off 1d6 garnets worth 20 ectos each or 1d3 rubies worth 50 ectos each. Doing so will bring about the wrath of the gods. **Save versus spells** or become cursed. The character will no longer heal naturally, they must receive magical healing from a divine spellcaster. Only the pilgrimage of Yaldabythos can remove this curse.
3. **Sacred Idol.** The idol of Thussagua stands out among the rest. It is made from solidified ectoplasm. It weighs 375 pounds and is worth 6,000 ectos! The challenge is figuring out how to carry it back to the Sorcerer's Marketplace and how to sneak it out past the stone giant guard Theronicus.

AREA 0304

THE SHRINE OF YALDABYTHOS

This sacred shrine rests atop a hill. There are a hundred stairs to climb before anyone reaches the pilgrim's rest. The Yaldabythan monks of the shrine have sworn vows and dedicated their lives to the care and preservation of ancient mummies. The mummies play a central role in the pilgrimage.

The monks bestow one of their sacred mummies upon the party, riding in an ornately decorated palanquin.

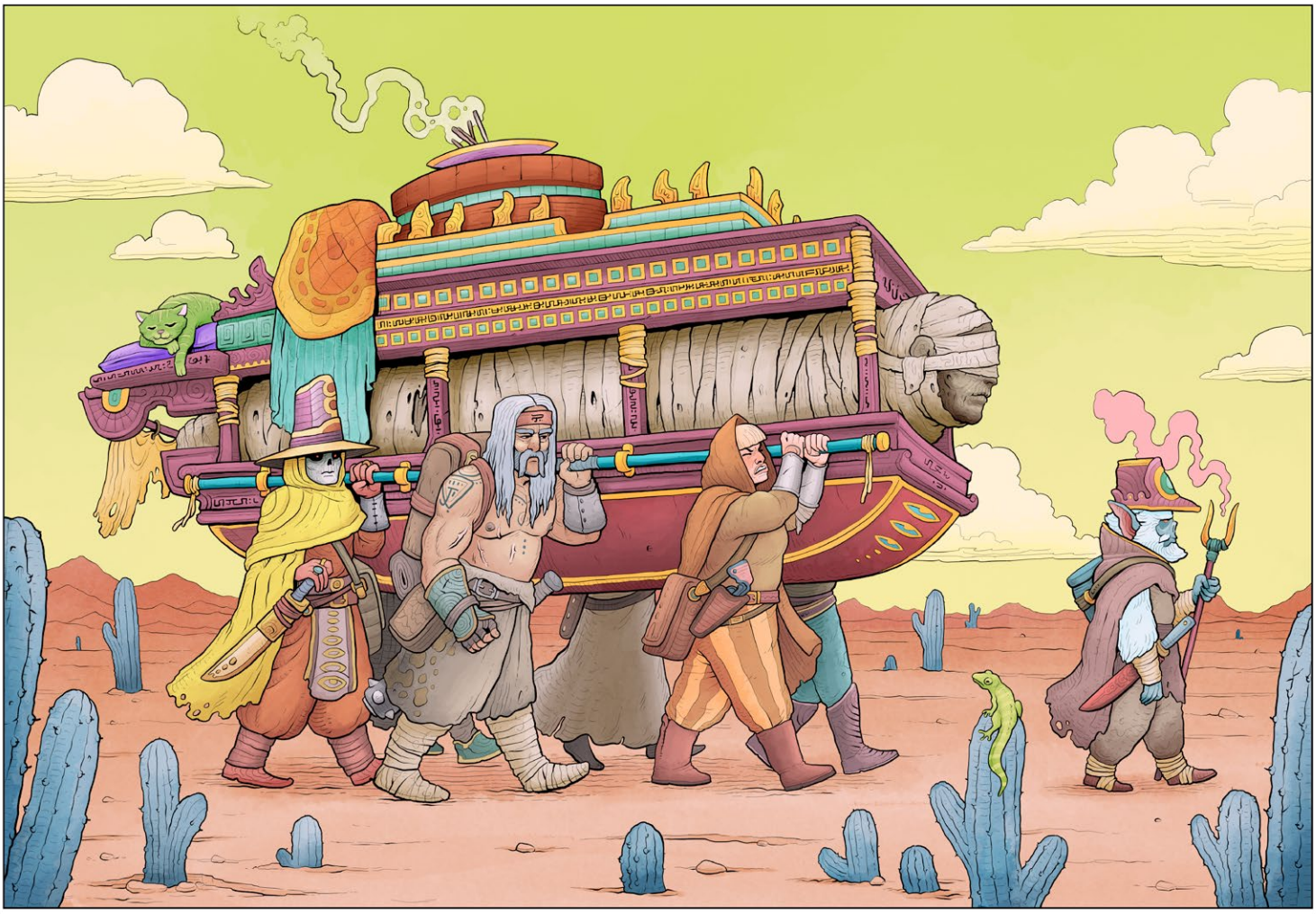
The Sacral Mummy. You may refer to them as "The Anointed One" or "The Sacred Flesh" as they have long since forgotten their true names. However, they have some valuable information about the journey from the Shrine of Yaldabythos to the Violet Ruins. Characters navigating the trip through the Painted Wastelands can add +4 to their navigation rules as they listen to The Anointed One's guidance.

The palanquins require at least 4 people to always carry them. Setting the palanquin on the ground will result in enraging the mummy. The rule is simple, the palanquin cannot touch the ground. It can be set upon a stand or object, just not the ground. Players can even use magic to aid in carrying the palanquin.

Three player characters can carry the palanquin, but they must make a STR check. If someone fails, they will drop the mummy on the ground. If the mummy falls, he will bestow a curse upon the fool who dropped them. **Save versus spells** or one of your appendages shrivels into a mummified limb. Roll a d4: **1** Left hand, -1 Agi. **2** Right hand, -1 Agi. **3** Left Leg, -5 MV. **4** Right Leg, -5 MV. Only completing the Pilgrimage of Yaldabythos will remove this curse.

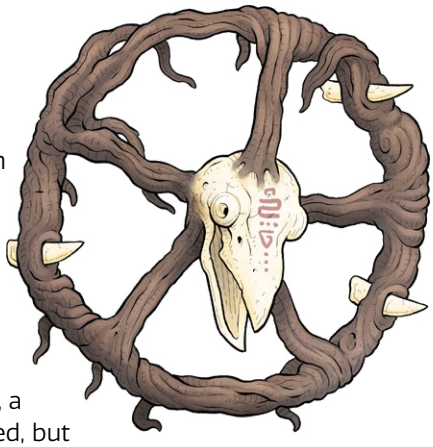
If the mummy is delivered to the Violet Ruins (**Area 0307**) without touching the ground, the mummy bestows a great boon upon the party. They may each have a small scrap of the mummy's flesh to consume in unholy communion.

If sacred mummy flesh is eaten, the consumer gains +1 INT and CHA for 2d8 hours. Consuming mummy flesh also heals 1d8 hp. There are monks at the Violet Ruins who will take the mummy and its palanquin for the return trip back to the Shrine of Yaldabythos.



AREA 0305

SKY GHOULS



Hanging ominously in the air like an ill omen is the fabled Mausoleum of the Sky Ghouls! The floating complex is attacking a small village carved into the canyon. The floor of the canyon is completely obscured by a gash in unreality. Bird-headed alchemists run back and forth fleeing in a panic as Sky Ghouls zip after them.

THE GASH IN UNREALITY

The alchemists were performing an experiment tapping into The Void, a region beyond the Lower Ethereal Hiearchy. They almost succeeded, but lost containment. Now the bottom of the canyon is a roiling, bubbling, mass of unreality. The first time anyone looks too closely at the tear or if they're magic users, they must make a **save versus death**. On a failure, they feel themselves drawn into the nihilist beauty of the Void. They stop whatever they are doing and stare at the depths of nothingness for 1d8 rounds. Each round they must make a **save versus death**. On a success, the Void loses its hold on their psyche and the effect ends. On a failure, they move towards the edge of the canyon at their normal movement. If they walk off the edge of the canyon they will fall into the Gash in Unreality, and be obliterated from all existence. Unaffected characters can try to restrain their allies.

THE VILLAGE OF THE ALCHEMISTS

Carved into the sides of the canyon is a small village currently under attack. The actions of the Alchemists have drawn the ire of the Sky Ghouls upon them. The village is accessed by using rope ladders to climb down the cliffs. During every turn spent exploring the village, and not in combat, there is a 3-in-6 chance for a random encounter. (see **The Village is Under Attack!**)

SAFETY

The alchemists activated a portal in the back of cliff side village. They are trying to grab as many of their people as possible to jump through the portal and escape. If the player characters jump through the portal roll a d20:

1 Travel to **Start Here** (Area 0506).
2 Travel to the **Sorcerer Market** (Area 0707).
3 Travel to the **Tower of the Diseased One** (Area 0408, Room 1: Foyer of the Diseased One).
4-20 Travel to **Area 5: The Void Emulator**.

THE VOID PRIEST

While the alchemists break and panic before the onslaught of Sky Ghouls, a lone figure stands against them. His face is hidden by a spiral mask and his glittering silver blade flashes in intricate patterns as he slices Sky Ghouls in half. His name is **Unghar Shaladh** and is fighting 6 Sky Ghouls.

Void Priest Unghar Shaladh. AC 6 [13], **HD** 6 (27hp), **Att** 1 x The Kiss of Oblivion (1d6+2), **THAC0** 14 [+5], **MV** 120' (40'), **SV** F4, **ML** 12, **AL** L, **XP** 275

Sky Ghoul. AC 4 [15], **HD** 4* (18hp), **Att** 1 x mental power (see appendix), **THAC0** 18 [+1], **MV** fly 90' (30'), **SV** F7, **ML** 10, **AL** L, **XP** 75

D4	THE VILLAGE IS UNDER ATTACK!
1	**HELP US!** An injured alchemist begs for help. Roll a d4: **1** A piece of rubble has fallen on a bird-headed alchemist. STR check to lift it off them. **2** A bird-headed alchemist has broken their leg. Use healing magic to fix their broken bones or carry them to safety. **3** A bird-headed alchemist's atoms are ripped apart right in front of your eyes by a Sky Ghoul. **4** A dead bird-headed alchemist.
2	**LOOK OUT!** A piece of the canyon wall breaks off and falls straight for the party. **Save versus death** to jump out of the way or take 2d6 damage.
3	**Alchemical Experiments Cooking Off.** Jars and vats of volatile chemicals explode in fluorescent green and blue flames. **Save versus death** to escape the explosion or take 3d6 damage. Half damage on a success.
4	**Sky Ghouls!** A pack of 1d3 Sky Ghoul raiders spot the party and attack.

If the party helps Shaladh, he will honor their bravery. The Sky Ghouls have stolen the Void Emulator the alchemists were using to conduct their experiments. It is too dangerous of a device to be left in the non-existent hands of the Sky Ghouls. If the party reclaims the **Void Emulator** while he remains behind to help the alchemists, he will pay them 2000 ectos each. He can't leave the alchemists alone, they're too weak to protect themselves. It is peculiar for a Void Acolyte cares so much about the lives of these Alchemists. In truth, he only wishes them to continue their work.

迷宮探索

ゴールを目指して進もう！

スタート

1

2

3

4

5

ゴール

迷宮探索

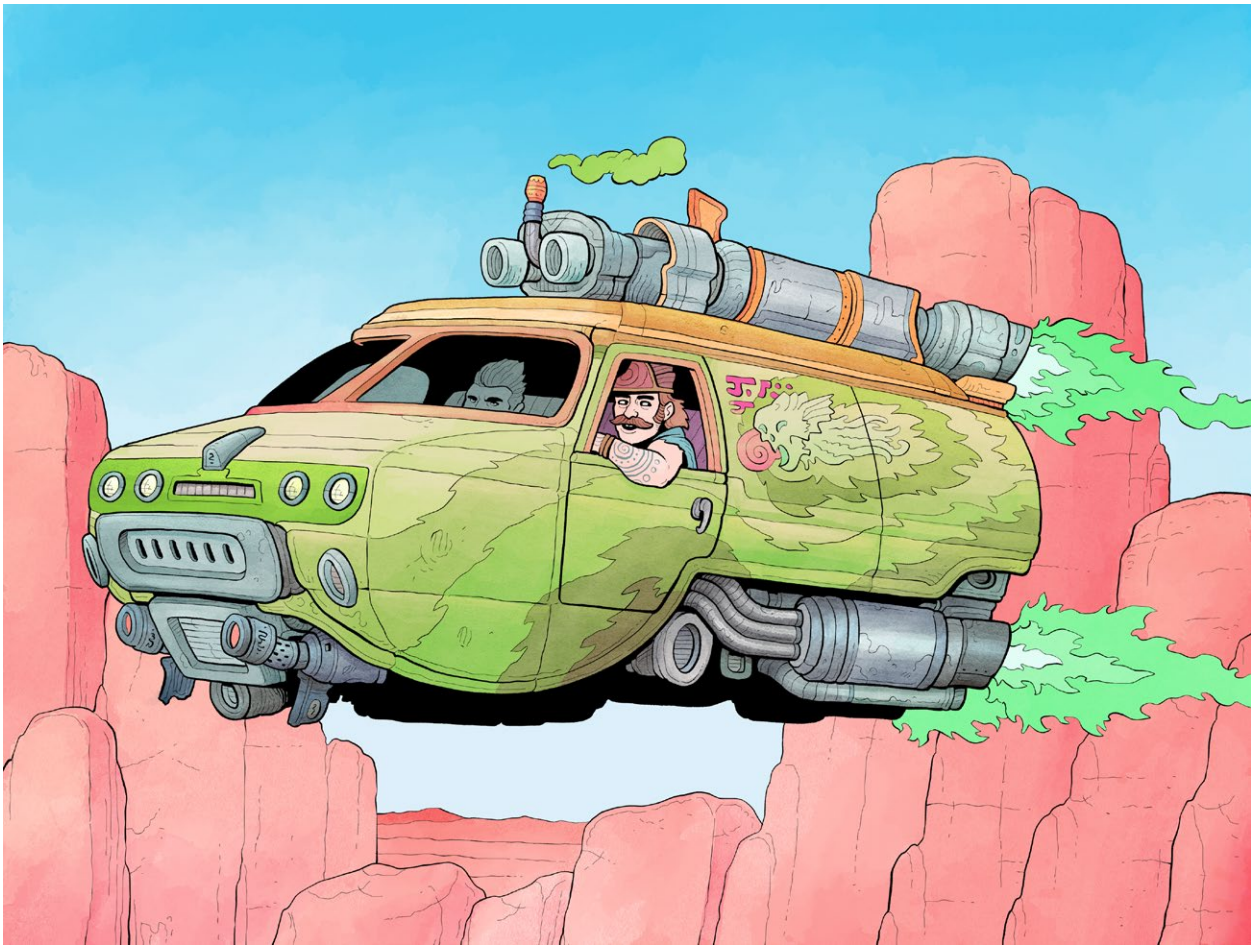
MAUSOLEUM OF THE SKY GHOULS

The ivy-bedecked island floats above the Gash in Unreality. Sky Ghouls buzz around the structure like angry hornets around their nest.

GETTING TO THE MAUSOLEUM

1. The Void Priest **Unghar Shaladh** has an ectoplasm powered jet-conveyance with a void entity painted on the side and green flames across the hood. Players can borrow the vehicle to fly to the Mausoleum of the Sky Ghouls.
2. The players can use a **grappling hook and rope**. The Mausoleum hangs trapped at the top of the canyon from the top of the canyon. Climbing the rope requires a STR check. On a failure, the character slips. The climber must make a second STR check, on a failure they fall to their death in the Gash of Unreality.
3. Finally, a magic-user could tune **the portal** in the village to match the frequency of a portal inside the depths of the Mausoleum (**Area 5**). Doing so is dangerous. The magic-user must roll a d20 + Int modifier + caster level. Save this number. When the party enters the portal, roll an unmodified d20. If it rolls higher than the number rolled by the magic user, the portal was not tuned properly, and the party will appear somewhere else. Roll a d20:

1-5 Travel to **Start Here** (Area 0506).
6-19 Travel to the **Sorcerer Market** (Area 0707).
20 Travel to the **Tower of the Diseased One** (Area 0408, Room 1: Foyer of the Diseased One).



AREA 1
VESTIBULE OF THE SKY GHOULS

The exterior of the Mausoleum of the Sky Ghouls is overgrown with ancient ivy. Headstones lie pitted and smashed upon the ground. An imposing looking entrance is sealed with rich granite doors. The door is covered in complex Dreamtongue sigils.

The area around the door is littered with tombstones. They jut in odd directions; many have fallen and shattered. Some are so worn with age there is no identification left. Some of the most peculiar headstones are marked with ancient and difficult to decipher Dreamtongue. Requires a WIS check with -4 penalty to understand. In actuality, none of these these are real tombstones and graves. The inscriptions refer to concepts and ideas that are considered dead like "irony", "disco," and "social discourse."

Treasure: Searching among the headstones reveals grave gifts that have been left behind. For every 10 minutes a character spends searching through the stagnant water, there is a 2-in-6 chance they find something. If they succeed, they get the next item on the list until there is nothing left to find.

1. An unopened pack of ectoplasm cigarettes worth 10 ectos.
2. An unopened can of Ecto Cooler flavored Wizard Gulp! It's a discontinued flavor. worth 75 ectos.
3. A chipped ceramic coffee cup worth 15 ectos.
4. A gold coin worth .5 ectos.
5. EctoSplasm's album *Find Your Own Way* on cassette worth 250 ectos.



AREA 2
ENTRANCE TO THE MAUSOLEUM

The marble walls and stairs are covered in twisting roots and vines. Some of these vines shift, warp, and coalesce into a hulking form.

5 Vine-Thing Servitors are carrying a flailing Avian Alchemist into the Mausoleum depths. A Sky-Ghoul bobbing up and down screams "BE NOT AFRAID!" into the panicking bird man's face.

Vine-Thing Servitors. Thick hulking creatures made from vines. **AC** 5 [14], **HD** 4+1 (19hp), **Att** 1 x slam (1d10), **THAC0** 15 [+4], **MV** 90' (30'), **SV** F4, **ML** 10, **AL** N, **XP** 125

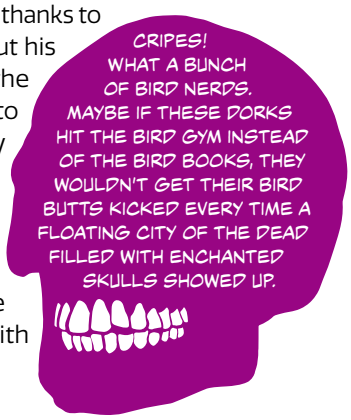
- The Sky Ghoul will lock himself into one of the Vine-Thing servitors, granting AC 5 [14] and adding 19hp.
- **Immunity:** Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).
- **Fire Vulnerability:** Takes double damage from fire.

Sky Ghoul. Floating skull wreathed by vines. **AC** 4 [15], **HD** 4* (18hp), **Att** 1 x mental power, **THAC0** 18 [+1], **MV** fly 90' (30'), **SV** F7, **ML** 10, **AL** L, **XP** 75

- **Mind blast:** 3/day. Targets in a 60' cone (20' at the end) must **save versus paralysis** or be paralyzed for 1 turn.
- **Mind melt:** 3/day. A target within 60' must **save versus spells** or suffer 1d6+1 damage.
- **Telekinesis:** 3/day. A target within 60' must **save versus spells** or they are thrown 1d10x10' through the air.

Treasure: Once destroyed, a Sky Ghoul's eldritch alien skull can be taken now that whatever spirit animated it is gone, it is worth 400 ectos.

Quest Giver: Suakwick Hiddletropf. This avian alchemist is grateful for rescuing him. He saw the Sky Ghouls and their servitors drag off several of his brothers and sisters from the alchemy lab and take them into the mausoleum. He is a thin and frail nerd. He's not exactly the rough and tumble type thanks to his hollow avian bones, but his order of alchemists has the ability to transform iron into gold and would happily do so for the players in exchange for the safe return of their allies. As a reward for saving his life, Hiddletropf gives the players a tin container with some pills he concocted.





Treasure: The rattling tin container holds 8 multihued pills. They are pressed and stamped with an unpronounceable sigil. There are 2 steroids (red), 1 stimulant (orange), 2 diet pills (yellow), 1 performance enhancer (green), 1 pheromone enhancement (blue), and 1 painkiller (purple). They can be swallowed or ground up and snorted. If swallowed, they take effect after 1d6 turns and last for 2d6 turns. If snorted, they take effect immediately but only last for 1d6 turns. Hiddletropf warns the players not to take more than 1 pill in a 6-hour period. If more than 1 pill is taken in a 6-hour period, save versus poison or die from liver and kidney failure.

EFFECTS OF THE PILLS	
Red	Steroids. Gain +4 STR for the duration of the pills.
Orange	Stimulants. Gain +4 DEX for the duration of the pills.
Yellow	Diet Pills. No effect. Every day, save versus poison, on a failure -1d10 lbs and -1 CON. Once the character reaches 0 CON they die. They are infected with intestinal dream worms. The worms can only be removed by completing the Pilgrimage of Yaldabythos.
Green	Performance Enhancers. Gain +4 CON for the duration of the pills.
Blue	Pheromone Enhancement. Gain +4 CHA for the duration of the pills.
Purple	Painkillers. Gain +4hp for the duration of the pills.

AREA 3
VIVISECTION TABLE

Bone-piercing screams emanate from this chamber. Wails of sorrow and suffering fill the air. Four sky ghouls are vivisecting a group of alchemists.

This chamber holds several operation tables replete with shackles. There are 3 avian alchemists screeching in pain as spikey machinery slices into their abdomen and probes their guts.

"WHAT CAN WE DO TO HELP YOU STOP SCREAMING?" The sky ghouls shout in unison.

Sky Ghoul. Floating skulls wreathed by vines. **AC** 4 [15], **HD** 4* (18hp), **Att** 1 x mental power, **THAC0** 18 [+1], **MV** fly 90' (30'), **SV** F7, **ML** 10, **AL** L, **XP** 75

- **Mind blast:** 3/day. Targets in a 60' cone (20' at the end) must save versus paralysis or be paralyzed for 1 turn.
- **Mind melt:** 3/day. A target within 60' must save versus spells or suffer 1d6+1 damage.
- **Telekinesis:** 3/day. A target within 60' must save versus spells or they are thrown 1d10x10' through the air.



The sky ghouls focus on immobilizing the player characters. If they successfully paralyze the entire group, they will use their telekinesis to place them unclothed upon the operating table and perform some fun elective surgery without anesthesia. For 1d3 turns they split open the character's chest and probe their guts.

Those on the table must save versus death, on a failure take 1d6 CON damage as the sky ghoul machine steals some of their precious bodily fluids. If the ghouls successfully probe the characters, they will release them cheerfully (minus a few pints of body juice). The ghouls reward cooperation and will escort the players to **area 4**.

If the sky ghouls are resisted and defeated, the players can help these avian alchemists get to safety.

AREA 4
SIT. WATCH...WITH THE SKY GHOULS

The sky ghouls are chatty and cheerfully bob up and down as they explain their situation to players. If they took some bodily fluids from the players, the sky ghouls are friendly. They are very intelligent and speak in unison. They do not speak in Dreamtongue. They can speak whatever language the players speak (as they absorbed it from their minds.) They will answer any questions the players have. Example answers:

"WE ARE SAILORS ON THE FOAMY SEA OF QUANTUM POSSIBILITY."

"FOOLISH DREAMER, WE BRING THE GOSPEL OF THE OUTER VOID."

"OUR VESSEL IS TRAPPED HERE BY THE GASH IN UNREALITY. THE VOID EMULATOR WILL FREE US."

The sky ghouls bring the players to a collection of comfortable couches constructed from cushions and vines. A television screen sits in front of it.

"SIT. WATCH." Anyone who sits in the chair must **save versus spells** before they find themselves drawn deeply into the positively ambrosial display on the set.

Encounter: Tentacles reach out from the TV set and engulf the heads of the players. **Save versus paralysis** or the tentacles wrap around their heads and insert their spongey appendages down their throats. This will transition players to **Sub-area 4a**.

If a character escapes the sky ghouls will try to mind blast them. **Save against paralysis** or paralyzed and placed in the dream couch.

AREA 4
SIT. WATCH... WITHOUT THE SKY GHOULS

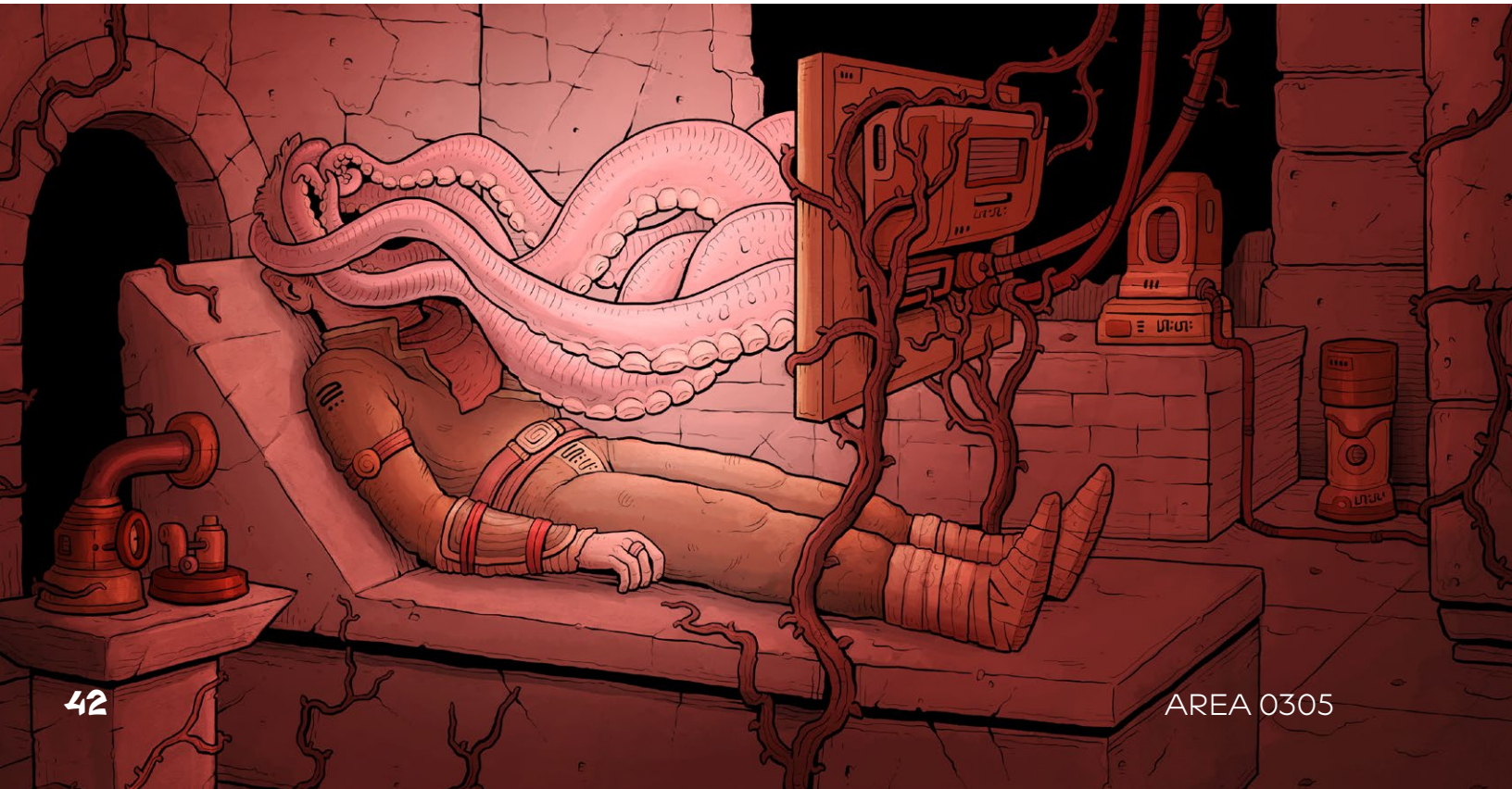
A device full of wires is hooked into the wall. The dark room lights up with a hum once the player characters arrive. The machinery detects their vibrant chakras. There is a couch constructed from cushions and vines. A television set sits in front of it.

Anyone who sits in the chair must **save versus spells** before they find themselves drawn deeply into the positively ambrosial display on the set.

Tentacles reach out from the TV set and engulf the heads of the players. **Save versus paralysis** or the tentacles wrap around their heads and insert their spongey appendages down their throats.

Anyone who escapes can try to free their friends who are trapped in the god simulation (see **Sub-area 4a**). It takes 2d4 turns for strength in the normal human range; 4 rounds for strength above 18; 2 rounds for creatures with giant strength. The machine has an AC 4 [15] and 15hp.

Characters ripped from the machine suffer psychic shock. **Save versus death** or laugh maniacally while crying blood for 1d6 rounds. On a critical failure suffer 1d4 INT and WIS damage.



AREA 0305

SUB-AREA 4A
YOU HAVE SAT IN THE DREAM COUCH AND YOU ARE NOW A GOD

Your consciousness floats across an undulating ocean. A purple city of vibrant spires rises forth. People adore you. Make them fear you.

The players are now gods, floating in their divine fleshy tentacled bodies over the ancient city of the Aeon Dwellers. They are amorphous and squishy. Their tentacles and fins flap in the wind. They now have the following stats:

Demiurge. AC 2 [17], **HD** 20 (89hp), **Att** 1 x tentacle (8d6), 1 x thunder bolt, **THAC0** 9 [+10], **MV** fly 150'(50'), **SV** F13, **ML** 10, **AL** N, **XP** 1,350

- **Summon Storm:** May bring gentle rain or a flood.
- **Lightning Bolts:** May throw thunder bolts every 5 rounds: 60' long, 5' wide; inflicts damage equal to the god's current hit points total (save versus spells for half damage).
- **Damage immunity:** unharmed by nonmagical attacks.

Some of the people down below worship the players, but there are those who have clearly turned away from the faith. The players can use their omniscience to watch the lives of these people. Roll on this table each turn the players spend observing their chosen people.

D6	OMNISCIENT VISIONS
1	One of your priests who preaches your message in your temples returns to his private chambers and prays to a secret idol to an unknown god. HOW DARE THEY LOVE ANY GOD BUT YOU!
2	A group of Aeon Dwellers sacrifice animals and make burnt offerings to some other god. THOSE OFFERINGS SHOULD HAVE BEEN YOURS!
3	A preacher on the street praises the teachings of the messiah, someone you've never heard of. THEY HIDE THEIR LOVE FROM YOU!
4	A group of formerly loyal supplicants are eating sharkmeat. WHICH IS SPECIFICALLY FORBIDDEN!
5	A group of craftsmen are forging expertly crafted tools for their friends and neighbors. HOW DARE THEY WORK ON THE SACRED DAY!
6	A family baptizes their newborn child surrounded by their closest family members. The parents are excited to usher their new child into their family traditions. BABY BAPTISM IS FORBIDDEN! THEY MUST WAIT UNTIL THEY ARE TWELVE AND A HALF!



SUB-AREA 4B
MAKE THEM FEAR YOU

You have all the evidence you need of their heresy. A voice whispers in your ear **"MAKE THEM FEAR YOU."**

If the players have visited **Area 0307: The Violet Ruins** a successful INT check recognizes that these are the violet ruins during their prime, when that fabled kingdom was an island city surrounded by the sea instead of moldering ruins surrounded by desert.

- The people cry out for rain. The players have a choice to make. They can bring gentle, long needed rain to water the hanging gardens of the violet spires.
- Alternatively, they can bring the wrath of a gang of gods upon the apostates down below.
- The player characters can be as creative as they wish in bringing their divine vengeance upon the Aeon Dwellers. They can raise tidal waves to wash away people, or smash buildings apart with their sacred tentacles.

After the players spend 1d6 turns granting justice, and every turn after, they must make a WIS check. On a success, the simulation starts to break down. A successful save versus paralysis is needed to remove yourself from the simulation. Players can spend as much time as they wish tormenting these souls. They could choose to never leave.

Characters ripped from the machine suffer psychic shock. Save versus death or laugh maniacally while crying blood for 1d6 rounds.

AREA 5
THE VOID EMULATOR

The Sky Ghouls have constructed a machine made of marble blocks and wriggling veins. Avian alchemists fiddle with a machine, their limbs shackled by vines. There is a deactivated portal in this chamber. The Sky Ghouls shout at the alchemists: "CONTINUE YOUR WORK, PATHETIC ALCHEMIST, SO THAT WE MAY LEAVE THIS PLACE."

Players are faced with a quandary. They can kill the sky ghouls and rescue the alchemists or allow them to continue working to allow the sky ghouls to leave.

OPTION A: KILL THE SKY GHOULS

There are 6 sky ghouls and 4 vine-thing servitors overseeing the 7 alchemists. They will defend the alchemists so that they cannot be freed. Some of the sky ghouls will try to reason with the party if they can.

"FOOLISH DREAMERS, THE PATHETIC ALCHEMISTS MUST CONTINUE THEIR WORK TO REMOVE THE GASH OF UNREALITY OR OUR SHIP CANNOT LEAVE!"

Vine-Thing Servitors. Thick hulking creatures made from vines. **AC** 5 [14], **HD** 4+1 (19hp), **Att** 1 x slam (1d10), **THAC0** 15 [+4], **MV** 90' (30'), **SV** F4, **ML** 10, **AL** N, **XP** 125 (see **Demented Denizens of the Dreamlands**, p. 111 for abilities)

Sky Ghoul. Floating skulls wreathed by vines. **AC** 4 [15], **HD** 4* (18hp), **Att** 1 x mental power, **THAC0** 18 [+1], **MV** fly 90' (30'), **SV** F7, **ML** 10, **AL** L, **XP** 75 (see **Demented Denizens of the Dreamlands**, p. 109 for abilities)

Once the Sky Ghouls are destroyed the alchemists can be freed from their vine shackles. It takes 2d4 turns for strength in the normal human range; 4 rounds for strength above 18; 2 rounds for creatures with giant strength. The vines can be cut with a sharp blade.

Rewards: The void priest Unghar Shaladh is back at the cliffside village and will pay 200 ectos to each character for the safe return of the Void Emulator.

The Alchemist Guild will transform iron weapons, arms, or other iron/steel objects to gold. Gold armor is treated as leather armor. Gold weapons deal 1d4 damage and break on an attack roll result of 1 (AKA Critical Failure). Gold is not very valuable in the Lower Ethereal Hierarchy. A gold suit of armor is worth 20 ectos. A gold hand weapon is worth 14 ectos.

OPTION B: HELP THE SKY GHOULS

There are 6 sky ghouls and 4 vine-thing servitors overseeing the alchemists. They will defend the alchemists so that they cannot be freed. Some of the sky ghouls will try to reason with the party if they can.

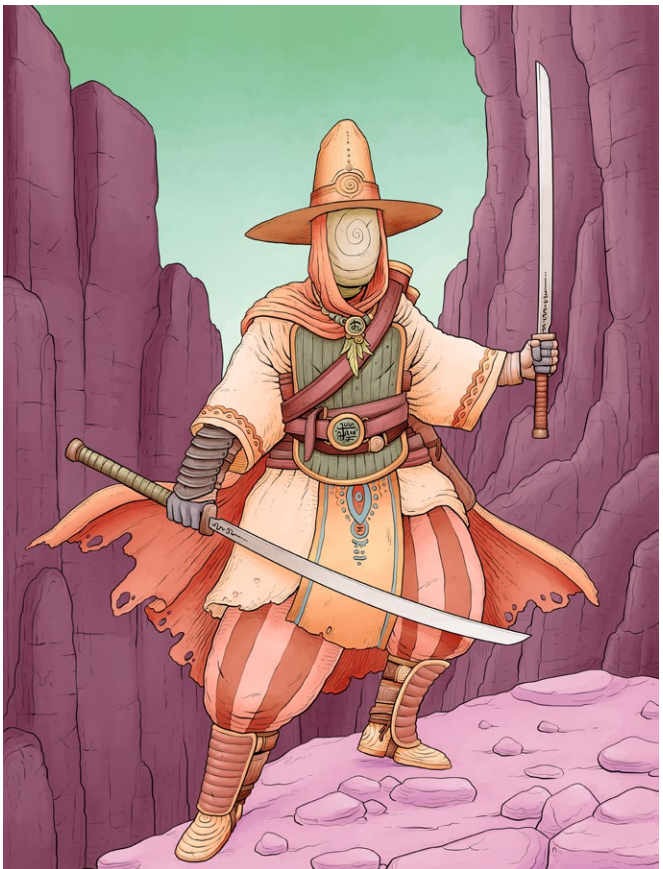
"FOOLISH DREAMERS, THE PATHETIC ALCHEMISTS MUST CONTINUE THEIR WORK TO REMOVE THE GASH OF UNREALITY OR OUR SHIP CANNOT LEAVE!"

If the alchemists are left to their work, they will complete integration of the Void Emulator with the Warp Drive within 10 minutes.

During each turn roll a d6, on a 6+ a honking horn is heard as the deactivated portal turns on. A jet-powered vehicle with green flames painted on the side comes screeching out. The void priest Unghar Shaladh has arrived to rescue the alchemists.

Void Priest Unghar Shaladh. AC 6 [13], **HD** 6 (27hp), **Att** 1 x The Kiss of Oblivion (1d6+2), **THAC0** 14 [+5], **MV** 120' (40'), **SV** F4, **ML** 12, **AL** L, **XP** 275

The priest will use their sword The Kiss of Oblivion to cut free the alchemists. The sky ghouls and vine-thing servitors will try to stop him, but Unghar Shaladh is warded against their psychic abilities.



CONCLUDING THE DUNGEON

This mini-adventure is complex. There are multiple ways this can be concluded, some of which aren't even listed, so a Referee should feel free to be creative and find their own ending. Use these options as guidance only.

The Alchemist Guild Escapes with the Void Emulator. They will return to their work with the Gash in Unreality. Backed by rich donors from the Void cult, they will continue to research bringing nothing to something. With the help of the Alchemist Guild, it's possible that someday the cult of the Void will accomplish their goals and bring about the oblivion of reality.

The Sky Ghouls Escape. By integrating the void emulator with their warp drive the sky ghouls can escape back to the unknown regions they hail from. In gratitude for the assistance, the sky ghouls can use their portal to transport the players to any location in the Painted Wastelands that they wish.

The Void Emulator is Destroyed. A cunning player may hope to end the conflict by demolishing the void emulator with a melee attack. The void emulator has an AC 9 [10] and 3hp. It is a delicate and complex piece of arcane biodreamware. If it is destroyed this is the best way to make everyone mad at the players. The alchemists and void cult will be furious at the loss of a rare and expensive piece of machinery, while the sky ghouls will be upset as they cannot escape the pull of the Gash of Unreality without it. Repairing the void emulator costs 100,000 ectos and 100 hours of labor.

The Void Emulator is Stolen. Players may come up with a scheme to steal the void emulator and escape. A magic user can tune the portal for a quick getaway. Doing so is dangerous. The magic-user must roll a d20 + Int modifier + caster level. Save this number. When the party enters the portal, roll an unmodified d20. If it rolls higher than the number rolled by the magic user, the portal was not tuned properly, and the party will appear somewhere else. roll a d20:

- **1-5** Travel to **Start Here** (Area 0506).
- **6-19** Travel to the **Sorcerer Market** (Area 0707).
- **20** Travel to the **Tower of the Diseased One** (Area 0408, Room 1: Foyer of the Diseased One).

The Players are Dead or Flee. We can't all be winners. If the players die or flee before they can reach the end of the dungeon, events will unfold without their interference.

- The sky ghouls capture the avian alchemists and force them to integrate the void emulator to the warp drive.
- Unghar Shaladh arrives with his jet powered vehicle and is crushed to death by a vine-thing servitor.
- The sky ghouls will close the gash of unreality and flee back to the distant dimension they hail from.



Magic Item: Void Emulator. This complex device requires INT 18 to activate. To anyone with a lower INT it is nothing more than a fragile paperweight.

- **Summon Gash of Unreality:** 1/day the void emulator can summon a small tear in unspace. It brings nothing to something. All creatures within 1d10x10' must save versus death. On a failure, they are sucked into unreality and die. Creatures with giant strength can roll 2d20 and choose the highest number. The user makes an INT check. On a success, the gash remains for 1d6 turns. On a failure the gash in unreality collapses immediately. On a critical failure, the void emulator is broken forever.

AREA 0306

THE KING OF THE MOUNTAIN

The wind is howling, and from time to time, it sounds as if a baleful voice is in the air.

Grint Fleebo: This specter should have been following the party for a while (see The Lost Trail, Area 0507). This area of the map is important to him because this is the place where he was killed. He will try to lead the characters to this area of the map.

The Corpse of Grint Fleebo: His corpse is a perfectly preserved frozen mummy. There are no visible signs of damage or a struggle. His pale frozen face clearly belongs to the party's new best friend.

Treasure: Grint's corpse is still carrying his pack and travel equipment. The food is all gone. He has a wallet with 90 ectos in it. He has a filthy copy of *Rippling Skin Magazine* worth 1.5 ectos. He has an ice axe and climbing boots worth 2 ectos. He has been dead for a long time.

The Palace of the King: An ice cave glitters in the high sun. Man-sized footsteps lead into cave. Prayer flags flutter in the alpine wind. A vengeful spirit roars as it escapes from the cave, a massive undead creature with large claws, matted fur, and flesh hanging from its bones.

The players' best friend, Grint Fleebo, fuses with the creature. It has his face mixed with the bestial features of a hairy grizzly bear nightmare made manifest.

Grint Fleebo Unleashed: AC 5 [14], **HD** 7 (31hp), **Att** 2 x claw (1d8), bite (drain life); **THAC0** 13 [+6], **MV** 120' (40'), **SV** F7, **ML** 9, **AL** C, **XP** 450

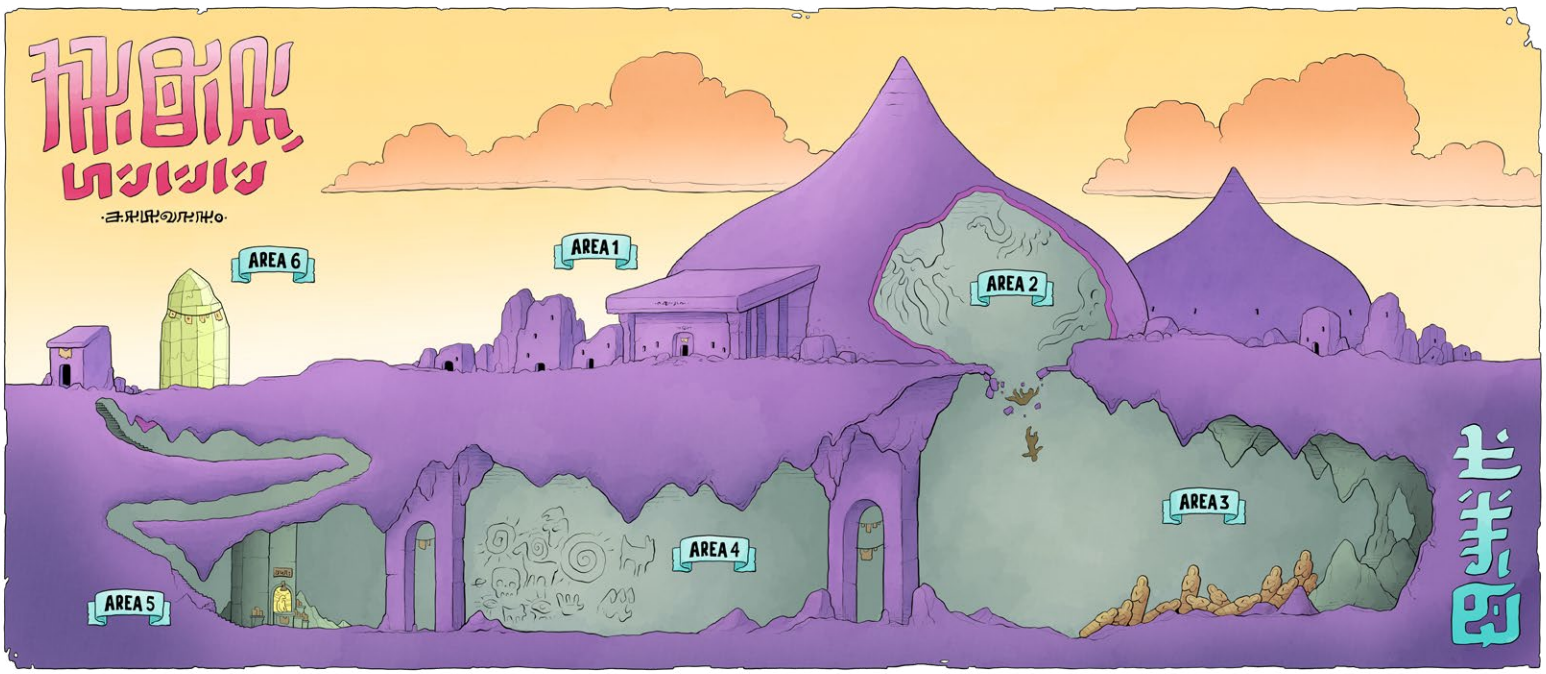
- **Undead:** Makes no noise until it attacks. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).
- **Mundane damage immunity:** Only harmed by magic.
- **Life draining touch:** Victim permanently loses 1d4 points of CON. If reduced to 0 CON, the victim dies. Someone killed in this way cannot be raised from the dead by any means short of a wish.
- **Dupes:** Anyone who has failed to resist the magic of Grint Fleebo's spirit and still thought he was their best friend suffers psychic shock from this transformation. Save versus death, on a failure suffer 1d4 INT damage. Then the effect wears off.

Referee's Note: The mountains are designed in such a way that characters meet Grint Fleebo first in **Area 0507: The Lost Trail**. If the characters reach **Area 0307: The King of the Mountain** first, go ahead and switch these locations around. The drama is more fun if they have spent time with Grint Fleebo first, before they discover his corpse.



Treasure: Grint Fleebo has been luring adventurers to this ice cave for decades. There are plenty of frozen heroes whose corpses hang frozen from the ceiling like gruesome trophies. For every 10 minutes a character spends searching the corpses, they have a 2-in-6 chance of finding an interesting item. If they find something, they get the next item in the list. At the end of the list there is nothing else interesting to find.

1. **Ectoplasmic resin.** A small metal tin holds violet resin. It is worth 30 ectos, and is enough to smoke 3 times. (see **Smoking Ectoplasm**).
2. **Secret Decoder Ring.** An ancient plastic ring with eldritch sigils that glows in the dark. Worth 17 ectos.
3. **Puffy Cigarette Lighter.** Shaped like a brain, the flame spits out of the top when it is squeezed. Refillable. Worth 87 ectos.
4. ***Librum Esoterica*.** A heretical text (see **Tomes filled with Unspeakable Knowledge**, p. 114). Priceless.
5. **Tape Cassette.** A teal cassette from Hectoplasmo and the Rips titled "Just the Hits!". Worth 1 ecto.
6. **Dire Rat Poison.** An unlabeled tin of teal blue pellets. If a creature consumes them, save versus death or die after 6 days. Worth 5 ectos.



AREA 0307

THE VIOLET RUINS

Time has sandblasted away all the details of this ancient and forgotten city. It is a popular stop among tourists who wish to see the cyclopean walls and the cursed pilgrims seeking absolution.

Deposit the Sacral Mummy. If the players return the mummy from The Pilgrimage of Yaldabythos (see **Area 0304**) without ever dropping it or allowing the sacred palanquin to touch the ground, they each receive a small scrap of mummy flesh. If mummy flesh is eaten, the consumer gains +1 INT and CHA for 2d8 hours. Consuming mummy flesh also heals 1d8 hp.

Explore the Violet Ruins. It is said these ruins were once part of a great empire in the age of the Aeon Dwellers. They are ancient beyond fathoming. Anyone who has sat in the **Dream Couch of the Sky Ghouls** (see **Area 0305**) and experienced the god-simulation may make an INT check. They will recognize this as the very same city that was struck down by the gods. Back then the city was an island surrounded by an endless sea, instead of moldering ruins surrounded by an endless wasteland.

AREA 1
THE PALACE OF COREGDOS

Excavation teams work around the clock carefully scraping away dust and dirt to reveal the shattered corpse of a once-great palace.

The archaeology team is led by Professor Hubric Blegen. He loves to explain about the hidden history of the Aeon Dwellers. This palace is said to have been built by the mythical King Coregdos, whose only historical description is found in scraps of sacred texts written by The Cult of the Broken Spiral.

Frescoes. The excavated walls are covered with cracked plaster, what was left above the topsoil is bleached and worn smooth. What has been excavated reveals ornately painted frescoes of youths riding on dolphins and a whale swimming through endless stars.

Statue. A team of archaeologists are scraping away topsoil from a white marble statue. It is a beautiful woman. Her arm is unattached and has already been dug out on the other side of the room. It is holding a thunderbolt.

AREA 2
MEGARON OF THE KING

This chamber has only recently been dug out. The walls are carved and painted with ornate octopi and squids dueling. The colors have mostly chipped away.

Treasure: Searching the area reveals a clay cylinder buried in the magenta-colored sand. It is inscribed in an archaic form of Dreamtongue hieroglyphs that time has forgotten. Only the Mandrill Priests of the Lunar Library or the *dreamlore* spell can translate these tablets. A thief can try to translate the tablet with 45% probability. The cylinder is valuable, worth 500 ectos.

The cylinder is an account of Queen Yaldabythos during the last days of her reign. *"I offered 50 sacrificial cows to placate the rage of the gods, but it was to no avail. Their storm buffets our kingdom day and night. We are doomed."*

Trap: The floor of this throne room is made of worked stone that is a little loose. Each turn spent in this chamber, 1-in-6 chance the stone blocks fall through. Each turn spent in this chamber increases the likelihood of this happening by 1.

Anyone in the chamber must **save versus death** or take 3d6 damage from falling 30'. Half damage on a success.

SEARCHING THE RUINS

The sand, silt, and hardpacked dirt are full of lost treasures. For every 10 minutes a character spends searching, they have a 2-in-6 chance of finding an interesting artifact. If they find something, they get the next item in the list. At the end of the list there is nothing else interesting to find.

1. **Arrowhead.** Made from a mysterious turquoise patinaed metal. Its construction is long forgotten, but sages refer to it as bronze adamantine. It is razor sharp and unbreakable. Worth 3 ectos.
2. **Spearhead.** Stained a sea-green color. It is made from bronze adamantine. 1-in-6 chance it's just a copper spearhead (worthless). Worth 4 ectos.
3. **Figurine.** It could be a game piece. It could be a lucky charm. It could be an idol to a forgotten deity. No one knows what it is supposed to represent. Worth 6 ectos.
4. **Pottery Shards.** 1d6 pieces of broken pottery ranging in size from the size of your thumb to the size of your palm. They are painted on the other side with intricate designs. Each shard is worth 2 ectos.
5. **Clay Cylinder.** The Aeon Dwellers used clay cylinders to store their writing. The text is indecipherable by normal means. 1-in-6 chance it is cracked broken in half (only worth 3 ectos). Worth 6 ectos if unbroken.
6. **Nail.** The hand forged head is inscribed with a rune. When used to adhere two objects together, they can only be separated by magical means. Worth 8 ectos.
7. **Jar.** Alabaster jar with carved lid. The exterior of the object is covered with Aeon Dweller hieroglyphs. Food kept inside the sealed jar does not go bad. 1-in-6 chance there are pickled cucumbers inside. Worth 10 ectos, or 100 ectos with the pickles inside.
8. **Ring.** Made from bronze adamantine. It is shaped into a seal, when pressed into hot wax or wet clay it leaves behind a rune. Worth 11 ectos.
9. **Hand.** Disparate pieces of bronze adamantine form a hand when pieced together. The insides are filled with copper wires. Worth 12 ectos.
10. **Misshapen Skull.** Elongated cranium with unusually wide eye sockets. Some of the teeth have been replaced with gold. Worth 18 ectos.
11. **Dagger.** Made from bronze adamantine. The handle is decorated with braided gold wire. Deals 1d4+1 damage. Worth 50 ectos.
12. **Shield Boss.** A round bronze adamantine dome that was once nailed into a wooden shield. The rest of shield disintegrated from time. Can be nailed into a new wooden shield by a blacksmith to grant an additional +1 to AC. Worth 1d16 ectos.
13. **Axe Head.** Shaped like a clam's shell, made from bronze adamantine. A blacksmith could attach a handle to it. Deals 1d6+1 damage. Worth 1d16 ectos.
14. **Flute.** A silver musical instrument that plays notes no one has heard for a millennium. Worth 20 ectos.
15. **Clay Bank.** This sealed clay pot is whole, there are 2d6 gold coins inside. The pot is worth 10 ectos, the gold coins are worthless.
16. **Wine Jug.** This gold jug is inscribed with Aeon Dweller hieroglyphs. The jug is sealed. 1-in-6 chance there is still ancient wine inside (worth 100 ectos). The jug is worth 20 ectos.
17. **Short sword.** A sword made from bronze adamantine. It will never bend, never break, and never needs to be sharpened. Deals 1d8+1 damage. Worth 90 ectos.
18. **Helm.** An ancient helmet in the style of the Aeon Dwellers. Wearing it adds +1 to AC. Worth 120 ectos.
19. **Jeweled Necklace.** An impressive golden necklace with brilliant blue gemstones. Each stone is inscribed with Dreamtongue hieroglyphs. Worth 40 ectos.
20. **The Major Arcana of Lamblichus.** A sealed, and locked bronze adamantine box is covered in ancient hieroglyphs. A thief can pick the lock, or a magic user can cast a spell to unlock it. Inside is one of the fabled divination cards of Lamblichus (see The **Deck of Strange Things**, p. 118). Priceless.



AREA 3
TOMB OF THE QUEEN'S SERVANTS WHOSE HEARTS ARE FILLED WITH UNDYING LOYALTY

Beneath the Palace of Coregdos lies an ancient and forgotten cavern. Moisture drips from the violet walls. Crystal formations glitter reflected light like a disco ball. The ground is littered with broken stones. If the players fell through the ceiling, shouts come from the archaeologists above; they will send down a rope in 1d6 minutes.

Everything is coated in glittering calcite. Against the wall are 7 carved alcoves. Inside each one a skeleton lies preserved and covered in crystals. Their faces are hidden by gold masks.

The gold masks are intricately shaped, each one is unique. They are valuable, worth 500 ectos each. Removing the masks reveals Aeon Dweller Hieroglyphs carved into the skull of the corpse underneath. In life, they were sorcerer servants of Yaldabythos. Now they are her eternal guardians. Their bodies have laid here so long they are encrusted with calcite.

Skeletal Sorcerer Servant. Rotting corpse draped in funereal finery. **AC** 1 [18], **HD** 1** (9hp), **Att** 1 x weapon (1d6), 1 x lightning bolt (1d10) **THAC0** 18 [+1], **MV** 90' (30'), **SV** F1, **ML** 12, **AL** N, **XP** 30

- **Undead.** Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).
- **Spell Deflection.** A spellcaster casting a spell of 1st to 3rd level must **save versus spells** if targeting with an attack spell. On a failure, the Skeletal Sorcerer Servant deflects the spell at a random player character.

The crystal-encrusted skulls of the Skeletal Sorcerer Servants are valuable among collectors of rare antiquities. They will sell for 150 ectos. However, the skulls are cursed, and anyone who carries them for 24 hours must **save versus spells** or suffer the eternal wrath of these spellcasters. If the skulls are in their possession, anytime the bearer or someone within 10' tries to cast a spell, they must **save versus spells**, or be overwhelmed by the spirits of the long dead sorcerers dumbstruck for 1d4 rounds and unable to move, act, or cast spells. The effect remains even if the skull is destroyed or sold. Only completing the Pilgrimage of Yaldabythos can remove this curse.

Tablet Armor. The lead skeletal sorcerer wears armor made from enchanted clay tablets. The tablets are strung together with wire. If the armor is worn, the wearer is immune to all spells. However, if the wearer takes melee damage, they must **save versus death**. On a failure, the armor shatters and loses its enchantment.

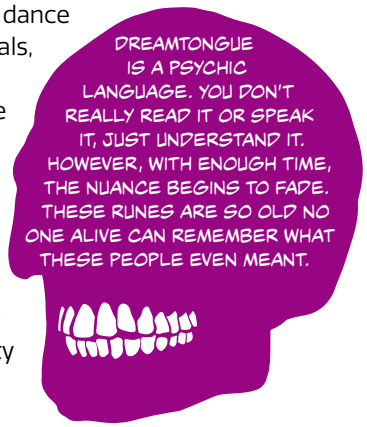
Tablet Scroll. Each skeletal sorcerer carries 1d3 clay tablets with Aeon Dweller hieroglyphs carved into them. If they are thrown, they explode. Everyone within 10' radius must **save versus spells** or take 1d6 damage. On a critical failure, the target is deafened and blinded by the explosion. They are stunned for 1d4 turns.



AREA 4
FORGOTTEN PETROGLYPHS

A forgotten hand carved these curious shapes and symbols into the rock. They dance around the stone and flicker in torchlight. The images depict lizards, animals, geometric shapes, and humanoid shapes of all sizes.

There are primeval Dreamtongue runes carved into the rocks as well. They are so old, no one can read them, as the Painted Skull will helpfully explain.



Deciphering the Inscriptions: Although the meaning behind the Dreamtongue inscriptions is lost to time, a skilled Oneiromancer can cast specific spells to understand the meaning.

If the caster uses *dreamlore* or *consult void entity* they can learn how to decipher the words. An Oneiromancer or necromancer could use a *necrophone* to commune with the spirits of dead Aeon Dwellers. If they do either, the party gains 75 XP each and the caster can read this poem:



Here lies what remains,
The last testament of a great people.
Those who dared to make the gods tremble,
Now rot in the dust, victims of holy hate.
Everything lies in ruin,
Laughter is dead.

We who tamed chaos,
We who charted the stars,
We who loved each other,
We who hated each other,
We who mastered esoteric sorceries,
We who built towers to kiss the bitter sky,
We who forged an empire amidst an angry sea,
We who unleashed hellfire upon our enemies,
We who shaped the land to our liking,
We who explored the depths of unreality,
We who waged war against heaven,
We who tasted the nectar meant for divine lips,
We who engendered the wrath of spiteful gods,
We who burned as our great works turned to ash.

We will be forgotten.

Secret Lore: The Aeon Dwellers. Players may become curious about the Aeon Dwellers and wish to know more about them. No one has any idea who the Aeon Dwellers were, or what they originally called themselves. The only thing that is certain is that they lived in a time when most of the Painted Wastelands were still under water. The shattered skeletons of ruined buildings are now all that remain. Here's what Oneiromancers can learn from the *dreamlore* spell:

The Aeon Dwellers lived 25,000 years ago. They settled on the largest island (which is today the Violet Ruins) and gave up their nomadic ways. Their small settlement became a city. They worshipped a pantheon of ancient gods and mastered unspeakable magics the likes of which the Dreamlands has not seen since.

Yaldabythos became their Sorcerer Queen after several centuries of growth, prosperity, and stability. Their empire was washed away by the Doom sent by angry gods to smite an ungrateful populace. The survivors of their civilization died out slowly hiding in their vaults over several generations.

There are endless conspiracy theories spun out by crackpot historians but almost all of them are false. The most popular conspiracy theory is the idea that Aeon Dwellers live among the modern population of the Painted Wasteland. This ancient cabal is ushering the people to repeat the cycle of Doom that destroyed their civilization in the first place.

AREA 5
THE GIFT SHOP

A crusty grinning corpse bows its head to you in cheerful greeting. Its bones creak as it silently beckons you to make a purchase.

The shopkeeper is an ancient lich who has set up shop down here to sell some of his home made Yaldabythos themed merchandise to pilgrims and adventurers. Players should be careful not to try to steal from him. There are at least ten of each item on the shelves.

There is an exit out of this dungeon through the gift shop.

The Shopkeeper. AC 0 [19], **HD** 11**** (49hp), **Att** 1 x touch (1d10 + paralysis), **THAC0** 11 [+8], **MV** 60' (20'), **SV** 7, ML 10, **AL** C, **XP** 4,300

- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (ex: poison). Immune to mind-affecting or mind-reading spells.
- **Aura of Fear:** All seeing the shopkeeper must save versus spells or flee for 2d6 turns. Characters above 4th level are immune. The Shopkeeper can turn this effect on and off at will.
- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Energy immunity:** Unharmed by electrical and cold based attacks.
- **Magic immunity:** Immune to magic causing polymorph, insanity, or death.
- **Oneiric spells:** Cast spells as a 14th level Oneiromancer.

FOR SALE

Coffee Mug. A ceramic mug that can hold any hot liquid, painted with the same petroglyph designs from area 4. Worth 250 ectos.

Ornament. A glass ornament sculpted in the shape of a pastry popular among the Aeon Dwellers. Worth 200 ectos.

Action Figure of Yaldabythos. Handcrafted and intricately articulated! Comes with accessories. Worth 250 ectos if it is New in the Box. Worth 100 ectos if played with.

Hat. A felt hat shaped like the onion shaped buildings of the Violet Ruins. Worth 250 ectos.

OH BOY, HERE WE GO. THIS IS HOW THEY FLEECE YOU. THIS IS WHY I'M AGAINST CAPITALISM. THEY TAKE SOMETHING THAT'S SUPPOSED TO BE SACRED AND TURN IT INTO AN OPPORTUNITY TO SELL TOURISTS OVERPRICED, TACKY GARBAGE THEY DON'T NEED.

OH MAN, THAT HAT LOOKS AWESOME. HEY, COULD YOU GET ME THIS? I'M NOT EXACTLY LIQUID RIGHT NOW, BUT I'LL PAY YOU BACK LATER.



Corpsewood Pen. A fine writing utensil, hand carved with "The Violet Ruins" emblazoned on the side. Worth 250 ectos.

Collectible Sword Hilt. Based on the same jeweled sword blade of Yorgathor the Unbloodied. Cast from Bronze Adamantine, but a Blacksmith can attach a regular blade to it. Worth 1,120 ectos.

Violet Ruins Crystal Paperweight. The Shopkeeper can inscribe a character's name or message into this scintillating glass paperweight. Worth 89 ectos.

Character Watch. Requires a WIS check to understand what time it is. A tasteful depiction of Yaldabythos is painted on the watch face. Worth 3,250 ectos.

Customized T-Shirt. Depicts the violet ruins, the Shopkeeper can paint a character's name on the shirt. Worth 350 ectos.

Enamel Pin. Collectible and flashy. Many sorcerers collect and trade these colorful pins. Worth 50 ectos.

Pastry. Baked by the Shopkeeper himself, he has a small glass cloche holding 6 frosted pastries, based on an ancient and forgotten Aeon Dweller recipe. Worth 20 ectos. If players buy the pastry and eat it, they gain 40 XP.

Snuggle Buddy. A tasteful stuffed animal that resembles the vengeful gods who shattered the empire of the Aeon Dwellers. Worth 350 ectos.

AREA 6
COMMUNING WITH THE CRYSTAL

Outside of the gift shop is a massive quartz crystal cluster. Pilgrims kneel and genuflect before it in veneration. This crystal is said to have been used by Yaldabythos in a desperate attempt to save her island kingdom from the wrath of the gods. There are 6 desert weirdos meditating by the crystal.

To complete this leg of the ritual, characters must meditate before the crystal. To do so, they must sit silently for 10 minutes and save versus spells. On a success, they are overwhelmed by their communion with the psionic psyche of Yaldabythos and gain 20 XP. On a failure, roll 2d6 on the table below to generate a random encounter. If multiple characters fail their save, there can be multiple encounters at once.

2-7 The Wrath of the Gods. *Thunder and storm clouds erupt overhead. The ground begins to rumble and shake. Ghostly images of the Aeon Dweller gods launch thunderbolts at the godless heathens kneeling at the crystal.*

A thunderbolt hits the crystal, and it explodes. Every creature within 20' of the crystal must save versus death, on a failure the character takes 1d8 damage and thrown 25' through the air. The god-forms are illusory and immune to damage, but their thunderbolts are real. They launch 1 lightning bolt per round and float around for 3 rounds. If this encounter is rolled a second time, the illusions attack for another 3 rounds.

6-8 The Suicide Cult. *Five ghostly specters wearing masks flee from the crystal. They panic, grasping hold of a character and screaming in their faces.*

The ghosts of the Suicide Cult shout in an ancient Dreamtongue dialect of the Aeon Dwellers. They each carry swords; they will use the swords on themselves, which deals damage to the characters.

Specter of the Suicide Cult. Screaming suicidal maniac. **AC** 5 [14], **HD** 2+1 (10 hp), **Att** 1 x self-inflicted wound (1d10), **THAC0** 18 [+1], **MV** 90' (30'), **SV** F1, **ML** 11, **AL** C, **XP** 19

- **Self-Inflicted Wound.** The members of the Suicide Cult only deal damage to themselves. The specter attacks themselves, takes damage, then chooses a target that can see them. Save versus spells or take that much damage.

9-11 The Sentinel of Abraxas. *A blinding flash of lightning screeches out of the crystal. It leaves behind scorched earth and a confused and damaged giant robot.*

The Sentinel of Abraxas was supposed to defend the city of the Aeon Dwellers. Failing its primary function sends it into a maddened frenzy. The crystal summoned the monstrosity from the moment of the city's destruction all those years ago.

Sentinel of Abraxas. Enraged giant automaton. **AC** 4 [15], **HD** 14* (33 hp), **Att** 1 x fist (3d8), **THAC0** 9 [+10], **MV** 60' (20'), **SV** F4, **ML** 12, **AL** C, **XP** 2,300

- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Immunity:** Unharmed by gas, unaffected by *charm*, *hold*, and *sleep* spells.
- **Energy immunity and weakness:** Unharmed by fire and cold. Takes double damage from electricity.

12. The Spirit of Yaldabythos. *The specter of Yaldabythos appears. She is soft and ethereal, her scintillating robes of brilliant colors flowing and flapping as if caught in a storm, though there is no wind.*

The queen's spirit opens its glowing eyes and casts a blessing upon the entire crowd. For the next 24 hours, everyone present gains her mark upon their forehead. During that time everyone who is present gains +2 to all attack, damage, and saving throw rolls.



AREA 0404

SORCERER'S REST

The sea of cotton candy pink sand lies flat and unbroken for miles in every direction. There's something on the horizon. It is a single tall, thin tree. Someone sits beneath it. The tree's bark is a deep purple, the leaves are turquoise. A single sorcerer sits beneath the tree in deep meditation.

The person beneath the tree is named **Loquacious End**, a Void Contemplative well versed in the Outer Dreamlands and philosophy. He will answer questions, for a price. His pipe is empty and he will offer answers for ectoplasm or ectos. He speaks in Dreamtongue. Loquacious End only fights to defend himself.

Loquacious End, Void Contemplative. AC 5 [14], **HD** 2+1 (10 hp), **Att** 1 x unarmed strike (1d3 + chakra disruption), **THAC0** 18 [+1], **MV** 90' (30'), **SV** F1, **ML** 11, **AL** N, **XP** 19

- **Chakra Disruption:** Save versus death or 1d3 WIS damage.
- **Spells:** Cast *sleep* 2/day.

Nearby Rumors. "There is a cave nearby where the idols of forgotten gods are stored and preserved. They are beloved memories that no one will recall." See the Cave of Retired Gods (**Area 0403**).

Join me. The meditating sorcerer reaches into his bag and draws out several vibrant woven blankets. Players can join and meditate about the nature of the Void with him for 1d3 days. If they do so, they heal 1 hp for every day spent in mediation. They also permanently gain +1 Lucidity when rolling to navigate the Painted Wastelands.

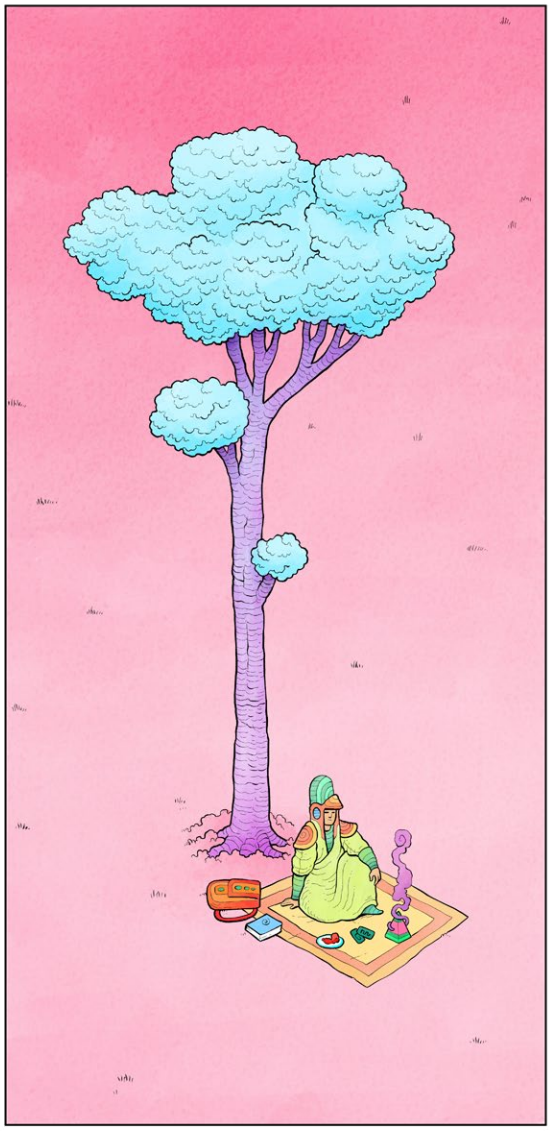
Treasure: He carries an enchanted bag that holds 6 blankets worth 4 ectos each, an ectoplasm generator, and a water pipe for smoking ectoplasm. He also has a scroll of *detect magic* for 1,000 ectos. He has 1d4 small handwritten palm sized copies of *The Conspiracy Against the Dead Dreamer*.

THE CONSPIRACY AGAINST THE DEAD DREAMER

The Void Contemplative carries a copy of the sacred text of the Void Cult. He will give it away freely to anyone who wishes for a copy for he has memorized the text and can always make more.

Reading the book. Necromancers must save versus death or die. All other characters must save versus spells or feel the ever-pressing weight of oblivion. Nothing matters. L and C characters change their alignment to N. N characters simply feel vindication that law and chaos are pointless definitions.

Divine casters who read the book sense the power this book has over nothing. They may study it (requires 1 week) to gain one experience level and one point of WIS. A character can only gain this benefit once. If they read from *The Conspiracy Against the Dead Dreamer*, they must make a save versus spells or leave their former faith affiliation and join the Void cult since worshiping gods is pointless.



From The Conspiracy Against the Dead Dreamer:

"The more conscious one is of the meaningless and horrifying nature of the world, the more one wishes to be unaware of this fact. Conscious beings must constantly engage in activities to limit their awareness of the truth. The Void radically accepts the truth. Nothing matters."

AREA 0405

RAIDERS OF THE PAINTED WASTELANDS

A pastel-colored dust cloud rises out of the horizon. Whoops and screams can be heard over the buzzing sound of an engine.

Raiders. Upon entering this hex, 1-in-6 chance the raiders arrive on their battle-truck. If they fail to arrive, recheck if they arrive every time the party enters a hex that borders Area 0405. The raiders consist of 1d6+2 wasteland bandits led by their Bandit King. They will kill the party, steal their ectos, and loot the corpses. Roll 2d6 to determine their initial attitude.

2-9 **"Your money or your life!"** The raiders spotted the party and decided to attack. They are only interested in loot. The first time one of the raiders dies or when half their number are dead, they make a morale check. On a failure they will flee. The loot isn't worth their lives.

10-11 **"YOU DESERVE ONLY DEATH!"** The raiders have whipped themselves into a berserker fury from huffing War-Paste. They automatically pass morale checks and are immune to fear effects.

12 **"AAAUUURRRGGGHHH!."** The raiders have overdosed on War-Paste. They are so enraged that only blood will satisfy them. They are frothing at the mouth and spitting blood from biting their tongues. They automatically pass morale checks and are immune to fear effects. They have AC 2[17] and THAC0 16[+3] for 1d6 turns. After the effect wears off, they suffer -1 to all attacks for 1d6 turns.

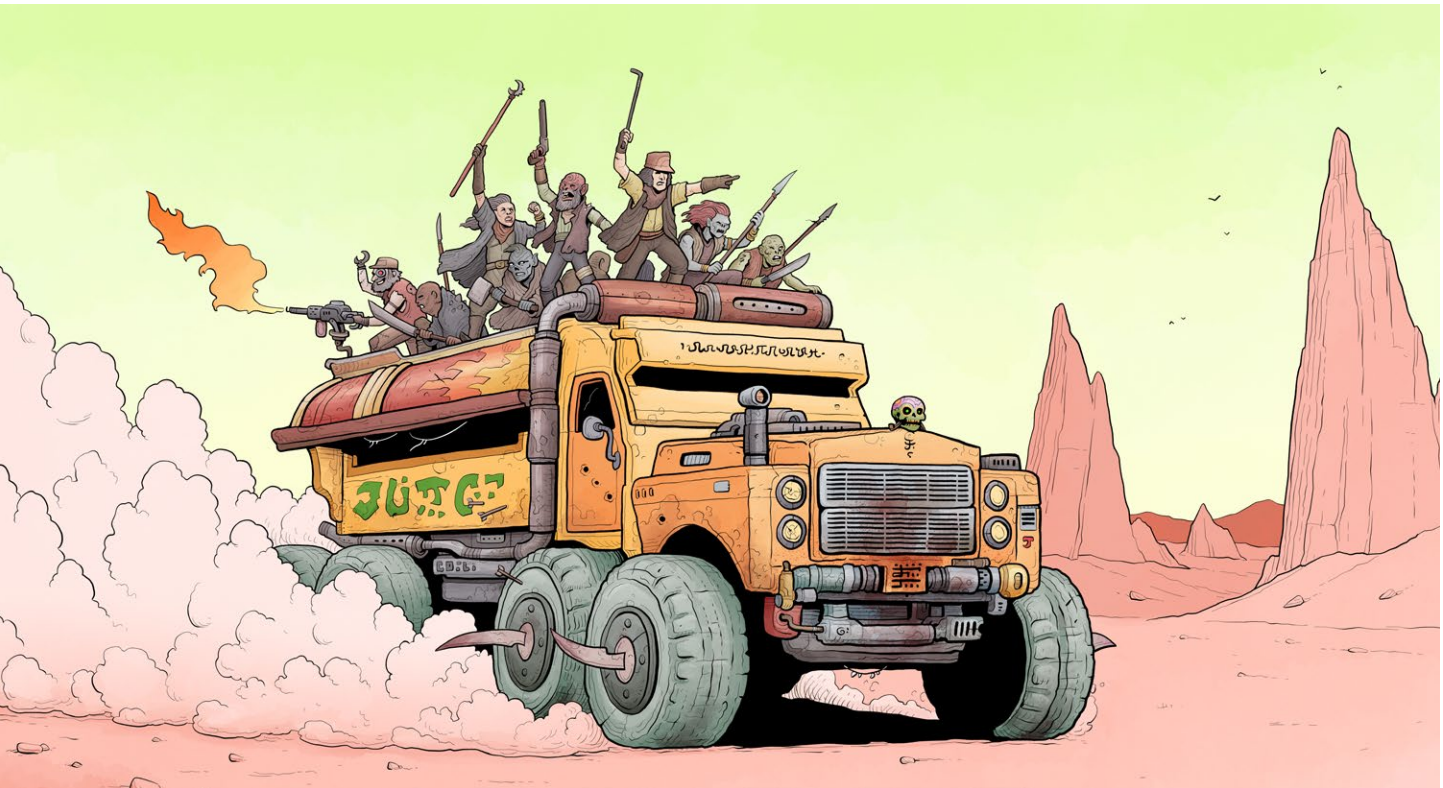
Painted Wasteland Raiders. AC 6 [13], **HD** 1 (4 hp), **Att** 1 x spear (1d6), **THAC0** 19 [0], **MV** 120' (40'), **SV** F1, **ML** 6 (8 with leader), **AL** N, **XP** 10

Treasure: The raiders have 1d3 tins of War-Paste with 1 dose each. It is absorbed through the skin by being painted onto the hand or stamped on bare flesh. **Save versus poison**, on success automatically pass morale checks and gain immunity to fear effects. On a failure, fly into a berserker rage and have AC 2[17] and THAC0 16[+3] for 1d6 turns. After the effect wears off, suffer -1 to all attacks for 1d6 turns. The leader has a HYPER SHRINE cassette tape worth 23 ectos.

The Battle-Truck. The Raiders ride on an open topped personnel carrier they call The Battle-Truck. It is a magical vehicle fueled by ectoplasm. The vehicle can operate for 1 day on 1 unit of ectoplasm (the equivalent of 100 ectos). It can cover 18 miles/day. It requires 2 crew to operate but can carry up to 10 human sized creatures. It is worth 20,000 ectos if it can be brought to the Sorcerer's Marketplace. It is in poor condition.

Battle-Truck. AC 8 [11], **HP** 32, **Att** 1 x ram (1d4+4) 1 x burning ectoplasm, **THAC0** 19 [0], **MV** 90' (30'), **SV** F7, **ML** (as drivers), **AL** N, **XP** NA

* **Burning Ectoplasm.** The battle-truck unleashes a gout of burning ectoplasm from a pintle mounted flamethrower connected to the ectoplasm containment unit. It sprays a cone 75' long and 25' wide. Anyone caught in the area must **save versus breath** or take 3d8 damage. Half damage on a success. Using the weapon drains 1 unit of ectoplasm. The battle-truck currently has 5 units of ectoplasm.



AREA 0406

THE OLD MAN OF THE MOUNTAIN

The mountain trail leads higher and higher, all the way to the snowcapped peaks. It is the hidden dilapidated home of a sorcerer named the Old Man of the Mountain.

At the top of the mountain is a squat, dingy monastery converted into a cabin. Its vibrant red paint is peeling and prayer flags flap in the wind. He has spent decades meditating upon the nature of the Upper and Lower Ethereal Hierarchy. He is friendly and will share his wisdom with anyone willing to listen.

Is Grint Fleebo still with the party? If the players have failed to rid themselves of the specter masquerading as their best friend, he warns them against stopping at the monastery.

AREA 1
THE LIVING ROOM

The walls were once painted with ornate depictions of forgotten gods and goddesses. Now disgusting trash covers everything.

Fireplace: A meaty stew burbles softly in a big black cook pot above a healthy fire. It appears to be a stew made from pork and beans of every garish color. The stew is hearty and restorative, and acting as a *potion of healing*, and eating a bowl heals 1d6+1 hp. After eight hours, **save versus poison**, on a failure become a ghoul because it is made from people meat (see Ghoul, p. 106). Only the Pilgrimage of Yaldabythos can remove this curse.

Bookshelves: The bookshelves are littered with blasphemous writings including:

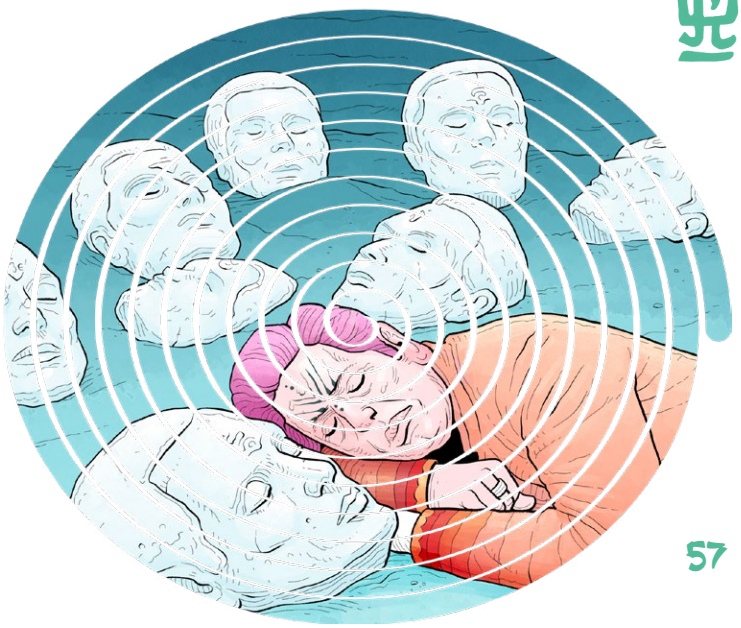
- ***Regnum Carnis.*** A rare tome with pictures of cannibals butchering human meat and selling it at a market. Anyone who opens the book and gazes upon the profane etchings must **save versus spells**, on a failure begin to crave human flesh. Regular food no longer tastes good. The pork and beans in the fireplace smell amazing and appetizing. After 1d8 days, **save versus spells**, on a failure become a ghoul. Only the Pilgrimage of Yaldabythos can remove this curse.
- **Crumpled rantings of a madman.** The shelves and tables are littered with loose leaf papers. They are complex diagrams, ravings, unsent angry letters to the editor, and an insightful treatise on the nature of the cosmos. **Save versus spells**, on a success these writings make no sense. On a failure, they start to make too much sense: –1 WIS and +1 Lucidity.
- ***Ethercast Insider.*** Every horizontal surface is piled with stacks of very old *Ethercast Insider* magazines. These yellow moldering periodicals are filled with hundreds of thousands of ethercast channel schedules and interviews with actors and directors. The words and pages shift and change through layers of unreality and interface with the consciousness of the reader to display showtimes that are algorithmically appealing. The magazines display the proper alchemical equations and Enochian vocabular words needed to access the channels using a dreamcouch or ethercaster unit.

Filth: The Old Man of the Mountain is a filthy slob. His yellowed plants are drooping, dead, or dying. Nicotine stains cover the walls and ceiling, and everything he owns is covered in a thin layer of dust or sticky tar. Rotten bits of food sit on unwashed stacked plates. Crushed cans of Wizard Gulp! litter the floor. The rug that was meant to tie the room together is covered in grime. The whole room smells like feet.

Dreamcouch: The Old Man of the Mountain's dreamcouch is the nicest thing in his house. This device uses psionic frequencies and sensation actuators to send feelings to the viewer. Anyone who sits on it will immediately tune in to the newest episode of Harmonia Vrim's *Dream Plague Cycle*.

The dreamcouch is tuned to play *Dream Plague Cycle* #2309. An actor named Jorgen Lassitus plays a dreamer who is lying down on a bed of soft fine sand. He is surrounded by large, perfectly chiseled marble heads buried in the sand.

Save versus spells, on a failure the character sitting in the dreamcouch cannot get up on their own because they are enraptured by what they are watching. They can make another saving throw to get up after 3 turns.



AREA 2
THE BEDROOM

This chamber is somehow even more disgusting and messy than the living room. The bed is covered in unwashed clothes with a spot dug out for a person to sleep in. An old man sits staring blankly at a screen filled with glittering dreamrunes. The arrival of the characters startles him.

The Old Man of the Mountain. The players stumble across the Old Man of the Mountain lounging in his filthy room. He rushes around his small cabin desperately picking up empty cans of Wizard Gulp!, though it does not good. Due to his sorcerous pacts forged with outer entities, the Old Man's name is too corrupt to use. He simply goes by the moniker The Old Man of the Mountain. He frequently overshares information about himself you wish you didn't know.

The Old Man desperately wants the players to stay, enjoy some dinner, enjoy some dreamcouch viewing, rest and regain their strength. He will offer the players some stew and some delicious mushroom tea.

Anyone who drinks the blue tea must save versus poison after 6 turns or fall asleep for 1d8 hours. The poison does not take effect immediately. The Old Man has built resistance to the tea, he will drink some to show how safe it is. Normally he must drink 3-4 cups to feel its effects.

If everyone in the party is incapacitated, The Old Man will drag them to his secret chamber (**Area 3: Secret Chamber**) so that his blue mushrooms will sprout on their bodies and claim them.

The Old Man of the Mountain. Smiley, gap-toothed, and a little over eager to have guests. **AC** 4 [15], **HD** 4* (18hp), **Att** 1 x magic power, **THAC0** 18 [+1], **MV** fly 90' (30'), **SV** F7, **ML** 10, **AL** C, **XP** 75

- **Magic Powers:** Once per day each:
  - **Dispel magic:** Ends spells of non-instantaneous duration within a 20' cube area.
  - **Sleep:** Save versus spells or fall into a magical slumber. Targets a single creature with 4+1 HD or a total of 2d8 HD of creature of 4 HD or lower.
- **Invisibility:** The caster is invisible until the subject attacks or casts a spell.

Grint Fleebo and the Old Man of the Mountain: These two figures know each other well. Grint Fleebo's illusion has no effect on the Old Man. The Old Man treats Grint Fleebo like a stray cat he feeds scraps to. Now that the player characters are in his lair, he will do everything he can to incapacitate them and drag them to his secret chamber (**Area 3**).

AREA 3
THE SECRET CHAMBER

Hidden behind a large poster for Harmonia Vrim's film *End Times Hyena Queen* is a door that leads down into a moist, musty cellar. The stone chamber is lit by the dull blue glow of toxic mushrooms.

If the players were deposited here by The Old Man in the Mountain, they awake after the various sleep effects have warn off. The secret door is locked from the outside.

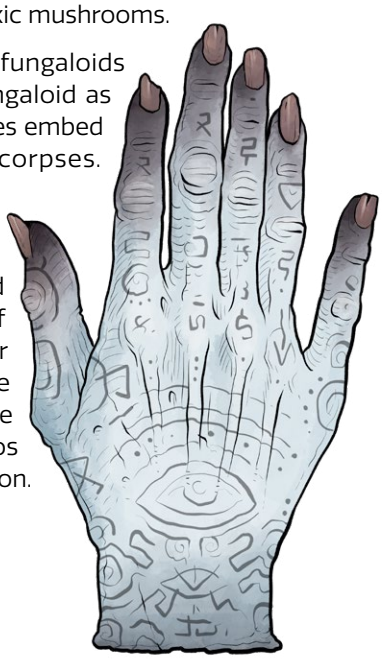
If the players walk into this room after detecting the secret door, unless they block the door with something, it will close behind them and lock.

The ground is muddy, and holds 5 corpses. The corpses are covered with mushrooms that glow with a deep blue bioluminsecent light.

Blue Mushroom Fungaloid. AC 6 [13], **HD** 2* (9 hp), **Att** 2 x claw (1d3 + paralysis), 1 x bite (1d3 + paralysis), **THAC0** 18 [+1], **MV** 90' (30'), **SV** F1, **ML** 9, **AL** C, **XP** 25

The fungaloids will rise out of the murk and attack. The mushrooms growing on their backs are a unique cultivar. Anyone can harvest them and turn them into blue tea. Gain +1 DEX for 1d3 hours. After the effect wears off, they must make a save versus poison, on a failure they suffer suffer -1 DEX until you drink blue tea again.

Anyone killed by the fungaloids will transform into a fungaloid as the blue mushroom spores embed themselves into their corpses. Anyone who kills a fungaloid must save versus death or become infected with Fungaloid spores. Over the course of several days, the character begins to transform (see Fungaloid, p. 105). Only the Pilgrimage of Yaldabythos can cure this fungal infection.



AREA 0407

SKY JELLY

A group of gutter wizards hide behind an outcropping. They've noticed you. They wave you over to join them. They try to shush you and speak in hushed whispers. Danger is close. They are hunting sky jellies so that they can pickle them and sell them at the Sorcerer's Marketplace. Their names are **Lagranius the Bold**, **Glent**, **Durnkonius the Blemished**, and **Hrinto** Aribo.

Lagranius the Bold is the leader of their crew. They have lured a giant sky jelly with ectoplasm-bait. It feeds just around the ridge. If the players go kill the sky jelly, the gutter wizards will pickle the creature's tasty flesh and share the bounty 50/50 with the players.

If the players agree to aid the gutter wizards in their quest, Lagranius will cast one of his low rent gutter spells upon them. "This spell will protect thee from the sky jelly's toxic venom for up to 3 hours!" This is technically true.

Gutter Spell of Protection from Poison. A secret gutter-rune is inscribed in saliva on the forehead of up to 5 targets. For 3 turns, the target is immune to all poisons and toxins. After the 3rd turn, save versus spells. On a success, the protection spell remains. On a failure, the protection spell fades away. On a critical failure, the target suffers the effects immediately from all the poisons the spell stopped.

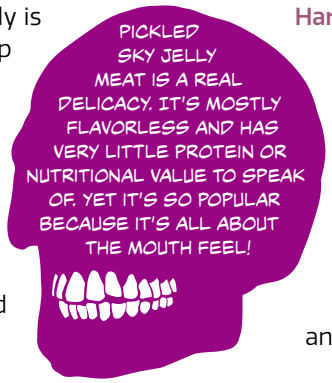
Sky Jelly, Giant. AC 9[10], **HD** 4** (18hp), **Att** 1-40 x tentacle (1d10 + poison); **THAC0** 16 [+3], **MV** fly 30' (10'), **SV** D12 W13 P14 S15, **ML** 8, **AL** N, **XP** 175

- **Tentacles:** Each target within 100' of the sky jelly can be attacked with 1d4 tentacles each round.
- **Poison:** Save versus poison or permanently lose 2 points of CON. The effect is cumulative. The effect can only be reversed by magic or the Pilgrimage of Yaldabythos.
- **Killed victims** will be drawn to the body and digested over 3d4 turns.
- **Severing Tentacles:** Any attack that inflicts 1 or more damage severs a tentacle.

Harvesting Jelly Meat. Once the sky jelly is killed or flees, the gutter wizards leap out of their hiding space to quickly pickle the tentacles that have been sliced off as well as any other jelly meat they can harvest from its corpse. The gutter wizards have with them 1d6 large jars (worth 20 ectos) and 1d6 small jars (worth 10 ectos). Large jars hold three servings of pickled jelly meat, small jars hold one.



Eating Jelly Meat. Normally it is served as a condiment on sausages, sandwiches, or salads.. If a serving is eaten, save versus poison with a +4 bonus. On a success, gain +2 CON for 24 hours. On a failure, die.



Harvesting Sky Jelly Toxin. The stinging cells of the sky jelly can be harvested into a jar. This requires a successful INT check. A success produces 1d3 doses. On a failure, the character must save versus poison or permanently lose 2 points of CON. If a dose is added to a dagger, arrowhead, spear tip, or needle and used in a melee attack, save versus poison or death. Then the poison is used up and another dose must be reapplied.



AREA 0408

TOWER OF THE DISEASED ONE

Located in an area that was previously empty, this violet stone fortress is filled with lush alien greenery poking up above the walls. This citadel only appeared recently, when it was summoned by a misty cloud. There are several ways to enter the dominion of The Diseased One.

SCALE THE WALLS

The walls of the palace are sheer and smooth. Two DEX or STR checks are needed to successfully climb up these 40' tall walls. Using a rope adds +4 to these rolls. On a failure, the climber falls. If it's the first climb check they fall 20' (2d6 damage), if it's the second climb check they fall 40' (4d6 damage). For every damage die that comes up a 6, the victim breaks a bone. For each broken bone, the character permanently loses 1 point of STR or DEX (player's choice).

Player characters who make it over the wall will have to climb back down again. Climbing over the walls will take players to The Garden of the Diseased One.

ENTER THROUGH THE SEWER

Leaking out the back of the Tower of the Diseased is a sewer pipe large enough for a person to crawl through. It flows into a dried-up creek dripping and dumping scintillating magical effluent into the creek bed.

The Dried-Up Creek Bed: The magical runoff pumping out of the Tower of the Diseased one is a mix of garbage and arcane byproducts released by sorcerous experiments and pumped out of this pipe. This rainbow-colored liquid is toxic. The sewer pipe takes players to **Area 3: Servitor Workshop of the Diseased One**.

Characters wearing hazmat suits ignore the effects of the toxic sludge. Otherwise, climbing into the sewer pipe without touching the toxic sludge requires a DEX check. On a success, the character enters the pipe with no problem. On a failure, they must make a save versus poison or suffer a mutation. Roll a d4:

1. 1d8 eyes sprout across their face.
2. 1d4 tentacles grow from their chin.
3. Their nose falls off.
4. Their flesh becomes incredibly wrinkled.

Dismembered Limbs. There are dismembered animated arms and legs floating in the arcane runoff; they are castoffs that have been dumped down the drain. They will try to grab and drag characters into the sludge and drown them. Characters who are grabbed must make a STR check to get back up again. If they fail, they start drowning.

Swarm of Dismembered Limbs. Grasping, grabbing, crawling arms and legs. **AC** 6 [13], **HD** 1 (4 hp), **Att** 1 x swarm (trip), **THAC0** 19 [+0], **MV** fly 15' (5'), **SV** D14 W15 P16 B17 S18, **ML** 7, **AL** N, **XP** 5, **NA** 1d2 (1d3), **TT** none

- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures. Immune to mind-affecting or mind-reading spells.
- **Trip:** The dismembered limbs are not particularly dangerous. They automatically hit everyone within the swarm area. Save versus death or fall prone, unable to attack until able to stand up again.

GO THROUGH THE FRONT DOOR

The main gate is locked and sealed. A dusty mummified face is set into the center of the door, made from ornately carved bronze and brass. The designs are intricate and swirling. Entering through the front door will take players to Area 1.

Encounter: The Doorman. The mummified face comes to life and in a dry raspy voice demands: "Who are you? Do you have an appointment to see The Diseased One?"

There are many ways to deal with the Doorman. Players can try to bluff their way past him. Players can also try bribery (he will open for 20 ectos inserted into his secret compartment). They can try to fight their way past him. The Doorman can unlock himself from the door jam and fight. If the players cast knock he must make a save versus spells or be temporarily disabled for 1d6/caster level rounds.

The Doorman. Door shaped automaton. **AC** 2 [17], **HD** 8 (36hp), **Att** 2 x cutting blades (1d8), **THAC0** 12 [+7], **MV** 120' (40'), **SV** F4, **ML** 12, **AL** N, **XP** 650

- **Energy immunity:** unharmed by fire, cold, and electricity.
- If the Doorman is reduced to 0 HP, a hole will open up large enough for a human sized creature to climb through.

Treasure: A thief can make a make a roll to find the secret compartment the Doorman uses to keep bribes. The slot opens easily enough and is large enough to fit a hand through. There are 20 ectos kept inside this slot. If the doorman is active (not destroyed or disabled) he can activate an antitheft device. The doorman makes a +4 melee attack against anyone who has stuck their hand into his secret compartment. On a successful hit the hand is severed.

If the Doorman is destroyed, a successful INT check allows a character to harvest valuable power cells, arcane actuators, and other machinery parts that are worth 30 ectos.





THE GARDEN OF THE DISEASED ONE

Plants of all shapes and sizes blot out the sun. The air is hazy with musky pollen. The garden of the Diseased One is filled with fragrant plants from far off realities. The smell of it is intoxicating, sweet, and earthy. The air is humid.

Area A Trap: Pollen. Each character must roll a d6, on a 5+ they are allergic to the pollens released by these plants. **Save versus poison**, on a failure their nose starts running and eyes start watering uncomfortably. As long as the allergic character is in this dungeon, they suffer a -1 penalty to all ranged attack rolls. To cast a spell, they must make a **save versus poison**, on a failure the spell is not cast due to a sneezing fit. A cure disease spell will negate this effect.

Area B Trap: Tempting Fruit. The fruit of the Lignum Scientiae is so very tempting. Anyone who sees the luscious red and gold fruit will find themselves drawn to pick it and eat it. The fruit could sell for a lot of money on the market (worth 1d10 ectos) Everything about the tree seems normal and healthy.

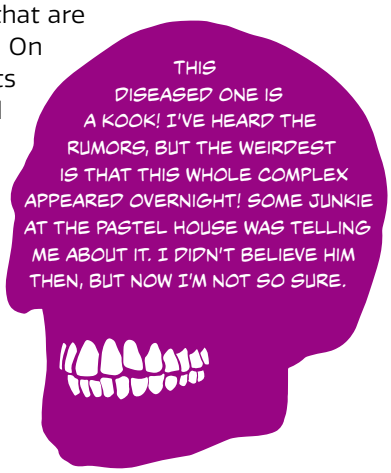
If a character eats one of the fruits, there is a 2-in-6 chance the fruit is toxic. Otherwise eating the fruit grants 20 XP. Characters can benefit from this effect multiple times. If the fruit is toxic, **save versus poison** or die. On a success gain 75 XP.

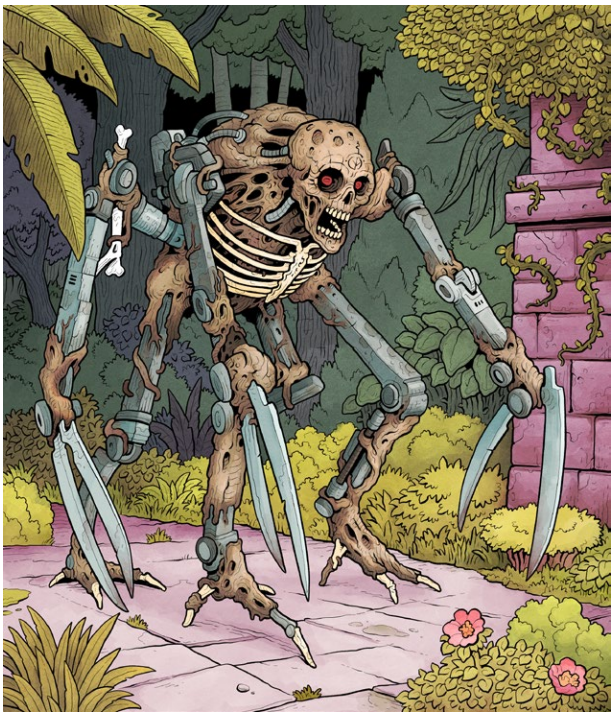
Encounter: The Gardeners. Part mummified flesh, part machine, these spidery drones patrol the garden. They are drawn to the sounds of sneezing, or anyone caught trying to steal plants or fruit. There are five that patrol this garden. They are drawn to loud noises. Every round there is a battle, there is a 1-in-6 that one of the gardeners is alerted to the sounds and comes to investigate. They attack intruders on sight.

Gardener. Part mummified flesh, part machine. **AC** 6 [13], **HD** 2+2 (11hp), **Att** 1 x garden shears (2d4), **THAC0** 17 [+2], **MV** 120' (40'), **SV** F1, **ML** 11, **AL** N, **XP** 25

* **Immunity:** Unharmed by gas; unaffected by *charm*, *hold*, and *sleep* spells.

Treasure: If a gardener is destroyed, a successful INT check allows a character to harvest valuable power cells, arcane actuators, and other machinery parts that are worth 150 ectos. On a failure, the parts are destroyed and worthless.

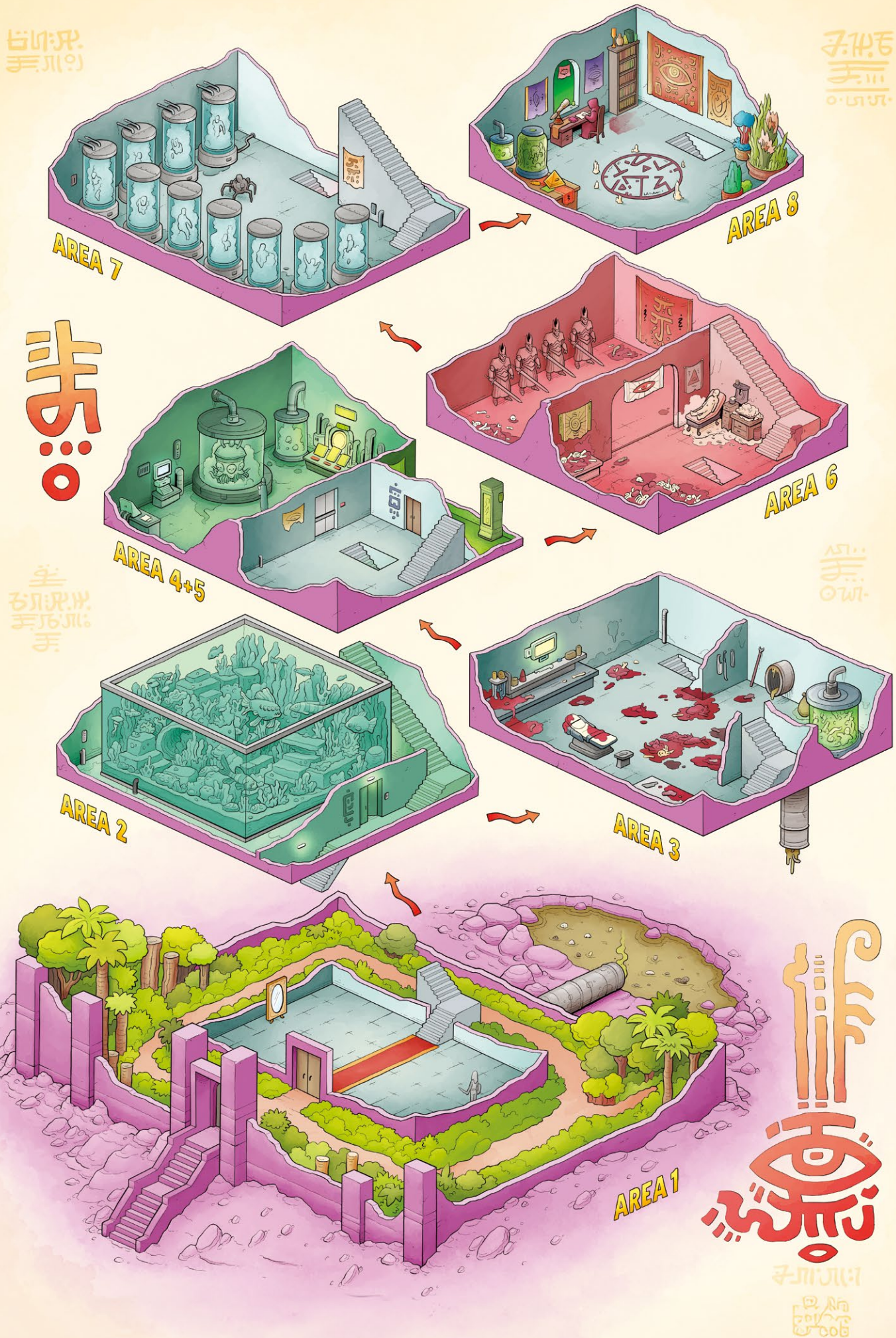




Searching for Rare Plants. The Garden of the Diseased One is filled with rare and valuable plants. If the party has visited the cryptobotanist Gorto Underflower at The Floating Garden (**Area 0609**), they have been tasked with finding specific plants and bringing them back to him. He may have given them a special container to preserve the plant. Otherwise, there are plenty of shovels and pots stored nearby.

If the characters search the garden for 10 minutes, there is a 1-in-6 chance they will find the plant they are looking for. Carrying around the plant in a pot instead of the specially designed planter from Underflower is difficult; if the character is hit by an attack or falls prey to a trap, they must make a DEX check. On a failure, they drop the pot and it shatters into a million pieces.

If the pot shatters while in The Garden of the Diseased One, it summons a **Gardener** to come clean up the mess, and murder interlopers.


AREA 7
AREA 8
AREA 6
AREA 4+5
AREA 2
AREA 3
AREA 1

AREA 1
FOYER OF THE DISEASED ONE

This handsomely furnished chamber is decorated with a stone statue of a female warrior and an ornately framed mirror. There are several portals in the Painted Wastelands that accidentally transport dreamers to this location. They fall through the ceiling and plop onto the floor with a thump.

Trap: Any creature who inspects the gold framed mirror must **save versus paralysis** or the creature's flesh is turned to white marble. At the same time a character is turned to stone, the statue on the opposite side of the room turns back into flesh. They introduce themselves as **Erkin Khaal**.

Erkrin Khaal, Ancient Warrior. Khaal was once a warrior who fell afoul of the Diseased One. When the Diseased One killed her father, she took up the sword and came to avenge him. Unfortunately, she was caught by the very first trap she ran into. Erkin Khaal can join the party as a character; she is a 3rd level Warrior. She will refuse to look at the mirror again to take the place of the petrified character.

The magic of the *Mirror of Eternity* is such that only one creature can be paralyzed by it at a time. The petrification curse can only be cured by the pilgrimage of Yaldabythos (which is complicated since the stone statue weighs 600 pounds). The mirror is 5' long and 2.5' wide. Carrying it around is difficult and risky; as it only has 1hp, and if the mirror is broken, it will shatter into a million pieces.

Breaking the mirror produces two horrible results. First, a character petrified is now a statue permanently unless they complete the pilgrimage.

Second, the character who broke the mirror is cursed with bad luck. For the next seven years, every time the character makes a saving throw, ability check, or attack roll, they must roll 2d20 and choose the lowest result. This curse can only be removed by completing the pilgrimage of Yaldabythos.

Referee's Note: This trap is punishing, but there are a few ways players can use it as an opportunity. A character could sacrifice themselves for their friend and gaze upon the mirror. Finally, the party can find an unwilling participant (like Erkin Khaal) and force them to look in the mirror.

AREA 2
THE AQUARIUM

The hallway is lit with scintillating blue light. The area smells overwhelmingly of fish. The aquarium facilities are accessed using an unlocked side door. There is a Dreamtongue inscription written on the door that says, "Authorized Personnel Only." The door leads to the room that maintains the water and allows servants to deposit food in the aquarium.

The aquarium houses several unique aquatic species. They are rare and valuable. If they could be contained in a watertight vessel they could be transported to the Sorcerer's Marketplace and sold.

Longnose Hookfish. Twenty orange and yellow striped fish, each with a human-like face and long drooping nose. They look sad. Worth 1 ecto each.

Blue-green Goby. A group of six 3" shimmering fish that are famed for their delicious eggs. Worth 20 ectos.

Stingray. There is a single stingray who mostly hangs at the bottom of the aquarium. It only attacks if someone comes near it or if it is ordered to do so by its caretaker. It's worth 100 ectos.

Stingray. Beautiful but dangerous sea life. **AC** 2 [9], **HD** 2 (9hp), **Att** 1 x sting (1d4), **THAC0** 18 [+1], **MV** swim 180' (60'), **SV** F1, **ML** 11, **AL** N, **XP** 20

- **Poison:** Causes death in 1d6 turns (save versus poison).

The Caretaker. There is a moist one who lives in the tank. He is still an undead follower of the Whale God. The fish are his friends, and he is a loyal servant of the Diseased One because they share the goal of preserving these fish. He spends his off time meditating or sleeping in a hidden alcove. If anyone tries to steal his fish, he will respond to their silent screams for help.

Moist One. Fishy caretaker who cares for fish. **AC** 5 [14], **HD** 1 (4 hp), **Att** 1 x Spear (1d8), **THAC0** 19 [+0], **MV** 60' (20')/swim 90' (30'), **SV** F1, **ML** 8, **AL** C, **XP** 10

- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures. Immune to mind-affecting or mind-reading spells.
- **Curse of the Whale God:** **Save versus spells** or 1d3 CHA damage. Target's face becomes bloated and scaley. They are constantly thirsty for water and their flesh feels cold and clammy. Can only be removed by remove curse or Pilgrimage of Yaldabythos.

The Endless and Twisting Ways. The stairs and hallways of the Diseased One's tower defy logic and reason. They twist and bend to their dark master's will and are designed to confuse and befuddle interlopers. When the party enters a set of stairs, roll on the **Heinous Steps** table to determine how these heinous steps try to trick the characters. Note: The stairs are enchanted and cannot produce the same results on the **Heinous Steps** table more than once. If a previous result is rolled, the Referee must reroll or choose the closest available option.

D20	HEINOUS STEPS
1	**Perfectly Normal Stairs.** There is nothing unusual about these stairs.
2	**Perfectly Normal Stairs.** There is nothing unusual about these stairs.
3	**Perfectly Normal Stairs.** There is nothing unusual about these stairs.
4	**Perfectly Normal Stairs.** There is nothing unusual about these stairs.
5	**Perfectly Normal Stairs.** There is nothing unusual about these stairs.
6	**Perfectly Normal Stairs.** There is nothing unusual about these stairs.
7	**Perfectly Normal Stairs.** There is nothing unusual about these stairs.
8	**Perfectly Normal Stairs.** There is nothing unusual about these stairs.
9	**Perfectly Normal Stairs.** There is nothing unusual about these stairs.
10	**Perfectly Normal Stairs.** There is nothing unusual about these stairs.
11	**Sinister Spiral.** These stairs seem to twist around and around and around! The stairs turn to the left 2d6 times before finally spitting the players out.
12	**The Eternity of the Climb.** These steps seem to stretch upward in a straight line, in a way seems impossible. The top of the stairs is so far away that it is difficult to spot it without a telescope. Climbing these steps takes 2d6x10 minutes. Every 30 minutes the party must take a rest or **save versus death**. On a failure, -1 CON for 4 hours from exhaustion.
13	**Feedback Loop.** These steps seem to bend and curve ceaselessly. The top of the stairs spits the players back out where they started (for example, if the players used the stairs to leave **Area 3**, the top of the stairs returns them to **Area 3**). Then reroll on the Heinous Steps table.
14	**Uneven Steps.** These steps are random and uneven. Marching order matters for these stairs. Each player makes an ability check against DEX. On a failure, the character falls down the stairs. If they collide with another character, they fall down the stairs as well. Falling characters take 1d4 damage. Walking carefully up the stairs grants +1 DEX for this ability check.
15	**Increasingly Big Steps.** These steps start out like normal steps, but soon become abnormally tall. The last 4 steps are 5', 6', 7', and 8' tall. This may require a climb sheer surfaces check and hoisting characters up the stairs.
16	**Two at a Time.** Characters feel compelled to climb the stairs two at a time. It takes no time at all to arrive at the top.
17	**Trapped.** There is a pressure plate halfway up the steps. If it is triggered a gout of lime green flaming ectoplasm comes spraying forth from the top of the stairs dealing 3d6 damage. **Save versus breath** for half damage.
18	**Stairway to the Sewer.** These stairs lead into a dark chamber. Instead of arriving at the next chamber, the characters find themselves in the sewer. See **Enter Through the Sewer**.
19	**Emergency Exit.** The staircase brings the characters to **Area 1: Foyer of the Diseased One.** Please see yourself out.
20	**Stairway to your Inevitable Doom.** The staircase takes the characters immediately to the top of the tower so that the Diseased One may rid himself of these interlopers personally. The characters exit the stairs into **Area 8: Chamber of the Diseased One.**

AREA 3
SERVITOR WORKSHOP

This dark, wet chamber is a repair depot for the servitors of the Diseased One. Vats of dismembered feet and arms fill the space. A servitor lays limply on the ground in a puddle of blood. Its motors and servos twitch helplessly. It's been deboned.

One of the servitors lies boneless and lifeless on the ground. Its flesh is limp and squishy, sliced by thin lacerations. A successful INT check can remove the servitor's battery which is worth 75 ectos. On a failure the battery explodes dealing 1d6 damage. A thief can also successfully make a roll to remove the treasure On a failure the battery explodes.

There are several other servitors in various states of disarray. They are all broken and nonfunctional. For every 10 minutes a character spends searching, there is a 2-in-6 they find a valuable piece of automaton scrap. If they search for another 10 minutes they find the next item on the list. Let them know when they've found it all.

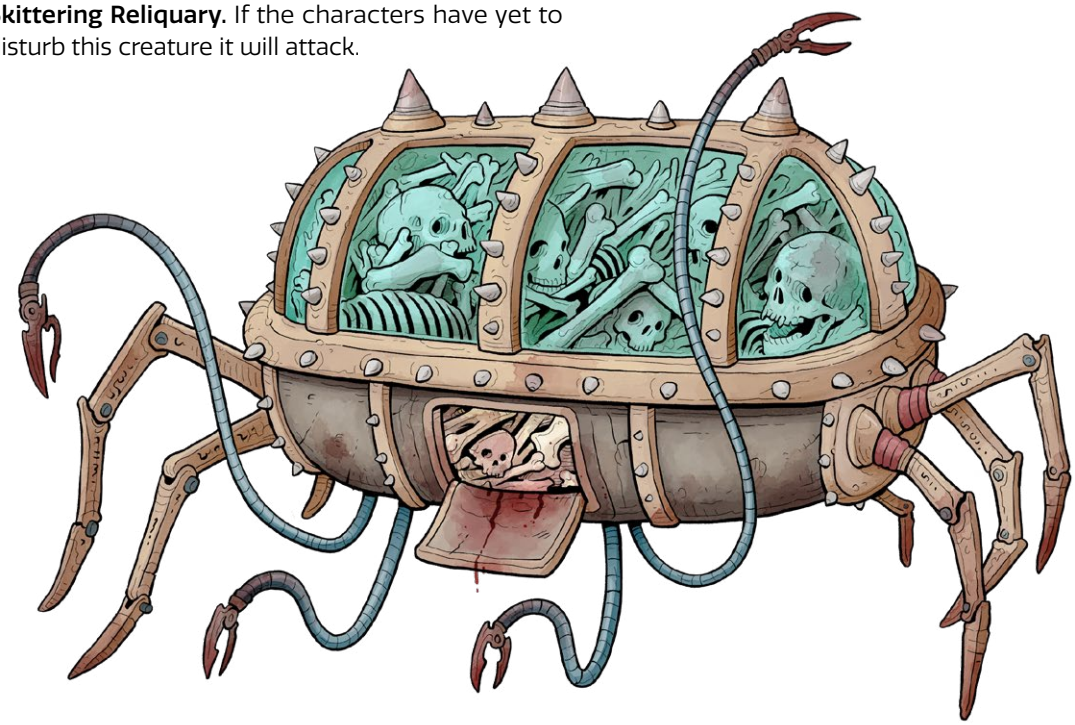
1. **Tray of 10 artificial eyes.** Each one is worth 200 ectos. A flesh-grafter sorcerer in the Sorcerer's Marketplace can attach one to an eye socket. The back-alley procedure costs 150 ectos but grants infravision up to 60'.
2. **Bloodstained crossbody bag.** Belonged to an adventurer once. It has a flint and steel and 15 ectos inside.
3. **Jar of Plant Juice.** It smells pungent and heady. It is harvested from the unnamed jungle plants of dense jungles of the Hundred Year Coast. Slathering it on your body makes living monsters avoid you. Random Encounters happen on a 1-in-12 chance instead. It also bestows -2 CHA until it is washed off. Worth 5 ectos.
4. **Toolkit.** A leather case of expertly crafted tools including small hammers, screwdrivers, calipers, clamps, brushes, and scalpels. Worth 50 ectos.
5. **Saber Attachment.** Designed to attach to an automaton's arm, it is a master crafted sword blade forged from bronze adamantine. Needs a hilt attached by a craftsman. Worth 160 ectos.
6. **Greasy Coffee Tin.** A rusty coffee tin covered in machine lubricant. It holds 78 bolts and nuts of various sizes. Worth 2 ectos.
7. **Skittering Reliquary.** If the characters have yet to disturb this creature it will attack.

For every 10 minutes the characters spend searching through there is a 1-in-6 chance that the Skittering Reliquary activates and attacks. It lies motionless among the busted and broken machines. However, it will become aggressive once it detects bones it has yet to claim.

This skittering creature harvests bones on behalf of the Diseased One's experiments. It sustained some damage during one of the sorcerer's adventures, and now it attacks any creature that comes near it to collect their bones.

Skittering Reliquary. Glass display case full of bones scuttling around on spidery legs. **AC** 3 [16], **HD** 4* (18 hp), **Att** 1 x scalpel (1d6 plus eviscerate), **THAC0** 16 [+3], **MV** 120' (40'), **SV** F4, **ML** 10, **AL** N, **XP** 125

Treasure: The Skittering Reliquary has a skull that contains extensive dental work. 8 gold teeth worth 20 ectos each. It also holds a rib bone of St. Altuous, identified by the wax seal and parchment tied around it. The rib bone can be used as a dagger; it deals an additional 1d6 damage against C creatures. However, on an attack roll of 1 it shatters and is broken forever.



AREA 4
EXPERIMENT X5421

While most of the doors are formed from wood, this chamber is built from steel. The door is barred from the outside. Inside is a large glass vat filled with a viscous lime green fluid. Something is inside. This chamber is filled with the sounds of water filtration pumps and the tinny buzz of electrical conduits.

The slumbering creature floating in the giant vat is beautiful and horrifying to look at, like gazing upon a blasphemous work of art. A woman with a clipboard is taking notes on the slumbering creature's vitals.

If she notices the characters lurking or entering the chamber, she will attack to protect her charge.

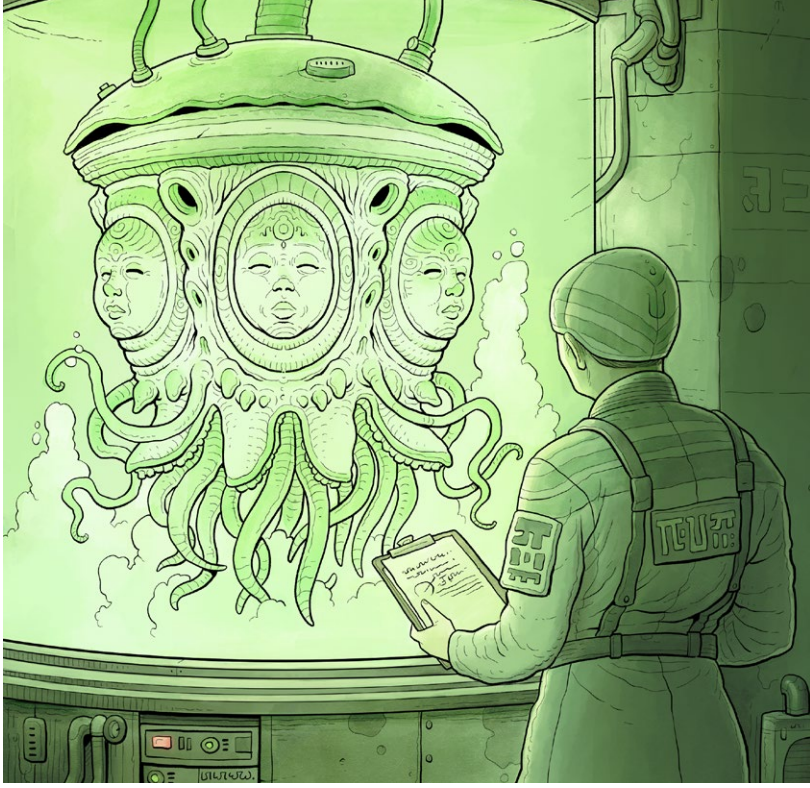
Nurse Automaton. Appears to be completely human. **AC** 3 [16], **HD** 4* (18hp), **Att** 1 x scalpel (2d4), **THAC0** 16 [+3], **MV** 120' (40'), **SV** F4, **ML** 7, **AL** C, **XP** 125

When the nurse takes damage, her thin flesh coating is torn and damaged, exposing sparking wires, servos, and actuators. She is a completely synthetic creature. Her death wakes up the baby.

Trap: When the baby extradimensional entity's eyes open with a furious glowing light, spiderweb cracks cover the entire container. The vat explodes, launching shards of razor-sharp glass in every direction. Everyone in the room must **save versus death** or take 1d6 damage. On a critical failure, a glass shard embeds itself in the character. Each round the glass shard is left in, deals 1 damage. The glass shard must be removed which deals an additional 1d6 damage. Experiment X5421 is not fully-formed – it is overwhelmed by the rage, pain, and sadness of watching its mother figure cut down.

Experiment X5421. AC 3 [16], **HD** 10 (45hp), **Att** 1 x tentacle (1d6) and special; **THAC0** 11 [+8], **MV** fly 180' (60'), **SV** F10, **AL** C, **XP** 900.

- **Special:** Experiment X5421 has 3 attacks it can unleash. It can only use one per turn.
  - **Soul Piercing Cry:** All creatures within 100' must **save versus spells** or suffer -4 on their next attack roll.
  - **Lazer Eyes:** Experiment X5421 can make a ranged attack against 3 different targets (1d6).
  - **Vomit Dream Worms:** Experiment X5421 vomits parasitic dream worms out of its three mouths. All creatures within 10' must save versus death or the worms splash on them and imbed themselves into any exposed flesh. The worms are difficult to remove (removing them takes 1d6 hours and deals 2d8 damage). Eventually, the worms will cover the host's entire face.



Treasure: Experiment X5421 bleeds golden ichor, the blood of divine beings. If it could be contained in a jar or container, it could be sold at the Sorcerer's Marketplace for 800 ectos per pint. It is especially valuable to vampires. Produces 1d4+2 pints.

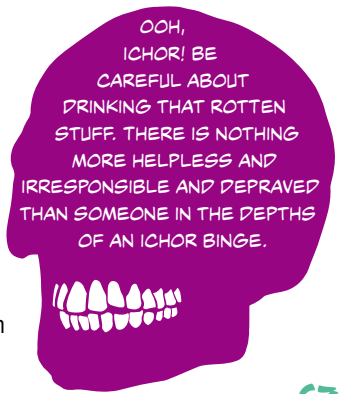
Drinking Experiment X5421's Ichor. Experiment X5421 is an artificially produced extradimensional entity. It is a part machine, powered by demiurge flesh. The divine ichor flows through its form using rubber arteries. Any spellcaster or Oneiromancer will recognize the spilled blood of the artificial demiurge as valuable and sacred ichor. Drinking the blood will strengthen magic spells.

EXPERIMENT X5421'S ICHOR

Normal humans and characters of a non-magic using class who drink Experiment X5421's Ichor gain additional Oneiromancer levels for 1d6+6 turns. The number of levels gained depends on the character's normal experience level:

- **Normal Human:** Gain the abilities of a 4th level Oneiromancer.
- **1st-3rd level:** Gain 3 levels of Oneiromancer.
- **4th-7th level:** Gain 2 levels of Oneiromancer.
- **8th-10th level:** Gain 1 level of Oneiromancer.
- **11th level+:** No effect.

Drinking Experiment X5421's Ichor produces sympathetic magical side effects. **Save versus poison**, on a failure the character becomes a vampire after 1d10 days (see **Vampire** in *The Advanced Fantasy Referee's Tome*). Only completing the Pilgrimage of Yaldabythos can remove this curse.



AREA 5
DOCTOR PLANCK'S HOME SHOPPING NETWORK

Upon opening the door to this chamber, the buzzing hiss and tinny sound of an ethercast unit fills the room. A mustachioed man with glasses shouts at the viewers to "Buy Now!"

The man on the ethercaster is Dr. Planck, who shouts at the characters about the value of his knife and explains how to order said knife. A character need only hold 150 ectos in their hands and psychically reach out to the brains floating in cerebrofluid jars. The ectos will instantly dissipate into a puff of ectoplasm. The knives will be delivered in 1d8+3 days by mail homunculus. The creature will be able to reach the character no matter how far away they are.

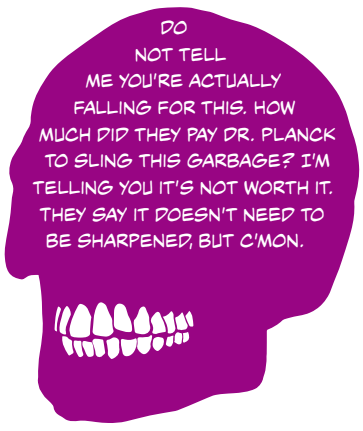
The Adamantine-Coated Shinsei Blade by The Morgellon Hydruxi Corporation is a +1 dagger. It can cut through any object and deals an additional 1d6 to construct creatures like golems or automatons. On an attack roll of 1, the dagger breaks and it's ruined forever.

The package also comes with a carving fork that works as a dagger. It also comes with a handsome leather sheath for both.

Who is Dr. Planck? He is the most famous adventurer, archaeologist, and late-night talk show host across the Upper and Lower Ethereal Hiearchy. He hosts circuses, gladiator bouts, jet bike racing, and Void Game tournaments. He is also the proprietor of the Dr. Planck Museum of Interdimensional Oddities, a series of tourist trap roadside museums.

His radio talk show is hosted on a pirate radio station that can be enjoyed using jailbroken and home-made listening devices. Alternatively, anyone with braces can hear the show perfectly vibrating off the metal in their mouths. Creatures from Outer Dreamlands call in to him and ask for advice on dating, parenting, and dealing with pesky sorcerers.

His origins are unknown, but his presence is ubiquitous across the Lower Ethereal Hierarchy.





AREA 6
CHOSEN OF THE DISEASED ONE

This spartan chamber is the barracks for The Chosen, a unit of mercenaries who serve the Diseased One. They wear ornately decorated armor with wriggling worms covering their exposed flesh.

The Chosen are awaiting new orders from their master. When they are not fighting or patrolling, they meditate to enhance the gestation of their dream parasites. This chamber is full of skeletons and rotting corpses, the remains of the Diseased One's kidnapped victims.

Encounter: The Chosen. These warriors wear scale armor made from bronze adamantine. They also wear intricately decorated helmets, shaped into the faces of fearsome warriors. Beneath the armor, their bodies are covered in small wriggling dream worms that feed off their psyche. There are eight of these warriors, and one prisoner strapped to a gurney.

The Chosen of the Diseased One. Fanatics loyal to the will of the Diseased One. **AC** 4 [15], **HD** 3+1 (14hp), **Att** 1 x short sword (1d6+1), **THAC0** 16 [+3], **MV** 90' (30'), **SV** F1, **ML** 9, **AL** N, **XP** 50

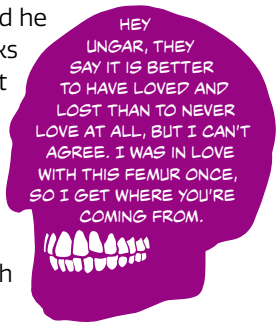
When one of the Chosen dies, the worms scream in psychic shock and squirm in every direction, attempting to latch on to another creature within 30'. The worms will die after 1 minute without a living host.

Treasure: The swords and armor of the Chosen are made from bronze adamantine. The short swords deal +1 damage and are worth 130 ectos each. The scale armor counts as heavy armor, grants 4 [15] to AC, and is worth 600 ectos each.

Dream worms. The worms living on the Chosen will try to imbed themselves into any nearby host. **Save versus death** or the worms attach themselves. The worms are difficult to remove (removing them takes 1d6 hours, and deals 2d8 damage). Every night more worms appear on the host until they cover the host's entire face. The worms infect the host with horrific recurring nightmares of the Diseased One. The worms can be removed by completing the Pilgrimage of Yaldabythos.

The Prisoner. Ungar Welstone is the unfortunate prisoner of the Diseased One who is still alive. He invaded this tower searching for his beloved fiancé, Uulah, but never found her. Now, he is gestating dream worms for the Diseased One. It is still early enough in the process that he is in control of his faculties and wants to get revenge on his enemy. He is a 3rd level fighter.

Welstone knows the way to the Diseased One's chamber. If freed he picks up a short sword and asks to join the characters to get his revenge against his nemesis. "I can make the bastard pay." He spends most of his time peeling dream worms from his flesh and stomping on them beneath his heel with a squeak and a crunch.





AREA 7
THE MORGUE

This unfortunate chamber is filled with glass pods filled with floating bodies. They are corpses of the Diseased One's kidnapped victims, stored here so that the Mortician can complete the process of attaching machinery to their flesh.

The Mortician. A spidery cyborg operates this chamber. His withered flesh was peeled away and replaced with metal. He is one of The Diseased One's projects. All that remains is most of his torso and spinal column. Cables, wires, and spindly metal legs jut out of his body. His arms have been replaced with thin multitools equipped with surgical tools to form flesh into cyborgs.

"Please do not resist. I wish only to provide you to my master unharmed to enhance his experiments."

The Mortician. Spidery cyborg. **AC** 3 [16], **HD** 5+1 (23hp), **Att** 1 x scalpel (1d12), **THAC0** 14 [+5], **MV** 60' (20'), **SV** F4, **ML** 12, **AL** C, **XP** 400

- **Damage immunity:** Only harmed by magic. Takes half damage from mundane attacks.
- **Flense Flesh:** On an attack roll of 20 with the scalpel, the Mortician can slice tendons, dealing 1d3 DEX damage.

Treasure: The servos and cogs of the Mortician's cyborg body are valuable. A character can make an INT check to remove them. They are worth 200 ectos. On a failure the parts are worthless.

Checking the Vats: There are several vats holding the preserved bodies of The Diseased One's victims. As characters inspect them go down the list.

1. **Uulah.** A beautiful brunette woman floats in the water. Her flesh is covered in worms and her leg was surgically removed. If Ungar Weltstone is with the party, he is overwhelmed by the sight of his dead fiancé. As he has failed to save her, now his heart has been hardened. He swears a blood oath to see The Diseased One dead.
2. **Fuzzy Cat.** A purple-furred cat sorcerer floats in the vat. Half-formed wings jut from his back.
3. **Albino Bat Demon.** An albino bat demon, curled up into a fetal position. His wings wrap around his scarred body.
4. **Albino Bat Demon Hybrid.** Part bat demon, part human, this unfortunate mutant is hideous to behold. It appears every second this creature was alive was one of pain and suffering.
5. **Zombified Head.** A rotten zombified head bobs up and down in this vat of green fluid. Its face is locked in a rictus snarl and half-moon shaped coke-bottle glasses are still attached to his face.



6. **Faceless Man.** A man in his underwear floats dead in the vat. His face has been surgically peeled off exposing the muscles underneath.
7. **Bespectacled Man.** A naked man with half-moon shaped glasses floats in the water. He's dead.
8. **Another Bespectacled Man.** The same exact man with half-moon shaped glasses floats in the vat. It appears he was shot in the head, as there is a massive hole in his skull.
9. **Yet Another Bespectacled Man.** Are these clones? Interdimensional reflections? Why does the Diseased One have so many of this specific dead guy?
10. **The Last Bespectacled Man.** The final vat holds the most horrific scene. The bespectacled man's face and arms seem to be fine, but his torso and legs have mutated into a horrifying blob of flesh and teeth. Gazing upon it is traumatizing. Save versus spells, on a failure, blood drips from your eyes for 3 rounds from the psychic shock.

AREA 8
CHAMBER OF THE DISEASED ONE

A man in robes sits pouring over the results of his esoteric experimentations. His face is completely covered in dream worms. A hologram glitters above his writing desk displaying a stone. From time to time, he looks into his telescope and furiously scribbles notes in his book.

The Diseased One. The sorcerer is busy with his research and holds up a single finger asking the characters to wait while he completes writing down his latest thought. "Thank you, I was watching the stars painted on the firmament," he says, if they allowed him to finish. "Now, you may die."

The Diseased One: AC 0 [19], **HD** 11**** (49hp), **Att** 1 x touch (1d10+paralysis), **THAC0** 11 [+8], **MV** 60' (20'), **SV** F7 S8, **ML** 10, **AL** C, **XP** 4,300

- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Energy immunity:** Unharmed by electrical and cold-based attacks.
- **Magic immunity:** Immune to magic causing polymorph, insanity, or death.
- **Arcane Spells:** Casts spells as a 14th level magic-user.
- **Paralyzing touch:** Chill touch causes paralysis for 6 turns (save vs paralysis).

The Diseased One will fight until he reaches 50% HP, then flips the script and flees. He will not direct any of his attacks or spells to Ungar Weltstone except to bat away any of his sword attacks. This is because he knows the warrior is riddled with dream worms, and they are infused throughout his spirit.
When the Diseased One feels the fight is going against him, he aims his hand toward Welstone and squeezes it into a fist. Welstone falls to his knees, clutching his gut and groaning in pain. Then he explodes as a large full-grown dream worm bursts from his stomach, slaying him in a shower of gore.

Large Dream Worm: AC 5[14], **HD** 5* (22hp), **Att** 1 x bite (1d6), 1 x mind blast, **THAC0** 15 [+4], **MV** 90' (30')/ burrow 60' (20'), **SV** F1, **ML** 7, **AL** N, **XP** 300

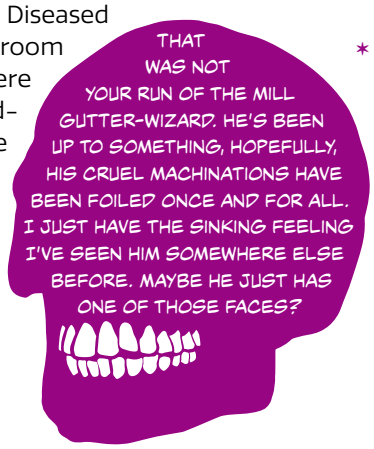
While the characters are distracted by the appearance of the dream worm, The Diseased One will step out of the room to make his escape. There is a portal he keeps hidden behind a tapestry. He makes his way through and disables the device on the other side so that no one can follow him.



Gazing into the Telescope. If players look through the eye piece of the massive telescope aimed at the writhing heavens. Anyone looking through the telescope sees the following images flash before them.

- You see everyone in the party, yourself included, climbing up a mountain, but everyone is carrying corpses piggyback on their shoulders.
- A giant scorpion is repeatedly stinging the moon. Large angry welts appear on the satellite's flesh.
- The sun cracks in half and blood pours from the wound like yolk from an egg.
- A flying space slug makes its journey through space. A man is riding on its shoulders, he waves at you.

Anyone gazing into the telescope must save versus spells, on a failure suffer 1 INT damage and throw up uncontrollably from the horrific sight. Magic-Users have a +4 bonus to this saving throw.



CONCLUDING THE DUNGEON

Once the worm is defeated and The Diseased One escapes, the magical spell binding this place will begin to collapse as the ectoplasm imbued in the violet stones begins to melt. It takes 7 days for the Tower of the Diseased One to completely evaporate. After another 7 days, the Diseased One returns to the Painted Wastelands and summons his tower in **Area 0405**. If those crazed raiders are still alive, The Diseased One will kidnap and subjugate the Raiders of the Painted Wastelands to his will and rebuild his operation. Rumors will spread that a new tower has appeared out of the mist. This may not be the last the characters have seen of the worm faced sorcerer.

SEARCHING THE DISEASED ONE'S CHAMBERS

Treasure: Anyone who spends 10 minutes searching The Diseased One's private chambers has a 1-in-6 chance of finding an item. Go down the list, once everything is found there's nothing left to discover.

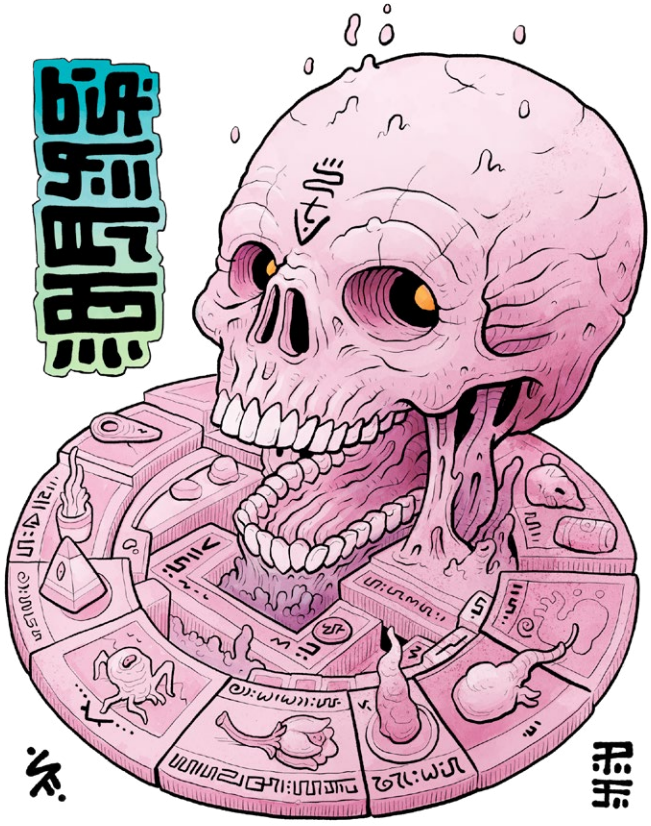
1. **Comic Book.** A comic depicting the characters fighting a giant worm while the Diseased One giggles to himself and escapes through a portal. He is standing on an alien planet far away from the light of the sun. Worth 1 ecto.
2. **Jeweled Pipe.** An expensive and fancy looking tobacco pipe. The mouthpiece is specially designed to fit between worms clustering on a person's face. Worth 750 ectos.
3. **Watch.** An expensive custom designed watch requiring an INT check to read what time it is on this plane of reality. The parts are jeweled, and the band is made from rare celestial metals. Worth 1,400 ectos.
4. **Necrophone.** A magical device used to contact the spirits of the dead. An arcane or divine spellcaster may sacrifice a 2nd level spell they've prepared to activate the device. The device can attune to speak to a specific dead person. Alternatively, the device can dial in to communicate with random dead souls. The caster can speak to a dead person for five minutes before they must sacrifice another prepared spell to continue communicating. Worth 1,200 ectos.
5. **Ectoplasm Pyramid.** A generator designed to hold large quantities of ectoplasm. The generator alone is worth 40 ectos. The containment tank built into the device is currently holding 25 ounces of ectoplasm (worth 1 ecto each) and can hold up to 50 ounces of ectoplasm. Worth 65 ectos.
6. **The Notebook of The Diseased One.** In his haste to escape from the wrath of the characters, The Diseased One left behind his notebook! The notebook is written in Dreamtongue. After two weeks of study, a character will understand everything within it.

   The Diseased One seeks a rare artifact known as The Godstone.

   The Diseased One has been trying to create artificial gods to act as his servants. He believes the Godstone is the key to this profane act. He wants to use this pantheon to enslave the Lower Ethereal Hierarchy to his will.

   Experiment X5421 is just the beginning. If a character has read through this manual, they could make their own artificial extradimensional entity. It requires 100,000 ectos worth of rare ingredients like quantum foam, ectoplasm, rare celestial metals, fresh souls, and a specialized tank to mature the creature's body.

   Anyone who studies the book for two weeks must **save versus spells**, on a failure they contract dream worms. The worms will attach themselves to the reader's body as they sleep. More worms appear every night. The character blacks out and experiences hours of lost time with no memory of what happened. After 14 nights, the worms completely take over the character's body. After that, they are effectively dead, their psyche and personality replaced as they become an alternate version of the Diseased One. Only completing the Pilgrimage of Yaldabythos can remove this curse before it is too late.



AREA 0505

ALBINO BAT DEMON LAIR

The acrid reek of bat guano and flesh rotting in the sun fills the air. You are overwhelmed with a deep sense of foreboding, as if something unsavory is watching you. This is the lair of a pack of dangerous albino bat demons. Corpses are nailed to spindly trees with scraps of flesh torn off. Bones and bat guano cover the ground.

Slippery. Anyone who moves more than 20' in a round or tries to make a melee attack must make a DEX check or slip and fall prone. The bat guano is disgusting, and anyone who slips in it is sickened (-1 to all attack rolls) until they wash themselves clean.

Albino Bat Demon: Six hungry predators. Covered in ritual scars and sigils. **AC** 5 [14], **HD** 2 (9 hp), **Att** 2 x claw (1d4), 1 x bite (1d6) or Shriek, **THAC0** 18 [+1], **MV** fly 120' (40'), **SV** F1, **ML** 9, **AL** C, **XP** 25.

- **Shriek:** All creatures within 50' must save versus breath or take 1d3 CHA damage.
- One of the Albino Bat Demons may recognize the party. Albino Bat Demons communicate with one another in Dreamtongue but their accent is so thick and guttural it cannot be understood.

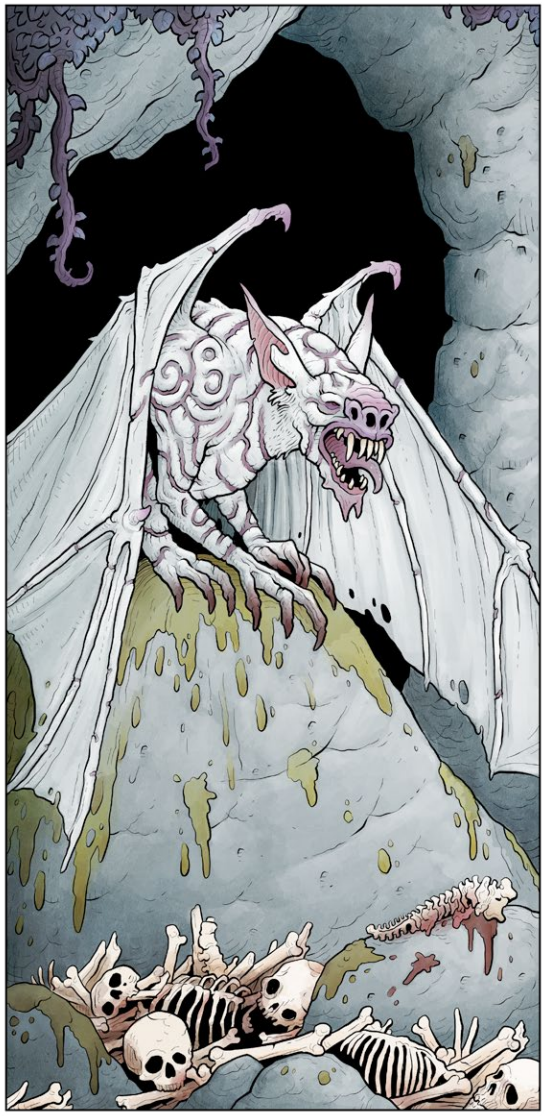
Alpha Female Albino Bat Demon. Twice as large as the rest. Territorial predator. **AC** 5 [14], **HD** 4 (18 hp), **Att** 2 x claw (1d6 + shred armor), 1 x bite (1d6), **THAC0** 16 [+3], **MV** fly 120' (40'), **SV** F4, **ML** 9, **AL** C, **XP** 75

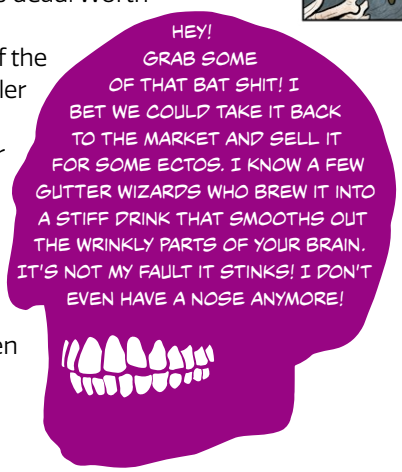
- **Shred Armor:** Save versus death or their armor is ripped to shreds and ruined.
- **Horrible Shriek:** All creatures within 50' must save versus breath or take 1d3 WIS damage.

Treasure: Bat guano worth 1 ecto per ounce up to 20 ectos. You just need a container to carry it all. The stench is appalling.

Search the bones. For every 10 minutes a character spends searching through the detritus of past meals, there is a 2-in-6 chance they find something. If they succeed, they get the next item on the list until there is nothing left to find.

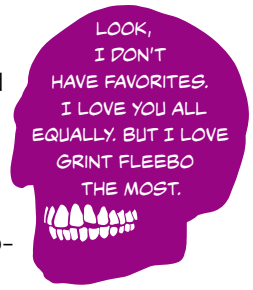
1. **Wearable Aquarium.** The fish is dead. Worth 100 ectos if cleaned out.
2. **Weight Belt.** Bearing the logo of the popular transdimentional wrestler Bungladerio. Worth 225 ectos.
3. **Vaporwave Sunglasses.** A pair of orange and blue holographic sunglasses. Worth 300 ectos.
4. **Fancy Ectoplasm Pipe.** A hand-crafted glassblown ectoplasm pipe. Something like this is illegal in the City of the Ever Open Eye. Worth 375 ectos.





AREA 0507

THE LOST TRAIL



The mountains rise out of the wasteland like jagged magenta fangs. A hiking trail is marked by flapping prayer flags and sacred cairns. The Lost Trail, as it is known to locals, leads up into the mountains. If characters stick to the trail, they can travel directly to **Area 0406**, then **Area 0306** without fear of getting lost. If characters leave the trail, they risk getting lost.

The cold temperatures and the lack of oxygen make life difficult. Anyone running or engaging in combat must make a CON check, on a failure suffer -1 to all rolls due to hypoxia and hypothermia. Characters who die on the mountain are preserved by the low oxygen environment.

The Third Man. After the players have entered the trail, they are joined by Grint Fleebo. **Save versus spells**, on a failure, the character's mind is duped and filled with memories about Grint Fleebo. On a success, there's something not right about the man. Everyone is charmed by him and claims he's their old friend, but you see through the illusion. The character remembers they've never met this man before they arrived in the mountains. Once per day, the non-believer can try to convince their duped friends. Duped characters make a **save versus spells** with a -4 penalty to see through the illusion.

Dupes are those who are affected by the illusion and believe Grint is their best friend and a loyal companion. They firmly believe Grint has pulled the party out of more scrapes than they can count. They will change memories from earlier in the campaign or fabricate new ones to show Grint saving everyone. They will even try to protect him from danger or other players claiming he is not real. Duped characters cannot attack Grint Fleebo and will defend him from others. If everyone resists his charm effect, he still follows the party around. He acts harmless and helpful but still tries to lead the party off the trail.

Grint will try to discredit or dispose of anyone who sees through his illusion. He will do everything he can to turn the party against the nonbelievers. He will also try to lead the party off the trail so that they get lost.



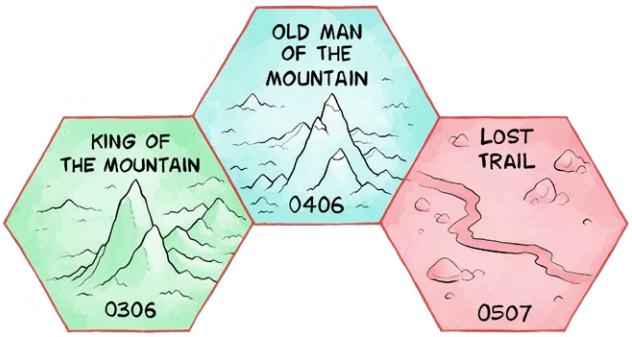
Grint Fleebo is in fact a mysterious specter that wanders the mountains, tricking travelers into straying from the path and becoming lost.

Grint Fleebo. Handsome, charming, and friendly. Perhaps a little too friendly. **AC** 0 [19], **HD** 4* (18hp), **Att** 1 x touch (drain life), **THAC0** 18 [+1], **MV** 90' (30'), **SV** F1, **ML** 10, **AL** N, **XP** 75

Reasons to Leave the Trail. Roll below after the party has spent a few hours on the lost trail. Grint Fleebo will try to convince the party to leave the trail.

1. **Is that gold?** Something bright and shiny glitters in the alpine sun. Grint Fleebo pulls out a monocular and shouts, "By George, I think that's gold! It's just over the side of that ridge!" In fact, it's an optical illusion. The gold never appears, and the party becomes lost.
2. **Ancient Tomb.** A magnificent looking door is carved into the side of the mountain. "My goodness, could that be the fabled tomb of the Mountain King?" Once the party leaves the trail and reaches the door, it's revealed this is a fake door etched in the rock wall.
3. **Food.** A mountain goat peacefully chews on some scrub grass. The characters duped in the party feel famished. Only attacking this goat and eating it will make them feel better. The goat runs away as soon as it is attacked. "Come on let's go get it!" cries out Grint Fleebo. If the party gives chaise, they become lost.
4. **Will-O'-Wisp.** A ball of brilliant violet light is seen dancing in the distance. "GASP! The fabled Wisps of the Mountain! Let's catch it so that it will grant us a wish!" shouts Grint. Each time the party gets a little close to the wisp, it vanishes and appears deeper into the mountains.
5. **Cabin.** A warm looking, inviting log cabin sits far off the path. "Perfect! A place for us to rest!" Inside the cabin is cold and drafty, and the environs are wet and muddy. There is no rest to be found in a crummy shack like this.
6. **"Someone Help Me!"** A voice cries out in the mountains. They sound scared. It repeatedly calls out for help once every 3 turns. The voice seems to come from a different direction or further away each time. "That poor soul sounds like they're in trouble," says Grint Fleebo. There is no one looking for help, it's a trick of the mountain wind.

Consequences of Getting Lost in the Mountains. Getting lost in the mountains is a choice the characters make by leaving the marked trail, rather than a roll the Referee needs to make. The Referee informs the players of the off-course direction of travel. Players know that they have become lost and mark their new location accurately on the map. Roll on **Consequences of Getting Lost** to determine what happens when the party is lost. Climbing up and down the path is difficult, and parties can only travel across 1 area per day. It takes three days to travel across **Area 0406** to **Area 0306**.



Frozen Corpses on the Mountain. The trail is littered with mummified corpses, unfortunate souls who tried to make their way up the mountain and died. Each day there is a 2-in-6 chance of finding a frozen corpse. If the characters find something, they get the next item in the list. At the end of the list there is nothing else interesting to find.

1. A body sits upright frozen, arms on his knees. **Treasure:** Warm jacket, climbing boots, 100' of rope.
2. A woman sits leaning back on a rock. Her hair blows in the wind. **Treasure:** GLURK! Band T-shirt worth 150 ectos in her weather torn pack.
3. A corpse in tattered robes buried face down. The perfect frozen flesh is exposed. This pilgrim died testing themselves against the elements. **Treasure:** Sacred symbol on silver chain worth 20 ectos.
4. A warrior lies dead in full plate armor. The met,al is frozen solid. **Treasure:** Full plate armor if it can be removed from the frozen corpse. A sword is buried beneath the body.
5. A frozen body riddled with arrows. **Treasure:** 10 arrows.
6. A bloated body lies rotting as if it has been sitting in the hot moist sun for days. **Treasure:** Ring of cold resistance.
7. A frozen dead body. If it is disturbed it's revealed to be a ghoul and attacks.

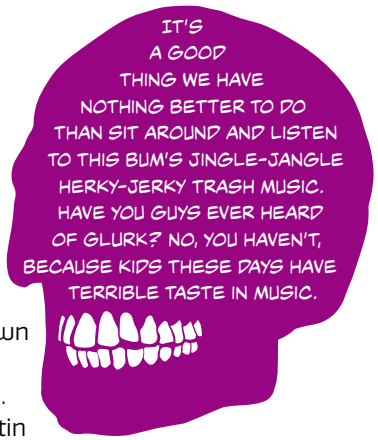
   Ghoul: AC 6 [13], **HD** 2* (9 hp), **Att** 2 x claw (1d3 + paralysis), 1 x bite (1d3 + paralysis), **THAC0** 18 [+1], **MV** 90' (30'), **SV** F1, **ML** 9, **AL** C, **XP** 25. See **Demented Denizens of the Dreamlands** for more.

3D6	CONSEQUENCES OF GETTING LOST
3	**Lost in the time warp.** Travel along the trail to the next location, but 1d4+1 weeks has passed.
4	**Madness takes control.** Save versus spells or feel overwhelmed by feelings of dread. Dupes mistrust anyone except their best friend Grint Fleebo. The debate turns violent and aggressive. Lasts for 1d6 turns.
5	**Move in circles.** ending the day at the beginning of the trail (**Area 0507: The Lost Trail**).
6-7	**Is that music?** Stumble through the mountains for a day and come out in **Area 0508: The Musician**.
8-9	**Back Where we Started.** Stumble through the mountains for a day and come out in **Area 0506: Start Here**.
10-11	**Sky Ghouls!** Stumble through the mountains for a day and come out in **Area 0305: The Sky Ghouls.**
12-13	**Violet Ruins!** Stumble through the mountains for a day and come out in **Area 0307: The Violet Ruins**.
14-15	**Sky Jelly!** Stumble through the mountains for a day and come out in **Area 0407: The Sky Jelly**.
16	**Move in counterclockwise circles,** ending the day at the end of the trail (**Area 0306: King of the Mountain**).
17	**Abducted!** A bright light appears above you. The party is knocked unconscious. Wake up 1d8 hours later strapped to a table in **Area 3: The Vivisection Table** in **The Mausoleum of the Sky Ghouls** (see p. 41).
18	**The King of the Mountain has found you!** The King of the Mountains attacks and flees after 3 turns (see **Area 0306: The King of the Mountain**).

8. A corpse mauled by giant claws. Flesh is torn and clothing is ripped to shreds. **Treasure:** A broken claw embedded in the flesh of the victim. It belongs to the King of the Mountain.
9. A corpse in orange robes and prayer beads sits frozen cross-legged against a boulder. **Treasure:** A copy of *The Conspiracy Against the Dead Dreamer*, the Void Cult's sacred text. Fine quality and hand illustrated, worth 200 ectos.
10. A frozen corpse, something clutched in his hands. It appears to be a card of some sort! **Treasure:** A random card from the **Deck of Strange Things** (p. 118).

AREA 0508

THE MUSICIAN



Dreamy psychedelic sounds drift over the wastelands. The sound is pleasing and attractive. Reclining in the shade of forgotten ruins the color of a pale orange creamsicle is a robed musician named Morbis Wretch. He is playing an instrument of unique design, unlike anything seen before. The vibrant instrument twinkles as the musician's fingers dance across it. The device is connected to a palm tree, as he plays the fronds of the tree shiver and grow. Over the course of a minute the tree goes from a small plant to a full-grown palm tree filled with wrinkled, violet dates.

The fruits can be harvested. The tree only produces 1d20 dates. Eating one heals 1hp.

"Greetings travelers. Any requests?" he says in a dry, raspy voice. He indicates a small tin holding 3 ectos. If the players give him some money, he will play a random song for them.



1D10	RANDOM SONGS
1	**Dreams Afar.** Soft, ethereal, and heady. Listening to this song grants +1 Lucidity for 1d3 days as the song rolls around in your mind.
2	**Excerpt of *Hasturon's Dilemma* theme song.** This catchy tune is engrossing. Save versus spells or sit listening to the song, unable to leave, for 1d8 hours.
3	**Forgotten Oceans.** Aggressive, pounding, and full of squealing riffs. +4 bonus to the next damage roll you make.
4	**Mummy Dust.** Deep, powerful riffs. +4 bonus to the next save versus death roll you make.
5	**Dark One's Lament.** Sad, slow, lots of reverb. Save versus spells or characters are overwhelmed with sadness for 1d3 days.
6	**The Eye Bleeds.** A hymn dedicated to the Cult of the Bleeding Eye. Those anointed in the Cult of the Bleeding Eye (see **Bleeding Eye Preacher, Area 0606**) gain +4 bonus to the next melee attack they make. Characters not a member of the faith, suffer a -4 penalty on the next melee attack they make.
7	**To the Pit.** Fast paced and exciting. +4 bonus to the next save versus wands roll you make.
8	**Welcome to Wizard's Bend.** A song from the official *Legends of the Golden Child* soundtrack that fills your soul with good cheer. +4 bonus to the next save versus spells roll you make.
9	**Fight for your Life.** Angsty punk music from the underground scene in the City of the Ever-Open Eye. For the next 1d3 days traps appear so obvious to you with a 75% chance of detection because you can see through the lies of The Man.
10	**Shifting Tones.** The ethereal shifting noises of the Oneri Tribespeople. Gain +1d3 CHA for 1d3 days.

AREA 0604
FUNGAL CANYON

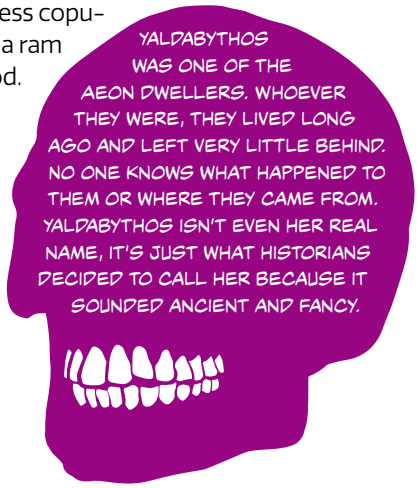
The canyon glitters and glows with bioluminescent lichen and fungus. The air vibrates with the harmonic hum of billions of fungal spores singing. There is a tour bus parked in the canyon.

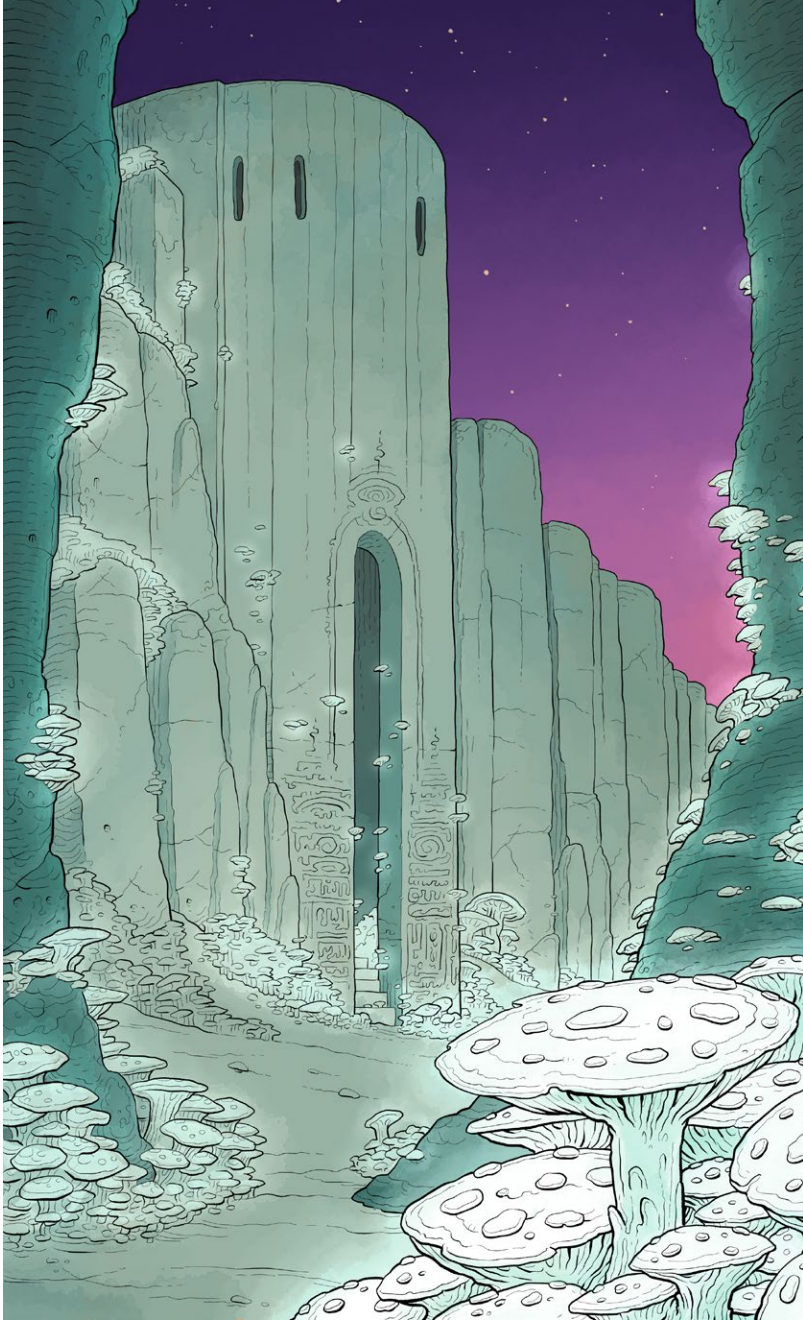
Tour Group. A tour bus is parked atop the canyon. Below, a tour guide is leading a group of vacationers through the forest of fungal growth. They gleefully take photographs with ectoplasm-powered cameras and listen to the beautiful soulful music of the mystery mushrooms. They will pay player characters 10 ectos to take a picture of them all together. (an INT check is required to properly operate the camera).

The Pilgrimage of Yaldabythos. There is a shrine covered in toadstools dedicated to the ancient sorcerer queen. To commune with the shrine and complete this leg of the pilgrimage, a supplicant must eat one of the toadstools. **Save versus poison** or feel overwhelmed by the ancient psychedelic power of the mushrooms. Vibrations and sudden movements leave behind shifting rainbow after-images. The effect wears off after 1d3 hours. 1-in-6 chance to experience **Grotesque Side Effects** (p. 13).

The Sacred Citadel of Yaldabythos. There is a blue stone citadel only visible to those who ate the mushrooms. Maybe it has always been there? How did you miss that? The players are all experiencing a shared hallucination. Injuries and effects sustained due to the delusion remain after the effect of the mushrooms end. It is a single-story building with 50' tall ceilings. The exterior is carved in vivid bas relief that makes little to no sense. Spending 3 turns studying the walls reveals:

* A sorceress slaying monsters, standing on a pile of grotesque corpses.
* The sorceress summons lightning and stone rain to smash cities.
* The sorceress copulating with a ram headed god.





The Fungaloids. Upon eating the toadstools, the player characters can see the fungaloids. They are walking corpses infected by fungal growths. They sing their haunting song, the same song heard in the canyon. Their music is much more intense now. They will attack players and try to infect them with their spores. There are 9 fungaloids guarding the sacred citadel.

Fungaloid. Undead creature covered in mushrooms. **AC** 6 [13], **HD** 2* (9 hp), **Att** 2 x claw (1d3 + paralysis), 1 x bite (1d3 + paralysis), **THAC0** 18 [+1], **MV** 90' (30'), **SV** F1, **ML** 9, **AL** C, **XP** 25

* Natural Camouflage: +10 to stealth checks while hiding in mushroom patches.
* Undead: Make no noise, until they attack. Immune to effects that affect living creatures. Immune to mind-affecting or mind-reading spells.

AREA 0605
PINK ROCKS

The rich soil is stained with the soft pink dust of ancient sunsets. Some of the outcrops are ruined buildings, but centuries of pink sandstorms have scrubbed away any identifying features.

Encounter: The Wrinkled Sorcerer. A wrinkly traveler with bulbous eyes meditates amongst the pink ruins. They are wrapped in threadbare pale-yellow robes. Their bulbous eyes are friendly, and they freely offer a puff from their long-stemmed pipe. Multihued ectoplasm wafts from their craggy lips.

The Wrinkled Sorcerer. Wrinkled, wrapped in yellow robes and the heady smell of ectoplasm. **AC** 4 [15], **HD** 1 (4 hp), **Att** 1 x blue pipe (1d4), **THAC0** 20 [-1], **MV** 60' (20'), **SV** F1, **ML** 10, **AL** C, **XP** 10

* **Shotgun Blast.** The Wrinkled Sorcerer takes a big puff from its pipe and unleashes a blast of psychotropic ectoplasm. Save versus poison or fall into a blissful stupor for 1d7 hours.



The Wrinkled Sorcerer is friendly but speaks an alien language instead of Dreamtongue. He is not interested in fighting unless it is in self-defense. Anyone who smokes from his enchanted pipe rolls 1d6. Huffing a dose of ectoplasm will grant +1d6 to navigation checks made to travel The Painted Wastelands.

1D6	YOU JUST SMOKED ECTOPLASM
1	**Bad Trip.** For the next 1d3 hours you are overwhelmed by horrifying hallucinations. You can see the souls of the dead, and they relentlessly share music recommendations with you. -4 to saving throws and AC until the effect wears off.
2	**Lost in Translation.** You are fluent in Dreamtongue for 1d3 hours but lose the ability to speak any other language until the effect wears off.
3	**Deep Sleep.** You fall into a blissful coma for 1d6 hours. You can only be awoken by magical means as your soul wanders the astral plane. Gain 1d10 XP for the soul melting trip.
4	**Mind Melt.** You temporarily gain the ability to melt minds. As an action a single living target with a brain must save versus spells or suffer 1d8 INT damage. This effect wears off after 1d3 hours.
5	**Incorporeal Touch.** You gain the ability to attack targets as though they were not wearing armor (+4 to attack rolls). This effect wears off after 1d3 hours. Your teeth are permanently stained green.
6	**Knowledge of the Ancients.** The ectoplasm deposits forgotten knowledge into the wrinkles of your brain. When making WIS checks, roll 2d20 and choose the highest result. Lasts 1d3 hours.

AREA 0606

BLEEDING EYE PREACHER

A robed priest is proselytizing to a small crowd of desert weirdos. He dips his finger into a small clay jar of psychoactive blood and daubs it beneath the eyes of a supplicant.

Encounter: Bleeding Eye Preacher. This zealous pastor offers eternal salvation and to anoint you into their faith. They speak Dreamtongue. They will fight if you offend their faith or in self-defense.

The Sect of the Bleeding Eye is making headway out here in the Painted Wastelands. Their sect has completely taken over The City of the Ever-Open Eye and overthrown the Once Eternal Rule of the Silent Monks. Fortunately, it has yet to really gain a foothold out here... yet.

Bleeding Eye Preacher. Blood oozes from his eyes like tears. "Have you seen the Bleeding Eye?" **AC** 4 [15], **HD** 1 (4 hp), **Att** 1 x weapon (1d8 or by weapon), **THAC0** 19 [+0], **MV** 60' (20'), **SV** F1, **ML** 10, **AL** C, **XP** 10

* **Eyeblight.** Save versus spells for each eye or become blind and take 1d10+2 damage as your eye explodes leaving ruined empty sockets. The eye grows back after 1d5 turns.

Treasure: The only treasure carried by the preacher is a small clay jar filled with viscous sacred blood.

Anointed. If a character allows the priest to anoint them in the Cult of the Bleeding Eye, they must kneel before the preacher. He paints bloody tears beneath the supplicant's eyes with Sacred Tears brought from their temple in The Empire of the Bleeding Eye. Save versus spells to resist the influence of the tears. On success, they have no effect.

On a failure, the character becomes a devout follower of the Sect of the Bleeding Eye. Weeping blood tears become a permanent feature on their face. The character leaves whatever faith they belonged to previously and joins the Cult of the Bleeding Eye. Every time they speak there is a 1-in-6 chance they must include adulation to the Bleeding Eye in their conversation.

Clerics of other gods stop worshipping them and worship the Bleeding Eye instead. Their alignment becomes C. Unholy creatures to the cleric are L-aligned creatures, the Silent Monks, and anyone else aligned with the old faiths of the Dreamlands. They are obsessed with converting others to the Sect of the Bleeding eye and daubing sacred blood on the faces of the unmarked.



ABOUT THE SECT OF THE BLEEDING EYE

Daubing the psychoactive blood beneath your eyes exposes you to the power of an ectoplasmic emanation that has entered this plane from a breach in the membrane of unreality. The more people take on the sacred blood, the more powerful the entity becomes. It has completely overrun the infinite City of the Ever-Open Eye, which the cultists now claim as the heart of their empire.

The sect sends preachers throughout the Lower Ethereal Hierarchy to preach and spread the sacred blood. They also have sent inquisitors out into the wild spaces to stamp out anything they would consider heretical or blasphemous.

AREA 0607

DIG SITE

The jagged cliffs reveal a massive twisted fossil. It is a twisted skeletal nightmare with humanoid features.

Search. This archaeological dig site is littered with tools. Anyone who spends 3 minutes searching will find 3 hammers, 3 chisels, and a set of dusting brushes. Some of these tools are covered in dried blood.

The bones. The skeletons of multiple people. The bones have been chewed on, scraped, and shattered to remove the delicious bone marrow.

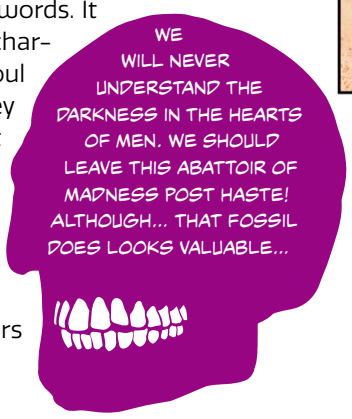
The Nightmare Fossil. The skeletal nightmare is freaky. The bones are valuable, the skull could be pried from the cliffside using a hammer and chisel. Doing so takes 1d3 hours. The fossilized skull weighs 20 pounds but could be worth a fortune at the Sorcerer's Marketplace (up to 250 ectos)!

If the party spends an hour near the fossilized nightmare, the character with the lowest WIS score must make a **save versus spells** or they are overwhelmed by violent thoughts. Each hour spent near the fossil the character must make a **save versus spells** at a -4 penalty. On a second failure, they slide into the thick red fugue the fossil emanates and attack their friends. The character is trapped in this berserker rage until subdued or killed. Effect wears off if the skull is removed from this place.

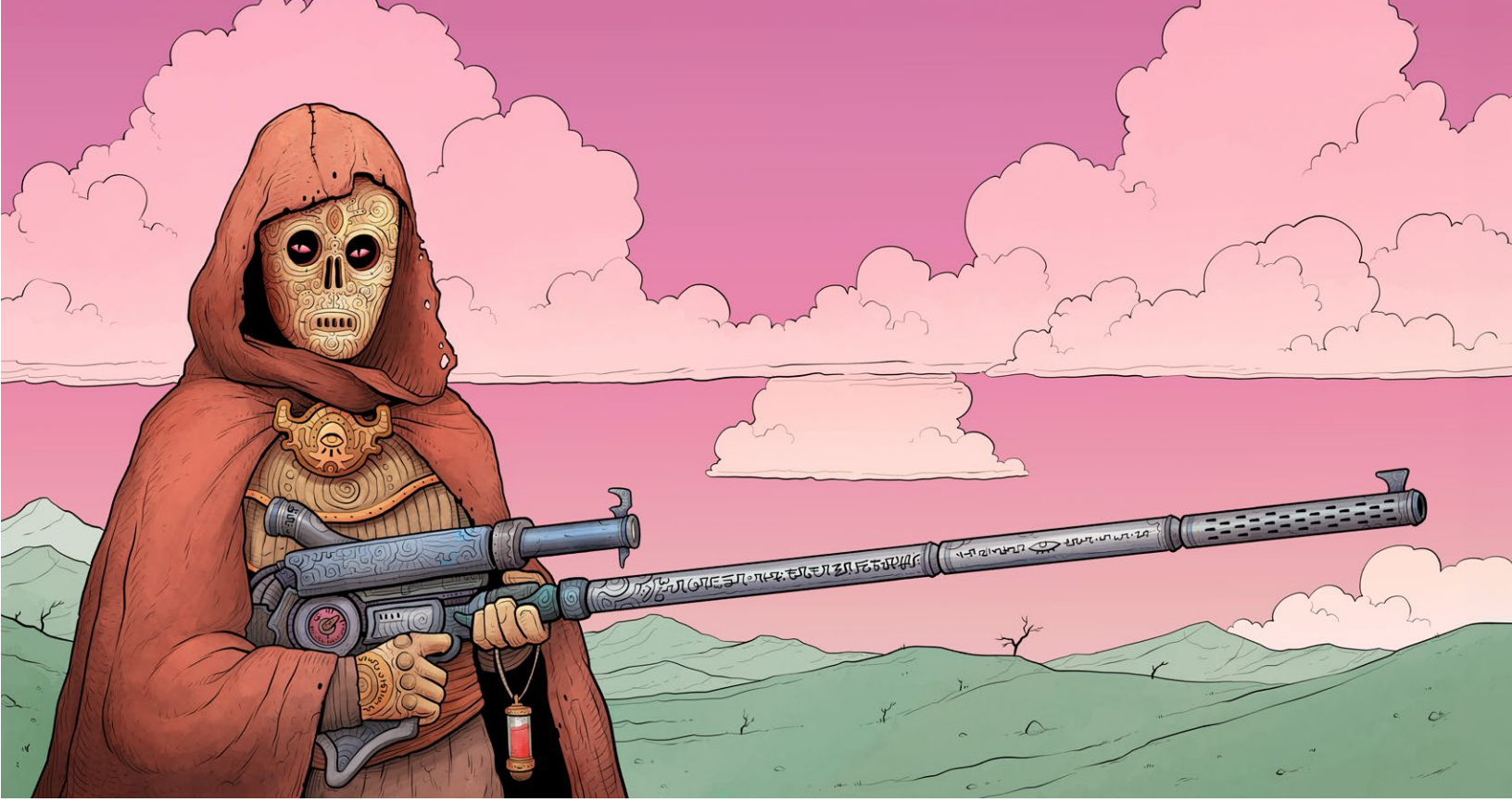
The Survivor. Each hour spent here, there is a 2-in-6 chance the ghoul arrives. **Ghoul.** Covered in dried blood. **AC** 6 [13], **HD** 2* (9 hp), **Att** 2 x claw (1d3 + paralysis), 1 x bite (1d3 + paralysis), **THAC0** 18 [+1], **MV** 90' (30'), **SV** F1, ML 9, **AL** C, **XP** 25

* Ghouls can camouflage themselves as a dead body as long as they don't move. They do not need to eat, drink, or breathe. That doesn't stop them from trying to eat fresh flesh. They are immune to critical hits, disease, and poison.

Treasure: The ghoul is still wearing his archaeologist's vest. Stuffed into the inside pocket is a comic book. There are no words. It depicts the player characters killing the Ghoul in the exact way they did (if they did kill it and are reading this book right now.) The comic is worth 1 ecto because it's no longer in mint condition (the players got blood on it.)







AREA 0608

BLEEDING EYE INQUISITOR

A lone figure wearing a silver skull mask and carrying a master crafted rifle waits patiently for you to approach. "Greetings, travelers, are you anointed in the sacred sign? Have you seen the Bleeding Eye?" The inquisitor makes no sudden movements. He is coiled like a snake ready to strike. He allows the party to decide their fate.

If the players are marked by the sacred tears already, or they can fake it convincingly enough, the Inquisitor will grant them a blessing for their piety. He can cast a spell upon them that makes their next attack a critical hit, if it is against someone who is not a member of the Sect of the Bleeding Eye. If they are not members, the inquisitors offers graciously to baptize them by daubing sacred blood beneath their eyes.

If the players refuse to join the Sect of the Bleeding Eye the Inquisitor scoffs derisively—**"You heretics bore me!"**—and opens fire with his antique ectoplasm powered rifle. The inquisitor shoots the character that he considers the biggest threat first (whoever is highest level, highest STR score, or simply the most jacked looking).

The inquisitor focuses on aiming with his enchanted rifle and taking headshots first before switching to a sword dipped in gleaming silver.

Inquisitor of the Bleeding Eye. Cold, dangerous, and ready to strike. **AC** 4 [15], **HD** 2+1 (10 hp), **Att** 1 x rifle (1d6 + aim), 1 x sabre (1d6), **THAC0** 18 [+1], **MV** 90' (30'), **SV** F4, **ML** 11, **AL** L, **XP** 19

* **Aim:** attacks made with the rifle deal an additional 2d6 damage if the Inquisitor sacrifices his movement to aim.

Wallet. The Inquisitor of the Bleeding Eye has a leather wallet holding 12 ectos. They have all been marked with the symbol of the bleeding eye in red ink.

Rifle. The Inquisitor's rifle is valuable, it is worth 1,000 ectos. However, walking around with it and trying sell it will make you a target of Bleeding Eye zealots. The rifle only has 6 shots. Each bullet is rare and valuable, worth 100 ectos apiece. Subtract from the treasure pile every shot the inquisitor takes.

Vial. The inquisitor also has a small vial of sacred blood. (see **Bleeding Eye Preacher (Area 0606)** to learn how to anoint others in the faith of the Bleeding Eye).

AREA 0609

FLOATING GARDEN

A grey rock floats through the air as silent as a cloud. It is topped by a glass dome. As you approach the drifting island in the sky, a rope descends toward you.

The floating garden hovers in position 100' in the air. Climbing up the rope requires two STR checks. On a failure the character falls. (On the first one the character falls 50' (2d6 damage), on the second one the character falls 100' (4d6 damage). Characters can also fly or levitate to the island.

On top of the island is an ornate greenhouse filled with beautiful plants and trees. There is an unlocked blue steel door to enter the greenhouse. This is the home to a friendly gardener named **Gorto Underflower**, a representative of the famed order of the cryptobotanists. The cryptobotanists collect rare plant specimens from across and beyond the Lower Ethereal Hierarchy. They preserve the seeds and the skill to cultivate rare species of plants.

Quest. Underflower is hoping to obtain plant samples from garden kept at the **Tower of the Diseased One (Area 0408)**. Underflower has several plant containers, specialized pots filled with sacred soil with leather straps for ease of transportation. He will pay ectos for pots filled with a plant. He has 6 pots.

Underflower is especially looking for the following plants, and provides descriptions and drawings from his notebook. An INT check is required to identify the plants properly.

- **Black-Weed.** "*Ambrosia Artifolia*. It is much branched, and roughly 2 feet in height. The fruits are small brown globes, favored snacks by songbirds." Worth 700 ectos.
- **Skull Fruit.** "*Cranium Frutctus*. This tree holds skull shaped fruit. Try not to eat it. The fruit holds valuable seeds." Worth 1,200 ectos.
- **Adamantine Cactus.** "*Carnegiea Adamantinum*. A dangerous cactus with spines strong enough and sharp enough to pierce steel." Worth 1,600 ectos.
- **Ghost Fungi.** "*Eidolonum Morbosa*. A bioluminescent and pale mold that grows on trees. It aids in necromantic rituals." Worth 1,000 ectos.
- **Crab Cactus.** "*Cancerium Cactotum*. A slow-moving mobile cactus covered in poisonous spines. The meat is delicious if prepared properly." Int check to identify. Worth 2,000 ectos.
- **Mane of Cronos.** "*Cronosium Erinaceus*. Appears like flowing white hair in damp spaces." Heals 1d3 HP if consumed. Worth 5,000 ectos.



AREA 0705

CRYSTAL VOID ENTITY

This area of the Painted Wastelands is littered with glittering crystals. They stretch forth in the wan sun jutting out in every direction. The light from these shimmering crystals dance in the desert air in an appealing and attractive way. Magic users can make an INT or WIS check; on a success they can sense the arcane power emanating from this space.

Harvesting Crystals. Characters can break off crystals, anyone with an eye for such things will identify that they are valuable. The size of the crystal determines their value. Anyone who searches will find 1d3 of each crystal below.

SACRIFICED MEMORIES		VALUE
Finger-sized	1 lb	100 ectos
Hand-sized	20 lbs	750 ectos
Arm-sized	100 lbs	3000 ectos
Man-sized	1,000 lbs	30,000 ectos

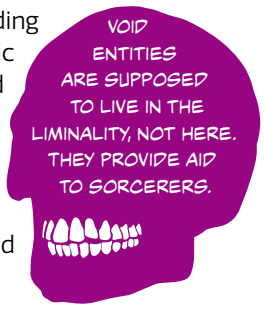
Every turn spent searching and collecting crystals there is a 1-in-6 chance the void entity will manifest. Each turn the void entity fails to arrive, the odds increase by 1.

Exploding Shards. 1d3 crystals explode from the mystical feedback, launching shards in every direction. **Save versus death** or take 1d8 damage. The splintered and shattered crystals coalesce into a scintillating ball. A brilliant blood red eye blinks in confusion and annoyance. "BE NOT AFRAID! THIS ONE IS NAMED THE ONE BEYOND THE VEIL. ASSIST ME!" The entity shouts into your thoughts.

The One Beyond the Veil. Sparks of arcane lightning dance between the pilar shaped minerals. **AC** 2 [17], HD 8* (36 hp), **Att** 1 x lightning bolt (1d8), **THAC0** 12 [+7], **MV** fly 120' (40'), **SV** F8, **ML** 10, **AL** N, **XP** 1,200

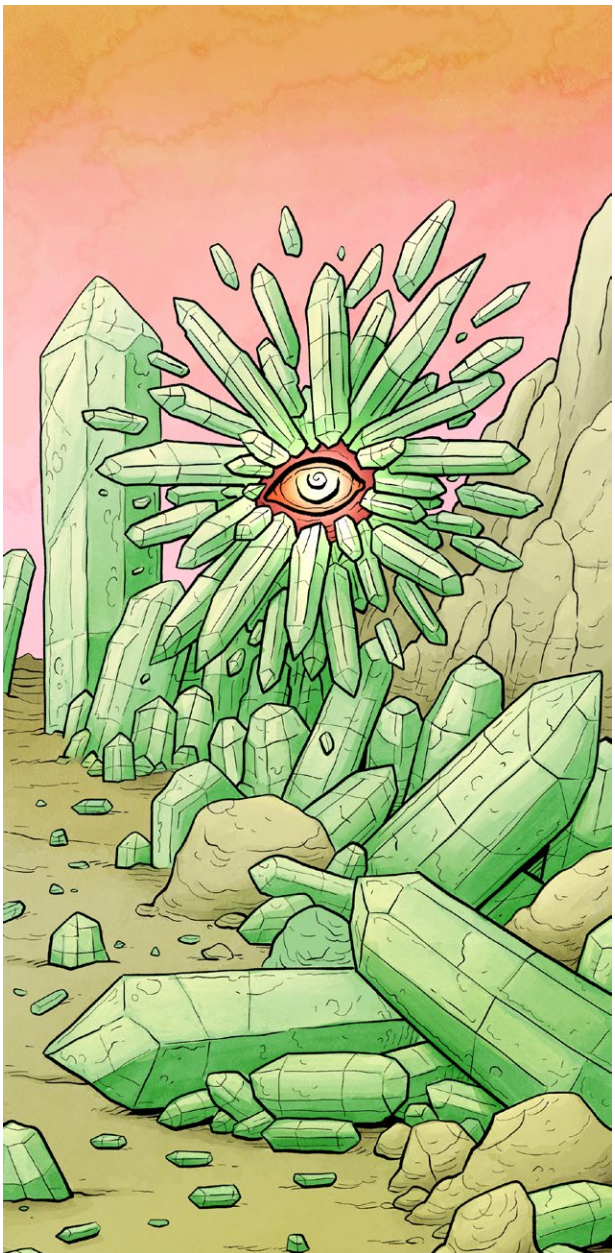
* **Mundane damage immunity:** Can only be harmed by magical attacks.

The One Beyond the Veil is a void entity trapped among these crystals. It was summoned by a careless sorcerer who died before they could return the being to its home plane. An arcane spellcaster can undo the binding spell by casting dispel magic or sacrificing a prepared 3rd level spell. (The caster loses the spell as if they had cast it). Failure to provide the much-needed aid to the void entity sends it into a blind rage. It will attack.



Trap: The Sorcerer's Corpse. Hidden among the shattered crystals is the skeleton of the forgotten sorcerer who summoned The One Beyond the Veil. An arrow is lodged through the skeleton's rib cage. The sorcerer's corpse is wearing a satchel, still in good quality even though the rest of the poor wretch's flesh has melted away. This satchel is trapped to keep thieves out. Anyone who opens the bag must make a **save versus spells** or they are struck by a bolt of arcane lightning and take 1d8 damage.

Inside the satchel is 20 ectos, a bat skull, and a magical ***petrified gecko*** (see **Magic Items**).



AREA 0706

THE PILGRIMAGE OF YALDABYTHOS

Sorcerers, clerics, travelers, and other desert weirdos gather at the starting line, a yellow line painted into the hardpacked violet earth. Well-wishers cheer and rattle cowbells and shakers in support. There are a hundred pilgrims ready to start out their journey. A few choose to travel on foot. Others are riding impressive looking jet bikes powered by ectoplasm. A few more are riding on the back of servitors shaped like flying whales or jellyfish.

Jet Bike Salesman. Bailggin Bilgewater sells and leases used jet bikes. He has a variety of dubious offerings. Using a jet bike grants +3 to navigation rolls in the Painted Wastelands.

Jet bikes run on ectoplasm. It requires 1 oz/day of operation. Riders can insert a rolled ecto banknote into the gas tank if raw ectoplasm isn't available.

The jet bikes are made from low quality materials. Parts on the vehicle will break after 4 days and need to be replaced.

JET BIKE PRICES	VALUE
Used jet bike, poor quality	1,000 ectos
Used jet bike, gently used	2,000 ectos
Luxury jet bike	4,000 ectos
Jet bike with sexy flames	5,000 ectos

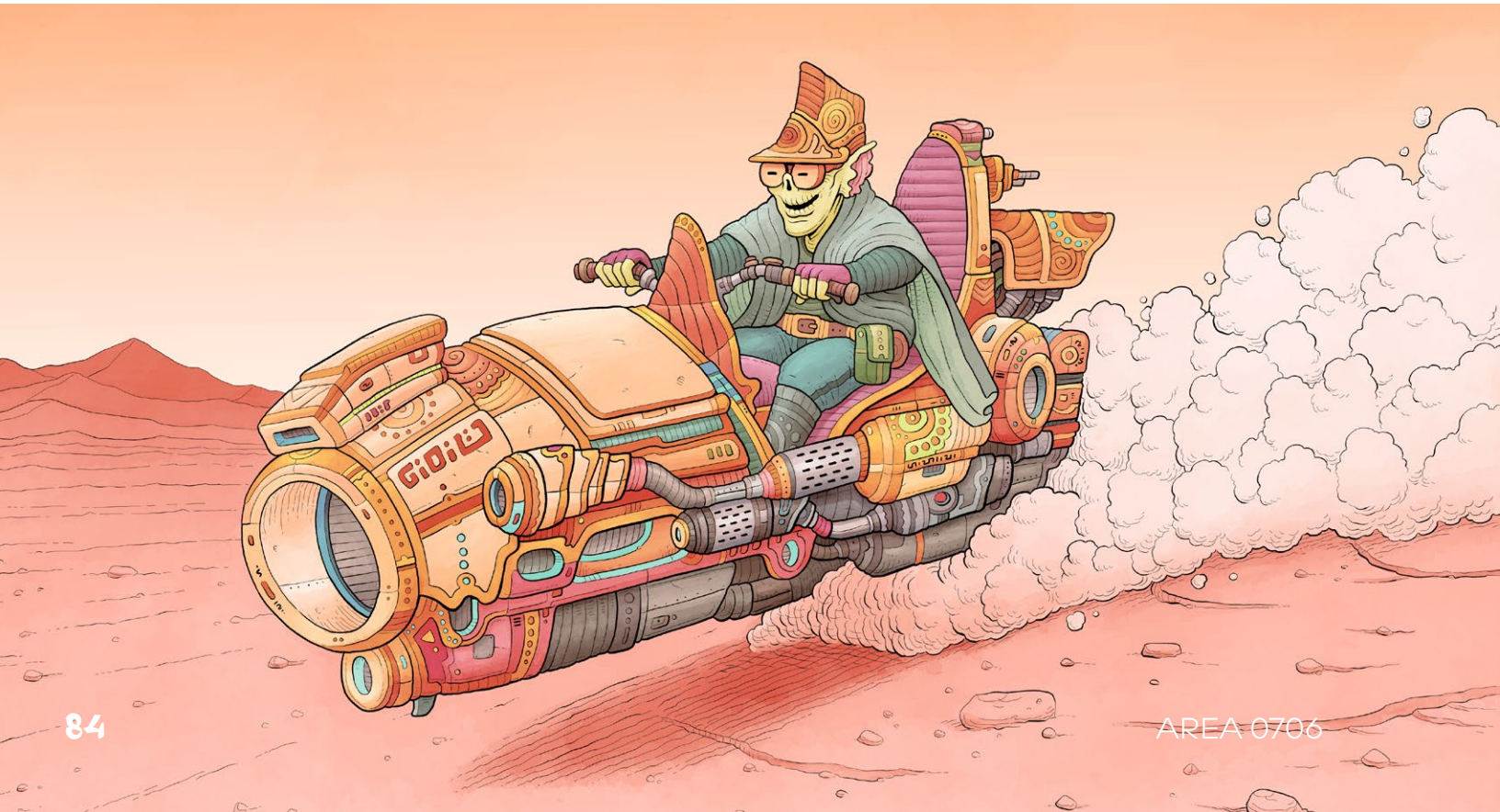
The Pilgrimage. Every morning sees the launch of the Pilgrimage of Yaldabythos. Sacred pilgrims travel from everywhere to descend on this patch of hard scrabble desert and begin the journey of a lifetime.

Players can join the pilgrimage to cleanse themselves of all curses, diseases, and sins. The journey will take them across the purple, pink, and orange plains of the Painted Wastelands.

1. They must travel to the Fungal Canyon to hear the fungus that plays moving, beautiful music (**Area 0604**).
2. They must travel to Shrine of Yaldabythos to bear one of the sacred mummies on a palanquin (**Area 0304**).
3. They must visit the violet ruins of the Aeon Dwellers. There is a crystal shrine there they must commune with (**Area 0307**).
4. Return to **Area 0706: The Pilgrimage of Yaldabythos** to receive the ritualistic cleansing.

To complete the journey, a pilgrim must visit all three shrines, in any order and return to this location. All curses, disease, or plagues affecting the pilgrim are removed. This includes any unfortunate curses inflicted upon the pilgrim as they made the journey. All damage and any ability damage are healed. Missing limbs grow back after receiving the ritualistic cleansing. The ritual has no effect on anyone who has not visited the requisite areas.

There is a path to follow, as marked on the map. It is marked out using markers, signs, and stacked cairns. Travelers who are sticking to this trail add +2 to their navigation rolls.





AREA 0707

THE SORCERER'S MARKETPLACE

The air is filled with the bustling sound of people shouting, laughing, yelling, and trading in dream-tongue. The air is thick with the hazy smell of spice rich foods and the vibrant glow of ectoplasm merchants. There are hundreds of market stalls of every shape and color here. Merchants and shoppers from across endless dimensions rub elbows and run errands. Presented in this book are just a few examples of the bric-a-brac available.

Haggling in the Market. Merchants charge 2-3 ectos more than the listed price.

- **Buy low.** A successful CHA check brings the price down.
- **Sell high.** A successful CHA check increases the selling price for the player's valuables.
- **Bartering.** Merchants accept merch in exchange for something of equal value.

MARKET PRICES	VALUE
Hand Weapon	70 ectos
Something to eat	4 ectos
Something to drink	1 ecto
Trinkets	Varies
Merch	Varies

THE ECTO ECONOMY

The exchange rate of ectos to coinage is:

- **An item worth 1 silver piece = 1 ecto**
- **An item worth 1 gold piece = 10 ectos**

10,000 ecto banknotes weighs 1 pound. PCs begin play with 0 ectos, but most desert weirdoes carry around 1,000 ectos on them.

- **A night in an inn:** 5 ectos.
- **A 900 square foot townhouse:** 18,000 ectos.
- **A large merchant's chart:** 500 ectos.
- **A day's wage for unskilled labor:** 1 ecto.
- **A day's wage for Bleeding Eye cultists:** 2 ectos.
- **A day's wage for a sorcerer selling spells:** 80 ectos.
- **A battle axe:** 70 ectos.
- **Chain armor:** 400 ectos.
- **A week's rations:** 20 ectos.



D8	SOMETHING TO DRINK
1	**Blue Tea.** *An herbal tea made from the chunks of an indigo glowing mushroom.*
2	**Butter Brew.** *A sweet and buttery foamy drink served warm.*
3	**Worm Juice.** *Freshly squeezed and high in nutritious protein.*
4	**Egg Cream.** *A cold beverage consisting of milk, carbonated water, and chocolate syrup.*
5	**Coffee.** *Made from ground up beetle shells and crab meat. Tastes like dirt but peps you up.*
6	**Cloudy Water.** *Something swirls inside it.*
7	**Wizard Gulp!** *Popular soda in neon fruity flavors.*
8	**Virgin Witch's Tears.** *A salty and savory mocktail served with ice.*

D6	TRINKETS	
1	**Non-Talking Skull.** *Humanoid.*	5 ectos
2	**Alien Mummy.** *Extra crispy.*	30 ectos
3	**Magazine or Poorly-Drawn Comic.** *50% chance of depicting the future.*	1.5 ectos
4	**Saddle.** *For riding domesticated critters.*	5 ectos
5	**Ectoplasmic Generator.** *Tiny pyramid produces 1 oz of ectoplasm after 8 hours of meditation.*	1,000 ectos
6	**Fish.** *A pearlescent fish kept in a small container of crystal-clear water.*	3 ectos

MERCH

The merchants of the Sorcerer Marketplace have piles of clothes and collectibles from the various popular forms of media available across the Upper and Lower Ethereal Hierarchy. Merch is more valuable to the various desert weirdos in the Painted Wastelands than gems and jewelry and replaces that sort of treasure. Everyone is dying to get their hands on some of that sweet, sweet merch. The world runs on merch.

D20	CONDITION	VALUE
1-4	Poor	100 ectos
5-9	Fair	500 ectos
10-15	Good	1,000 ectos
16-19	Near Mint	5,000 ectos
20	Mint	10,000 ectos

D6	MERCH
1	**T-Shirt.** 100% pre-shrunk cotton.
2	**Poster.** 24"x36" and comes in a tube.
3	**Action Figure.** Plastic and high detail.
4	**Vinyl Record.** Needs a record player.
5	**Trading Card.** Rare and collectible.
6	**Book.** Fully authorized biography.

- Merchants and traders will offer a 5% discount to friends who gift them merch.
- Desert weirdos (NPCs) will offer a rumor to a friend who gives them merch.
- Enemies who are offered merch will make a morale check, on a failure, they put aside their differences and spare the lives of the players. A gift like this satisfies any besmirched honor.



INTERESTING MERCHANTS

There are hundreds of merchants, hawkers, and traders trying to sell worthless garbage to tourists. The following merchants are just a few who are more interested in trading adventuring gear for adventurer types.

Prolix the Bleak. *A vampire with ritual scars on his bluish flesh and beady yellow eyes.* Prolix will purchase all manner of banned collectibles and unwanted antiques. He does great business selling bizarre antiques to collectors in The City of the Ever-Open Eye. He is interested in buying statuettes, illegal goods, stolen artwork, and other illicit objects. He will also purchase a pint of blood for 50 ectos. **Save versus death** or suffer -1 CON and STR for 1d8 hours after selling a pint of blood. Those who sell 2 pints of blood must **save versus death** or suffer -1d6 CON and STR for 1d8 hours.



Grallius Blorngtots. *A talkative sorcerer with blue fur and incredibly long arms that reach all the way to the ground.* Blorngtots is a magic user who trades in arcane components, monster body parts, and potion ingredients. He is very interested in purchasing ancient and forgotten lore as well, for up to 35 ectos.

Bella Vesuvius. *An ancient and beautiful seeress whose face is almost entirely obscured by a massive headdress covered in crystal lenses.* Bella Vesuvius operates a popular ectoplasm hookah bar in the Sorcerer's Marketplace. She trades in secrets and hospitality. It is a place to go carousing and learn rumors about what is going on around the Painted Wastelands.

Jaunter O'Neil. *A grease-coated humanoid with wriggling tentacles spread across his face and body.* Provides machine repair. His work coveralls are eternally filthy, as he excretes the grease himself.

Garonia. *A mysterious warrior who operates an arms and armor trading post.* Garonia is a fabled nightmare slayer. Her shop is decorated with the 20 skulls of nightmares she has personally slain. Now she's retired from the monster killing business and focuses on crafting swords, daggers, and other bladed weaponry.

Cormulus Bleck. *A leathery, wrinkled man with a broad hat, squinty eyes, and ragged, yet vibrant robes.* Bleck is a lizard herder. Normally, he spends his time out in the Painted Wastelands herding his lizards from termite mounds to their favorite basking rocks and back. His lizards are well known for their colorful scales and succulent flesh.

Quirinus Wade. *A tough-looking mercenary with one shriveled arm in a sling.* Wade is a mercenary who wears a thick spiked gauntlet on his right arm forged from bronze adamantine, a mysterious metal crafted by the Aeon Dwellers. He uses it to punch people's skulls in. His left arm is cursed, which is why he keeps it hidden. If he hits anyone with his left hand, he and the target must both **save versus death** or die. You can purchase his services for 10 ectos per day.

Quirinus Wade. AC 6 [13], **HD** 1 (4 hp), **Att** 1 x spiked gauntlet (1d6) or cursed touch, **THAC0** 19 [0], MV 120' (40'), **SV** F1, **ML** 6 (8 with leader), **AL** N, **XP** 10

Castenadi Zugula. *A tattooed woman with vibrantly dyed hair and facial piercings. She operates a bookstore called The Veiled Angle*. She sells arcane and demonic tomes and devices from the blackest pits of Hell. She will purchase **Tomes Filled with Unspeakable Knowledge** from the characters for a fair price. Some can be found in **Area 0708: Capsule Machine**, **Area 0808: Laughing Spider**, **Area 0806: Acolyte of the Void**, or **Area 0206: Dungeon on the Edge of Eternity**.





STRANGE ENCOUNTERS IN THE SORCERER'S MARKETPLACE

Every 6 hours the party spends time in the Sorcerer's Marketplace, there is a 1-in-6 chance they have a strange encounter. Each time they experience the next encounter on the list. Some of these encounters are the same creatures found in map areas; they don't just stay in one place waiting for the players to stumble on them.

1. **Bleeding Eye Preacher.** A preacher with thick wet blood beneath their eyes offers to anoint you into their faith. Salvation for your eternal soul has never been closer at hand! (see **Area 0201** for more). If you're already a member they will grant you a blessing (+1 on your next attack roll).
2. **Dreamer Perusing Stacks of Books.** She is an enchanting person. She's looking for something good to read, do you have any recommendations? As soon as you turn away, she's gone forever.
3. **Adorable Bat Mage.** A purple furred bat-person is sipping from a small mug of blue tea. He offers you a sip. Gain +1 DEX for 1d3 hours. After the effect wears off, make a **save versus poison**, on a failure suffer -1 DEX until you drink blue tea again.
4. **Magician Without a Nose.** A sorcerer pets his long eared blue cat. He has no nose. For 5 ectos he will use his surgical sorcery to remove your nose.
5. **Busker.** A musician sits playing a complex instrument. His fingers dance across the purple keys as it wails in a sonorous tone. Give him 1 ecto to gain 3 XP. Effect only works once.
6. **A Sorcerer Riding a Servitor.** A sorcerer passes by riding on a servitor. Roll a d4:
   - **1** Floating fish with a face
   - **2** A jellyfish full of tentacles bobs by
   - **3** A tentacled octopus with an inscrutable face plops past you
   - **4** A hermit crab with a painted shell and face walks past on 20 spindly legs.
7. **A Tattooed Vampire.** A vampire covered in intricate tattoos sits in the deep shade of an awning. He will pay 1 ecto for 1 hp worth of blood. Up to 3 ectos.
8. **Aquatic Creature.** Sentient tentacled horror with too many eyes trundling around in an ornate wheeled aquarium filled with murky water. It communicates through a loudspeaker. It wants the members of the party to sign a petition to ban the songs of Azurul the Bleak from local stations.
9. **Watching TV.** A rotund sorcerer sits at a small card table in a folding chair that strains beneath his weight. He is completely engrossed in the show being played on his tiny brass ectoplasm-powered portable holo-cast set. If asked, he is rewatching season 16 of *Legends of the Golden Child* and it is about to get good!
10. **Inquisitor.** A Bleeding Eye Inquisitor is on the prowl for anything blasphemous. Try not to make a scene or catch their attention (see **Area 0608**).



THE PASTEL HOUSE

There is a heady haze of fluorescent smoke in the air. The space is filled with the sound of raucous laughter, jaunty music, and brains melting. The Pastel House is a tavern where you can purchase meals, drinks, and mind coagulating psychedelics, as well as learn some valuable information about interesting nearby locations.

Carousing. Players may wish to spend some downtime relaxing. An evening of debauchery here heals 1 HP per HD. Players can spend their money here; they gain 1 XP for every 1 ecto they spend on drink or pleasure. Gain +1 rumor.

MENU ITEMS AT THE PASTEL HOUSE		
Ectoplasm Hookah	Gain +1 CHA and INT for 1d10 hours. After the effect wears off, make a **save versus poison**. On a failure they suffer -1 INT and CHA until they smoke ectoplasm again.	20 ectos
Dream Opium	Harvested from the milk of the dream poppy, this powerful narcotic provides intense visions. +1 Lucidity when making skill checks to travel the Painted Wasteland. Effect wears off after 1d3 days. **Save versus poison** with a -4 penalty, on a failure they suffer -1 to all ability scores until they smoke dream opium again.	50 ectos
Absinthe	A powerful chartreuse spirit made from wormwood. A sugar cube is set on a slotted spoon as water drips into the glass to dilute it. After drinking a glass of absinthe make a **save versus death**. On a success, regain the lowest spent spell. On a failure, suffer 1d3 INT damage and CHA damage.	25 ectos
Relic Ash	Made from the holy bones of venerated saints. It is rubbed into the eyes for a mild nicotine-like effect. Gain +1 DEX for 1d6 hours. After the effect wears off, the user makes a **save versus poison**, on a failure suffer -1 CON until they use Relic Ash again. Banned in the City of the Ever-Open Eye by the ascendant Bleeding Eye Cult for obvious reasons.	30 ectos
Void Foam	A frothy, iridescent substance scraped off the very edge of Unreality. The dangerous nature of its harvesting keeps the price at a premium. Brings visions of death and temporary enlightenment, and brief freedom from the yoke of suffering. Gain +1d12 XP after swallowing. After 1d8 hours, suffer 1d3 INT damage from depression at the lack of quantum possibility inherent in the relatively stable state of the Lower Ethereal compared to the frothy foam of the Void.	100 ectos
Rock Marrow Beer	Brewed from the squishy insides of large boulders. Provides a mild buzz and a bad hangover. Gain +2 CHA for 1d6 hours. After the effect wears off, make a **save versus poison**; on a failure suffer -2 CON and -2 INT for 1d6 hours. Have a little hair of the dog that bit you by drinking some more Rock Marrow Beer to make a **save versus poison** and remove the penalties caused by the hangover.	15 ectos

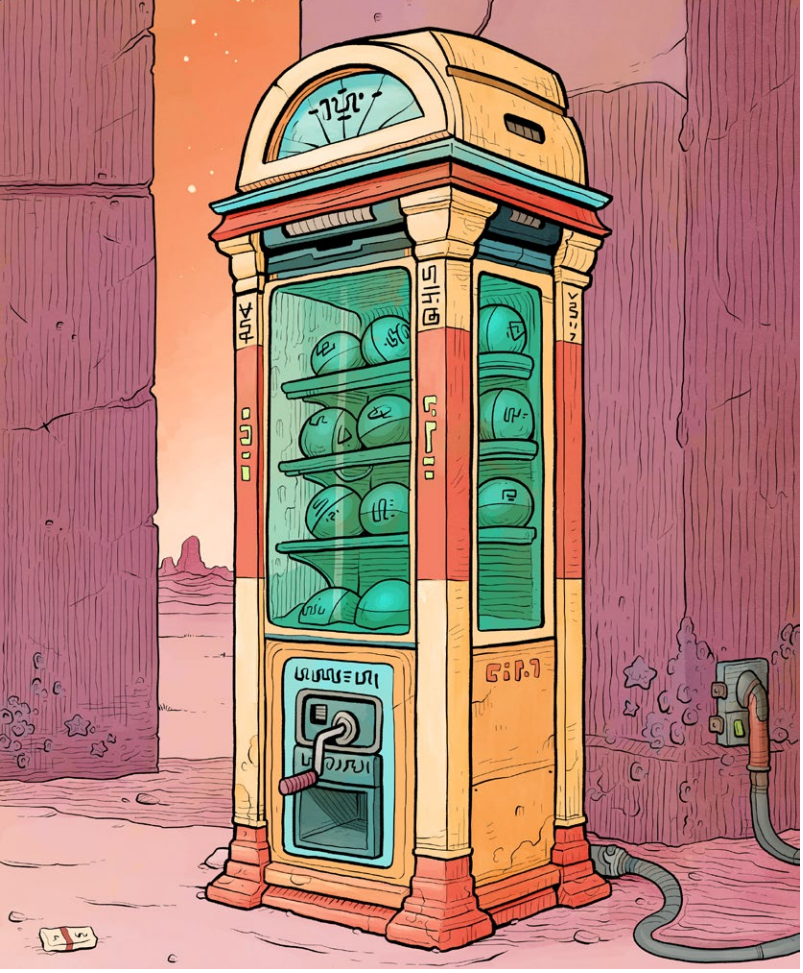
RUMORS

Anyone who spends the evening relaxing at the Pastel House will learn a valuable rumor. These rumors help steer players in the right direction as they wander around the Painted Wastelands.

1. "The Pilgrimage of Yaldabythos, in honor of the ancient Sorcerer Queen, draws travelers from across the various hierarchies. She was said to be the greatest of the Aeon Dwellers." (**Area 0706**).
2. "The Tower of the Diseased One holds the last of the trees with golden fruit. Eating the seeds of the sacred fruit grants immortality." (**Area 0408**).
3. "There's an amazing escape room nearby called 'Whale Temple!' It's a lot of fun I've been told. You get to keep any treasure you find!" (**Area 0807**).
4. "Have you heard of Silent Monk? They're my favorite band. They are doing a concert for all eternity frozen in a bubble of time." This person is wearing a Silent Monk t-shirt.
5. "The Cult of the Bleeding Eye is making its way out here in the Painted Wastelands. Keep an eye out for those nutjobs. We don't want their kind round these parts."
6. "Hey, you got any mummy dust? I'll pay you 50 ectos for some." This gutter wizard is twitchy, but he's got the money.
7. "A lizard herder told me that one night he stumbled upon a 'mist that made him nauseous to look at.' He heard disturbing noises come out of it all night. Next morning there was a giant purple tower. Freaky stuff like that happens all the time to lizard herders." (**Area 0408**)
8. "There's a cave nearby filled with retired gods. That's where people stacked up the idols of gods they don't need anymore" (**Area 0403**)
9. "This planet is haunted by something intelligent and baffling that pretends to be what we expect it to be. It feeds on our dreams."
10. "By completing the Pilgrimage of Yaldabythos, a person can be cured of any disease. Any curse can be removed." (**Area 0706**).
11. "The King of Dreams kept fantastic treasure in his palace. He hid it in the walls" (**Area 0206**).
12. "The other day I was hiking out in the hills, and I heard the durndest thing. A giggle. I swear to the eternal lords on high and low, it was a giggle. Like a kid's laugh. No kids around. I looked and looked but couldn't find the kid. Saw a cave, didn't want to go in. T'was too spooky (**Area 0808**)."

POPULAR MEDIA

1. ***Hasturon's Dilemma.*** It is a long running and popular Sci-Fi Soap Opera produced in the Upper Ethereal Hierarchy, it is currently in its 45,367th season (see Cargo Cult, **Area 0709** for more information).
2. ***Legends of the Golden Child.*** The second most popular show after Hasturon's Dilemma. It tells the story of the dramatic events that befall the small town of Wizard's Bend surrounding the birth of the long prophesied "Golden Child." The show was canceled after 17 seasons when a virulent strain of Dream-Rot wiped out the entire cast and crew. Reruns continue to this day and while there's been talk of a reboot, the current religious climate under the Sect of the Bleeding Eye has made the project untenable.
3. **Silent Monk.** They are the premier Nightmare-Metal band across the Ethereal Hierarchy, as well as multiple demi-planes, and subdimensions. The mysterious lead singer is a sorcerer who is rumored to be from a distant artificial world in the Upper Hierarchy. They are currently on tour performing the irrepressible theme song from *Hasturon's Dilemma* at The Perpetual Concert on Falcogi 7, where they are performing the theme for all eternity in a secluded bubble of space-time. Squelching Mollusk is a popular cover band performing Silent Monk songs in the Painted Wastelands.
4. ***Empire of Bones: The Funereal Culture of the Lost Civilizations of The Lands of Dust.*** "*Empire of Bones*" spans 378 episodes and is based entirely on the widely discredited book of the same name by the amateur archaeologist and alchemist, Horrus Vermillis. Vermillis penned his tome after spending a hallucinogen filled rainy season in the Unholy City of Zeb during the Cycle of The Glass Rat. When it became known that Vermillis had never even visited The Lands of Dust, Vermillis renounced his position at the Alchemical University in the City of the Ever-Open Eye in shame and walked out into The Endless Plain, never to be seen again.
5. **The *Dream Plague Cycle*.** The *Dream Plague Cycle* is the creative apex of the visionary director Harmonia Vrim. Despite her other work, this series of holo-films is what she is best known for. It is described as the "meta-narrative of the multiverse." New installments are beamed directly into the sleeping minds of all citizens of the Lower Hierarchy. Part 65348 is due to be Dream-Cast at the Nadir of the next Melted Moon.
6. **Professor Max Planck Museum of Extradimensional Curiosities.** This is a popular tourist trap and Holo-Cast show hosted by Professor Maximillian Planck himself. Prof. Planck's show focuses on forgotten faiths and lost ruins found throughout the Lower Ethereal Hierarchy.



AREA 0708

CAPSULE MACHINE

Among the dusty purple pillars there is a lonely vending machine. The glass case is filled with colorful plastic capsules and toys. This metal reinforced capsule machine has a big crank in the center of it. Players can turn the crank and receive a prize for 1 ecto. There are only 20 prizes inside, cross one off when a player pulls it out.

LET'S SMASH IT! Players will obviously want to demolish this machine and steal from it or pick the lock to steal the money inside. The capsule machine has an AC 2[17] and 36 hp. If they attack the machine or attempt to pick the lock, it will transform into a spindly legged construct and attempt to kill the would-be thieves.

Capsule Machine, Defense Form: Spindly legs, full of prizes. **AC** 2 [17], **HD** 8 (36hp), **Att** 2 x cutting blades (1d8), **THAC0** 12 [+7], **MV** 120' (40'), **SV** F4, **ML** 12, **AL** N, **XP** 650

* **Immunity:** unharmed by gas; unaffected by charm, hold, and sleep spells. Unharmed by fire, cold, and electricity.

If the capsule machine is destroyed, they can collect all 20 capsules and the prizes inside. There is a 1-in-6 chance that each item inside was destroyed in the fight. The strongbox compartment is locked. Inside there are 20 ectos + whatever ectos the players inserted into the machine before destroying it.

D20	RANDOM PRIZES
1	**Mummified Toe.** A useful ingredient for necromancy, or a tasty snack.
2	**Beetle.** A perfectly-preserved fist sized bug.
3	**Instant Noodles.** A package of dried noodles with meat-flavored powder. Just add hot water.
4	**Wooden Cigar Box.** Inside are 1d3+1 sausages. 1-in-6 chance they are extra spicy.
5	**Adorable Keychain.** A cute cartoon cyber-hyena demigod hangs from a fine chain.
6	**Meat Ring.** A finely crafted ring made to look like raw boneless short rib.
7	**Stuffed Animal.** A plush tentacled dinosaur.
8	**Scroll Sealed with Wax.** It is a comic strip that portrays what the players did just before opening the scroll.
9	**Plastic Golden Baby.** A cute little statuette from the popular series Legends of the Golden Child.
10	**Bread Pet.** A small loaf of bread with legs. Walks around in a charming fashion and tastes delicious!
11	**Blood.** A glass vial of dried blood on a chain. Turns liquid around undead.
12	**Astral Compass.** Cheap astral compass. Does not actually work.
13	**Glass Terrarium.** Throw on the ground to summon 10 cubic feet of good soil and a full-grown tree.
14	**Homunculus.** A squirming baby homunculus made of earwax and magic. Not an original prize. Size of your hand.
15	**Prayer Wheel.** Spinning handheld prayer wheel made of brass. There is a mantra written on a scroll 1 billion times. Grants good karma.
16	**Forgotten Idol.** A tiny statuette of a god no one can identify or remember. Made of red plastic.
17	**Cranberry Burst Wizard Gulp!** Drinking grants a +2 bonus to all **save versus spells** for 24 hours.
18	**Fish in Aquarium.** A happy fish floats around in a small hand aquarium. Needs to be fed every 1d3 days.
19	***Enchiridion Occulta.*** A rare book of magical sigils and spells. See **Tomes Filled with Unspeakable Knowledge**, p. 113.
20	**The Major Arcana of Lamblichus.** There is a single random card from the Deck of Strange Things. It cannot be destroyed in battle. See **The Deck of Strange Things**, p. 118.

AREA 0709

CARGO CULT

A group of huddled figures rock back and forth in rhythmic prayer as they watch an ethercast show on a shrine built from multiple television sets bolted together and covered in wriggling wires. There are 12 cultists watching a stack of ethercaster units, some of the screens are black and white, others are in color. They each are displaying a different episode.

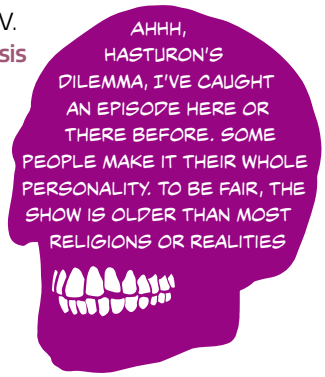
My Favorite Show is On! Anyone who looks at the screens must make a **save versus paralysis**. On a failure they will feel themselves drawn to the shows. Next turn, they must make another **save versus paralysis** or sit down and become engulfed in watching the drama.

Unaffected characters can try to pull their friend away, but they will resist. Both must make a STR check. Whoever rolls highest without failing wins. The struggle will annoy nearby watchers. Any time the show is interrupted by loud noises it lowers their attitude.

Destroying the holo-cast shrine is simple enough, smashing it will free all engulfed in the show instantly and plunge the cultists into a murderous rage.

Hasturon's Dilemma Cultist. Completely obsessed. Haven't bathed for days. **AC** 6 [13], **HD** 1 (4hp), **Att** 1d3 x sacrificial dagger (1d3), **THAC0** 19 [0], **MV** 60' (20'), **SV** F1, **ML** 7, **AL** C, **XP** 10

2D6	INTERRUPTING THE SHOW INITIAL ATTITUDE
2-3	**NO TALKING DURING THE SHOW!** Once commercials begin, the entire cult attacks the party to silence them with their Official *Hasturon's Dilemma*-brand sacrificial daggers.
4-5	**SHUSH!** The cultists are annoyed. If they are interrupted again, they will attack.
6-8	**Let me Explain.** A nearby cultist will explain the episode helpfully to you (see ***Hasturon's Dilemma* Explained by Cultists**.) Roll again with a -4 to determine how they respond next time.
9-11	**Ahhh, a person with good taste!** The cultists are enthused by your interest in the greatest show in the Lower and Upper Ethereal Hierarchy. They will explain the show to you. (see ***Hasturon's Dilemma* Explained by Cultists**.)
12	**DO YOU SEE?!** A cultist grabs the player not watching and holds their face to the TV. **Save versus paralysis** or start watching *Hasturon's Dilemma*.



D10	HASTURON'S DILEMMA EXPLAINED BY CULTISTS
1	*"*Hasturon's Dilemma *is a cultural institution in the Lower and Upper Ethereal Hierarchy. It was created by the Prophet Uldritch of the Rim City Slums on Arden 9! It is a high science fiction soap opera running nonstop for the past several Millenia!"*
2	*"The lead character, High Surgeon Jeros Yorg, was played by the creator of the show, Uldritch himself, until his mysterious disappearance whilst on vacation between filming seasons 56 and 57!"*
3	*"The Unnamed Producers, blessed peace be upon them, hid secret messages in the show and only the most pious can learn them!"*
4	*"Season 12,670 is regarded by just about everyone as the nadir of the millennia-long history of the soap opera! It is like Season 6487 in terms of its unique approach to temporal mechanics!"*
5	*"By the blessed Unnamed Producers! This is such a good episode. This is the one where Huldi Upollo and Durro MacTaverix swap bodies because of the void entity!"*
6	*"Have you watched all 3,278 episodes of Season 12,670 yet? I just wrapped up my rewatch and I am overwhelmed with desolation!"*
7	*"My friends and I are transmitting a rewatch ethercast where we watch every episode of* Hasturon's Dilemma *every hour of the day and livestream our reactions. It's called* The Greatest Dilemma. *Carve this symbol into your forehead to subscribe!"*
8	*"Easily, one of the most insane things season writer Yoxxil Barg did was spend the entire season premiere showing High Surgeon Huldi Upollo asleep for a straight minute. Then we spent a minute with every single other entity aboard the ship during that same minute. All 32,678 of them!"*
9	*"Who's your favorite surgeon? Obviously, I'm a Huldi Upollo fan, check out my tattoos! If you prefer Jeros Yorg I swear to all that is holy I will cut out your heart." If the players prefer Jeros Yorg this cultist attacks, and the ensuing fight interrupts the show.*
10	*"SHH! This is my favorite part!" On-screen, two aliens kiss passionately while the cultist sighs wistfully.*

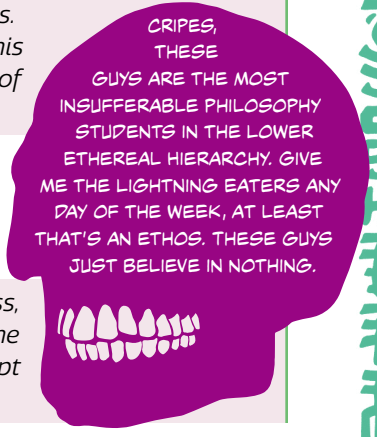
AREA 0806

THE ACOLYTE OF THE VOID

A robed figure wearing a spiral mask is riding on a giant crocodile. This void priest is gender N and mysterious. The Void Acolyte approaches the party atop their eyeless crocodile steed. "Greetings travelers, have you heard the good news?" they say in salutation. "The universe doesn't care, and nothing matters." They introduce themselves as Nix Nihil.

Discussing Nothing with Nix Nihil. The Void Acolyte Nix Nihil likes to preach and discuss the virtues of Void philosophy with anyone who will listen. If the players support fatalistic nihilism and agree with the Void Acolyte, it improves the priest's initial attitude and may end with Nihil giving them a parting gift. If the players try to convince Nihil that life is worth living, it will disappoint the priest and lower their attitude towards the players. Listed below are a few topics Nihil likes to discuss. Ask the player characters what they think. Do they agree with the Void Acolyte? Nihil will go through these conversation starters in order. The characters can leave whenever they'd like, triggering Nihil's parting words.

D10	PHILOSOPHICAL CONVERSATIONS
1	*Sentience is a burden none of us asked for. It is probably unethical to have children since they never have a choice in whether they wish to live in a universe of callous suffering. Do you think it is immoral to give birth to children?*
2	*The more conscious one is of the meaningless nature of the world, the more we wish not to be aware of that fact. Conscious beings are always desperate to distract themselves from the truth of the cosmos. Do you think it is better to accept the nothingness of the universe than fill it with noise?*
3	*Most of what society considers normal is just a desperate attempt to escape the truth: Nothing matters. We exercise and eat right even though everyone dies. We strive to be heroes in the hopes that someone will remember that we lived. Is that why you became an adventurer?*
4	*Possessions are pointless. You do not own things; your things own you. Our attachment to things is our desperate attempt to find meaning in a universe that is meaningless. Are you free enough to get rid of your most prized possession?*
5	*The cosmos is at best indifferent and at worst distinctly hostile to humanity. The purpose of reality is completely unintelligible as we are too simple to understand it. We are ants trying to comprehend the motive of the boot is stepping down upon us. We are incapable of understanding this, and even if we could it wouldn't matter. Entropy does not require consent. Do you think that's true?*
6	*I am skeptical of reality. It is distinctly possible that everything you know and experience is not real. Imagine if everything and everyone in the Upper and Lower Ethereal Hierarchy were complex delusions. If this is true, it means that nothing matters because nothing truly exists. What are your thoughts?*
7	*Morality is an illusion. No action is morally preferable to any other. Saving another's life just prolongs their suffering. Curing a disease is a pointless endeavor because the patient will still eventually die. Morality is just shoveling sand against the tide and feeling superior for being less wet than others. Do you consider yourself a moral person?*
8	*The chaos of reality and the multiverse means that choices are likewise pointless. This is not a special time for us to meet and discuss these topics. We have had this conversation an infinite number of times and it has ended in an infinite number of ways. Do you think your choices matter?*
9	*Society and its structures are fake. We value things that aren't real. You cling to the paper ectos in your wallet simply because someone else told you it's valuable. Because they value it, you value it, even though none of it is real. What do you think is valuable?*
10	*Because most people hope to escape the reality that the universe is meaningless, mankind becomes a greedy and self-serving parasite. Those who do not follow The Void are panicking swimmers trying to survive a shipwreck. Is it not better to accept your fate than to strive uselessly against a fate you cannot avoid?*





After speaking with Nix Nihil, roll 2d6 to determine their parting thoughts. If the players have satisfied Nix with their nihilistic beliefs, roll 3d6 instead. If the characters desperately try to convince Nix that they're wrong and life is actually worth living, roll 1d6 instead.

1-3 *"Be at peace. I bring you oblivion."* After the briefest of conversations about nihilism and the void. Nihil unsheathes their silvery sword and attacks. Their attacks are passionless and perfect, like a bored employee at a slaughterhouse. Nihil suggests the party not try to resist oblivion.

4-6 *"May I grant you a blessing?"* After discussing the void with the party, Nihil offers to cast a blessing upon the players. If they accept, they cast *cure emotions*. **Save versus spells** or never feel happy, sad, angry, delight or any other emotion again. Only *remove curse* or the Pilgrimage of Yaldabythos can remove this curse.

8-9 *"May I give you a gift?"* Nihil reaches into their satchel and pulls out a copy of *The Conspiracy Against the Dead Dreamer*, copied by Nihil themself. See **Tomes Filled with Unspeakable Knowledge**, p. 113. 1-in-6 chance they stab the player instead.

10-11 *"May I give you this lesson?"* Nihil reaches into their satchel and removes an empty glass jar. When asked what's in it, the priest says "Nothing." The jar is filled with Nothing. If it is smashed or opened, it creates a small Gash in Unreality that lasts for 1d3 turns as Nothing collides with Something. Anyone with 5 HD or less within 10' of the Gash of Unreality must **save versus death** or die. 1-in-6 chance Nix Nihil stabs one of the characters instead.

12+ *"You've impressed me. You've proven yourself a worthy acolyte of the Void."* Your nihilistic view of the world has impressed Nihil. They wish to give you a special gift. They remove their katana from its sheath and hold it handle first towards you. When you take hold of the sword Nihil plunges it into their own gut. "Thank you for this blessing," they gurgle out before they die. The players inherit Nihil's belongings.

Nix Nihil, Void Acolyte. Loyal servant to nothing. **AC** 6 [13], **HD** 6 (27hp), **Att** 1 x Katana (1d8+2), **THAC0** 14 [+5], **MV** 120' (40'), **SV** F4, **ML** 12, **AL** L, **XP** 275

Nix Nihil's Possessions. Nihil's satchels hold: a second set of traveling clothes, 11 handwritten copies of *The Conspiracy Against the Dead Dreamer*, 1d6 candles, a mummified hand, a pipe for smoking ectoplasm, a crowbar, 1d3 jars of oil, a short sword, and a katana. Nihil has a locked strongbox with 1d10x2 ectos inside. They also leave behind a riding crocodile named Jacobi.

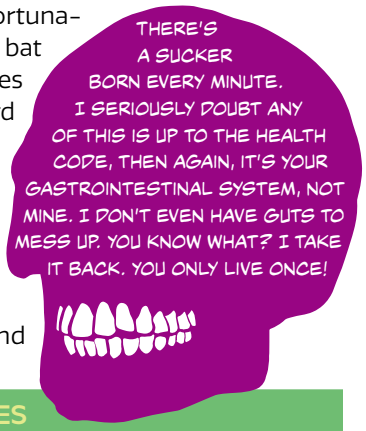
Jacobi, Riding Crocodile. Docile, toothy grin, no eyes. **AC** 2 [14], **HD** 2 (9hp), **Att** 1 x bite (1d8), **THAC0** 18 [+1], **MV** 240' (80'), **SV** F1, **ML** 7, **AL** N, **XP** 20

AREA 0807

WHALE TEMPLE

Ruined pillars are covered in scale and water damage. Did an ocean once cover part of the Painted Wastelands? The remains of a forgotten shattered temple are covered in layers of brilliant colored market stalls that cling to the ruins like barnacles on the ribs of a rotting whale skeleton.

Food Stand. Stavros Tortunada is a purple-furred bat person who sells slices of slow roasted lizard meat right off the spit using a scimitar. He wears sunglasses and an orange wide-brimmed hat. Eating the food heals 1d3 CON damage and heals 1 hp.



FOOD STALL PRICES	
Lizard meat gyro wrapped in foil	1 ecto
Cold can of pink-flavored sparkling water	0.5 ectos
Lizard meat kebab	1.5 ectos
Warm olives	0.5 ectos



Trinket Blanket. Manlow Ortegg wears piles of earth-tone robes. His hands, fingers, and face are wrapped in stained gauze. Only his eyes and mouth are visible. He is a collector interested in buying anything that could be valuable.

TRINKET PRICES	
Map to an ancient dungeon (Violet Ruins, Area 0307)	150 ectos
Finger bone of St. Lucius the Unflayed	250 ectos
Random Tome filled with Unspeakable Knowledge.	200 ectos
Teal facemask cream (removes pock marks)	100 ectos
Hazmat Suit, gently used	35 ectos

Ectoplasm Dealer. Skinto Weft is a chain-smoking merchant who puffs an ectoplasm cigarette clasped in a long cigarette holder. He stares blankly into space with his third eye. Purple, pink, orange, and turquoise smoke dances evocatively past his lips as he contemplates multiple shifting hues of smoking pyramids generating more ectoplasm.

ECTOPLASM PRICES	
Ectoplasm-infused gummy bear	3 ectos
Hookah	1.5 ectos
Carton of off-brand cigarettes (10 packs)	10 ectos
"Stoner Sloth" Rolling paper	2 ectos

Escape Room. Molentox is a merchant with six winking eyes offering adventure and fun for anyone willing to brave "The Whale Temple" escape room! You get to keep any treasure you find! It only costs 1 ecto per person. Once you have paid him, he pulls back a turquoise curtain to reveal a bronze door stained green by a forgotten sea. The door is shaped like a whale skull. The portal opens to grant you entry to a temple dedicated to a god time forgot. This doorway leads directly to Room 2. If you find yourself stuck, just shout "RUTABAGA!" and a staff member will escort you to safety.

Referee's note: This is a lie. No one will come help.

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始まりの場所
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ROOM 1
NARTHEX OF THE TITANIC ONE

The walls of the temple are covered in bas relief carvings depicting worshippers kneeling and bowing to a celestial whale. The 20' tall stone walls are stained and ruined by water damage and erosion. The highwater mark seems to be about halfway up. There is a line of corrosion and fossilized barnacles left behind by dried up sea water. The ground is littered with fossilized clams.

Carved Sigils: Seem to be Dreamtongue, but in an ancient dialect that requires a WIS check made with a -4 penalty to read. **On a failure,** nothing is understood. **On a success,** the runes tell the story of the Whale God, who was once the greatest celestial being in the cosmos. This temple was built in the hopes that he would return to save his chosen people.

Trap: The **carved sigils** have a trap rune hidden among them. Anyone who tries to read the words will trigger it.

It can be found on the surface with a successful search, because unlike the rest of the words it is completely untouched by time and decay. It can be removed with *dispel magic*.

If triggered, targets within 60' of the wall must make a **save versus spells** or suffer 1d8 CHA damage as their chakras explode and reconfigure themselves.

Treasure: The walls are covered with ancient dead barnacles and other shellfish. Anyone who investigates will find a lumpy oyster. It peels off the wall easily. If cracked open, it contains a shimmering pearl worth 100 ectos.

The pearl is cursed. Anyone who holds onto it must secretly make **save versus spells** every hour. On a failure, they are afflicted by the holy wrath of the Whale God and his divine retribution. They are overwhelmed by visions of a celestial whale bellyflopping into the Sorcerer's Marketplace and causing a nuclear explosion of divine wrath. These nightmares cause the character to freeze unexpectedly for 1d3 rounds.



WANDERING MONSTERS

1. **Moist Ones.** 1d3+1 Moist Ones on their way to perform a profane ceremony for their whale god. **AC** 5 [14], **HD** 1 (4 hp), **Att** 1 x filet knife (1d4+1), **THAC0** 19 [+0], **MV** 60' (20')/swim 90' (30'), **SV** F7, **ML** 8, **AL** C, **XP** 10. (see **Demented Denizens of the Dreamlands**, p. 107 for abilities)
2. **Stingray.** Beautiful but dangerous sea life. **AC** 2 [9], **HD** 2 (9hp), **Att** 1 x sting (1d4), **THAC0** 18 [+1], **MV** swim 180' (60'), **SV** F1, **ML** 11, **AL** N, **XP** 20 (see **Demented Denizens of the Dreamlands**, p. 110 for abilities)
3. **Corpse.** A bloated dead female adventurer floats face down in the water. She has 2 ectos in her pocket.
4. **Ghoul.** A dead male adventurer floats face down in the water. He jumps up and attacks if anyone draws near. **AC** 6 [13], **HD** 2* (9 hp), **Att** 2 x claw (1d3 + paralysis), 1 x bite (1d3 + paralysis), **THAC0** 18 [+1], **MV** 90' (30'), **SV** F1, **ML** 9, **AL** C, **XP** 25 (see **Demented Denizens of the Dreamlands**, p. 106 for abilities)

ROOM 2
NARTHEX OF THE TITANIC ONE

This chamber is dominated by a pair of arched whale ribs that are bound at the top by ancient sinew. The room hums with celestial possibility. It is one of the many doorways and portals found throughout the Lower Ethereal Hierarchy.

Dreamtongue Runes: The whale bone is inscribed with ancient Dreamtongue runes. Reading the runes teaches the players how to activate the portal. Anyone who successfully communed with the Whale God with the **Moist Ones** are fluent in this forgotten dialect of Dreamtongue and can automatically read these ancient glyphs. Otherwise, a WIS check is needed to understand this dead language. The Painted Skull can explain the process but can't read the text.

Portal: Activating the portal requires a sacrifice of memories (XP) given freely to the Whale God. The more potent the memory, the greater the odds of appearing where you wish. To activate the portal, roll 1d20. +1 bonus for every 10 XP sacrificed to the Whale God. Multiple players can offer memories to this pot.

SACRIFICED MEMORIES	VALUE
A boring or worthless memory.	10 XP
How to do math.	20 XP
The name of your parent or loved one.	30 XP
Your name.	40 XP

ROLL	ACTIVATE THE PORTAL
1–4	Failure.
5–9	The portal transports you to a random hex in the Painted Wastelands (Judge's discretion) .
10–14	The portal transports you to a specific area no more than 3 hexes away
15–20	The portal transports you to anywhere in the Painted Wastelands.

ROOM 3
THE MOIST ONES

This dank chamber is coated in condensation. The smell of rotten fish and the sound of raspy voices chanting fill the hall. Against the far wall, a pile of carved stones and tattered banners is dominated by a massive barnacle encrusted whale skull. Kneeling around the shrine are 5 rotten, bloated corpses.

Moist One Priests: Upon close inspection they are scaled, soggy fish-folk sitting perfectly still and statue-like, except for their muttering blubbery lips.

Moist One. Bloated, soggy, and wet. Their lips never stop muttering profane prayers. **AC** 5 [14], **HD** 1 (4 hp), **Att** 1 x filet knife (1d4+1), **THAC0** 19 [+0], **MV** 60' (20')/swim 90' (30'), **SV** F7, **ML** 8, **AL** C, **XP** 10

* **Curse of the Whale God.** The moist ones can cast a curse upon a player. **Save versus spells** or suffer 1d3 CHA damage. The target's face becomes bloated and scaley. They are constantly thirsty for water and their flesh feels cold and clammy. The curse can only be removed by the Pilgrimage of Yaldabythos.

Treasure: The moist ones each carry an adamantine-coated filleting knife worth 15 ectos each. The name Morgellon Hydruxi Corporation is etched into the side of each blade. They deal 1d4+1 damage.



Treasure: 1d10 godflesh-infused goose barnacles, 10 ectos each. The goose barnacles are edible. Eating them heals 1 point of ability damage. Then **save versus death**, on a failure barnacles start growing on the consumer's flesh. The barnacles appear after an evening's rest and grant -1 CHA and +1 AC.



Join in Prayer. There are empty spaces for anyone to join the priests. Players only need to kneel beside them and make a **save versus spells**. On a failure, nothing happens. On a success, the players commune with the whale god and find themselves swimming through the Liminality. Stars, planets, and the forms of sleeping gods sail past you as you make your way back to the Lower Ethereal Hierarchy. You feast on cosmic radiation and hear the prayers of sea life. You awake 1d3 days later with -1 CON due to the stiffness of your joints. Gain +1d10×10 XP. Players can only gain this experience once.

ROOM 4
THE AVATAR OF THE WHALE GOD

A massive stone door sculpted into the shape of a nautilus looms before you. The door is difficult to open.

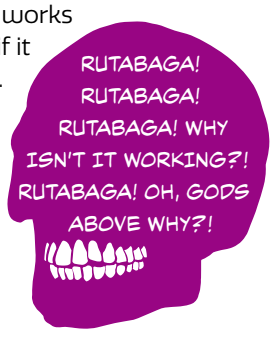
Stuck Stone Door: STR check to open because of the pressure of the water on the other side Once breached, knee deep water comes pouring out. This chamber reeks of dead fish and seawater.

Encounter: Avatar of the Whale God. Massive, tentacled, with an ornately decorated shell. Enraged by blasphemers disturbing his master's domain. **AC** 5 [14], **HD** 4 (18 hp), **Att** 2 x tentacle (1d6 + 3), **THAC0** 16 [+3], **MV** 45' (15')/fly 90' (30'), **SV** F4, **ML** 9, **AL** C, **XP** 75

- **Swallow Whole:** The Avatar of the Whale God grabs a human sized creature or smaller and stuffs them into its mouth. Inside the avatar's belly: suffer 1d6 damage per round until the avatar dies; may attack with sharp weapons at -4 to hit (inside belly has AC 7 [12]; body digested in 6 turns after death.

Treasure: There are several floating decomposed corpses bobbing in the murky water. For every 10 minutes a character spends searching through the stagnant water, there is a 2-in-6 chance they find something. If they succeed, they get the next item on the list until there is nothing left to find.

1. **Brass Figurine.** A shiny curio wrapped in nasty gunk. It depicts an adorable frog playing leapfrog on the back of a turtle. Worth 125 ectos.
2. **Vintage T-Shirt.** A bobbing corpse is still wearing a valuable vintage T-Shirt. It is from Exalted's Lower Ethereal Tour. Worth 225 ectos if washed. Worth 200 ectos otherwise.
3. **Pewter Ashtray.** A filthy metal ashtray with a small skeleton hand for holding lit cigarettes. Worth 75 ectos.
4. **Refrigerator Magnet.** A clay sculpture with a magnet glued to the back. Depicts some forgotten god. It will stick to armor. Worth 50 ectos.
5. **Magic Fish.** A beautiful, scintillating fish approaches the party, its scales glittering in the murky water. If the party has a container, they could scoop him up and store him in it. The next time the bearer of this creature is cursed, the fish will take the curse instead. This effect only works once. The fish is worth 500 ectos if it is uncursed. Worth 3 ectos if cursed.
6. **Vinyl Wallet.** A plastic wallet complete with velcro fasteners displays a grinning three-eyed cartoon character. It is holding 1d12 ectos. The wallet itself is worth 75 ectos.





AREA 0807

AREA 0808

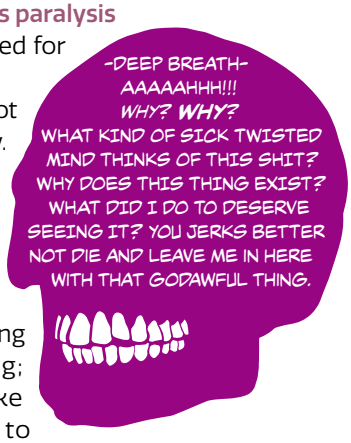
LAIR OF THE LAUGHING SPIDER

There is a cave midway up this rose-colored escarpment. You keep catching hints of the gentle sound of a child's giggles and chortles dances in the air. It's a sound you can't be certain you heard properly. Surely your mind is playing tricks on you.

Roll a d6—on a 5+ the listener clearly identifies the sound of bubbling, joyous laughter coming from the cave. It is distinctly the laughter of a small child.

Laughing Spider. Babbling giggling face of a gap-toothed baby. Surrounded by eyes, fangs, and skittering legs. **AC** 3 [16], **HD** 10 (45hp), **Att** 1 x bite (1d8 + poison); **THAC0** 11 [+8], **MV** climb 180' (60'), **SV** F10, **ML** 8, **AL** C, **XP** 900

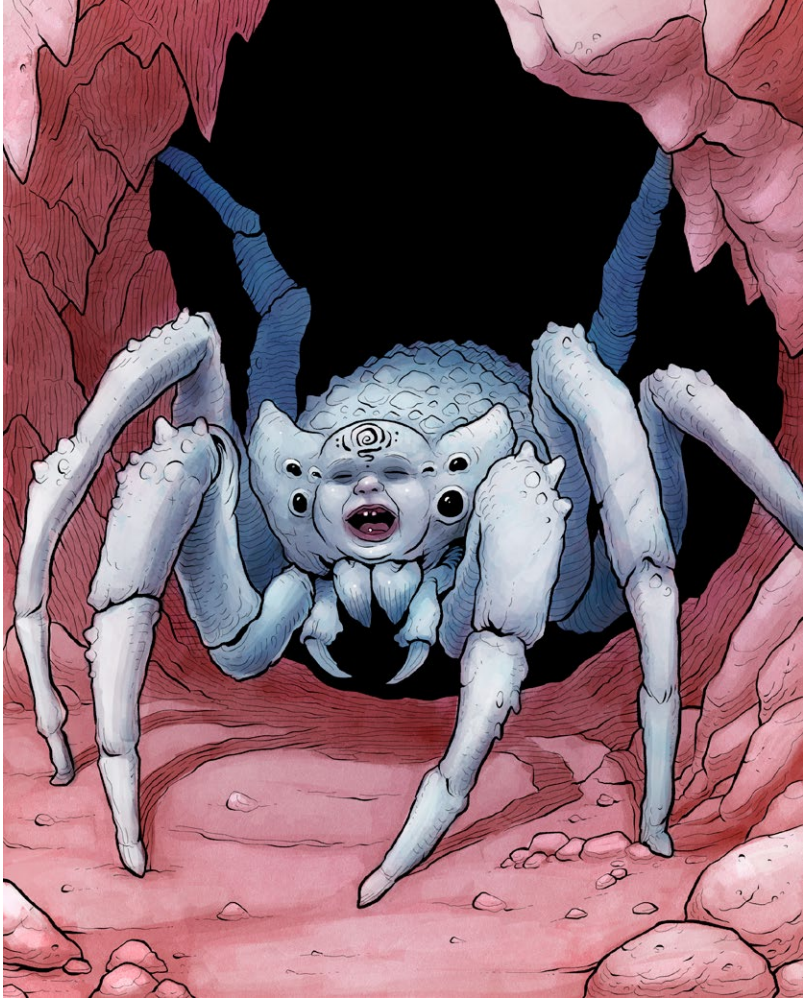
- **Poison:** Save versus paralysis or become paralyzed for 1d6 turns.
- **Webs:** Webs are shot at a target 100' away. Creatures caught in webs become entangled and unable to move.
- **Constant Giggling:** The constant giggling is so off-putting; players must make a morale check to attack the spider.



Treasure: There are multiple webbed bundles in the lair of the laughing spider. They are all the remains of dead travelers who fell prey to the creature. Tittering laughter was the last thing they heard as the beast used its fangs to suck out their precious fluids.

Bundle 1: The Dreamer. A copy of *The Beginner's Guide to Lucid Dreaming* by Bartholomew Hardwick. (see **Tomes filled with Unspeakable Knowledge**, p. 113) Worth 500 ectos. A pair of sturdy boots with rotten feet still in them. Worth 3 ectos.

Bundle 2: The Hand. This humanoid husk, sucked dry by the spiders and the desert air is wearing a gold signet ring with an eye sculpted into it. Worth 500 ectos. Also wearing the famed hand of St. Florentine, the Dismayed, a steel gauntlet inlaid with the finger bones of a venerated saint. The enchanted gauntlet deals 2d6 damage to undead creatures. Worth 525 ectos.



Bundle 3: The Gutter Wizard. A dried-up gutter wizard in filthy robes is wrapped up in this web bundle. His bindle holds 1d3 ectos and a cigarette case with 1d6 ectoplasm cigarettes. Worth 55 ectos.

Mummy Dust. The dried desiccated corpses are perfectly preserved in their webbed prisons. An unscrupulous necromancer could use a mortar and pestle (or something similar) to grind their corpses into mummy dust, a powerful narcotic used by necromancers to aid in their dark sorcery and to get jacked out of their mind.

A single desiccated corpse requires an INT check to produce 1d8+1 doses of mummy dust. On a failure it only produces a single dose. Mummy dust is snorted, drank as tea, pressed into pill form, or freebased.

Consuming mummy dust grants an additional 1d8 to all damage rolls of necromancer spells. Undead creatures created while under the effect of mummy dust have an additional HD and gain +1 to attack and damage rolls. The effect of mummy dust lasts an hour. After the effects wear off save versus poison or suffer -1 INT until you use mummy dust again.

A dose of mummy dust is worth 50 ectos.

AREA 0809

THE HIVE

A large termite mound rises out of the sunset colored ground dripping with wax and honey. The air is filled with the buzzing sound of insects. The insects that live here are carnivorous and aggressive. Their hardened exoskeleton is shaped like skulls. They are carnivorous and aggressive with ripping mandibles. Their hive is so large a person can climb inside and harvest oneiric honey.

The stinging swarms can be scared off using smoke. Characters wearing hazmat suits are immune from the attacks of the stinging swarms. Roll 2d6 to determine their initial attitude:

2-3 **The Hive is Enraged!** Your aggressive actions have disturbed the hive. 5 swarms of buzzing insects burst forth from the mounds to defend their hives.

Stinging Swarm. Buzzing, angry, skull shaped carapace. **AC** 7 [12], **HD** 2 (9hp), **Att** 1 x swarm (2 to 4), **THAC0** 18 [+1], **MV** fly 60' (20'), **SV** D14 W15 P16 B17 S18, **ML** 11, **AL** N, **XP** 20

4-6 **The Necromantic Beetle is Unleashed!** The hive queen has used necromancy to resurrect a giant beetle. It lies buried near the hive and will burst out of the ground. The mindless bug-zombie and 1d4 swarms of insects attack the party.

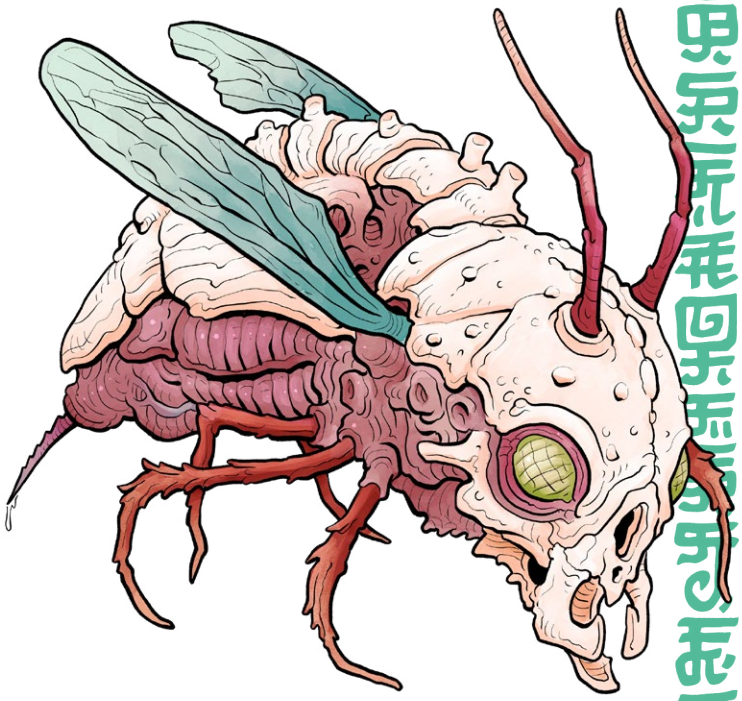
Giant Beetle Zombie. Mindless bug zombie with giant horns. **AC** 5 [14], **HD** 4+1 (19hp), **Att** 1 x crush (1d10), **THAC0** 15 [+4], **MV** 90' (30'), **SV** F4, **ML** 11, **AL** N, **XP** 125

7-12 **The Hive is not disturbed.** The hive does not notice the party. Each round the party harvests oneiric honey there is a 1-in-6 chance this will change. The referee rolls 2d6-1 to determine the hive's attitude.

Treasure: If the players can kill the swarms without damaging their bodies (with cold or poison for example), Their exoskeleton shells can be harvested. Each swarm produces 1d6 insect specimens. Each insect specimen is worth 12 ectos at the Sorcerer's Marketplace.

The insects produce oneiric honey, the honeycombs can be harvested and strained, producing 1d8 ounces of oneiric honey.

Magic Tape Casette: Buried in the goop is a tape cassette. It is labeled "Silent Monk plays the Theme from *Hasturon's Dilemma*". The tape spooled inside is infinitely long. If the tape is played, it will play a recording of the theme song forever. It never has to flip over to side B. Rewinding the tape would also take forever. A character could yank the infinite magnetic tape out forever. This magnetic tape is unbreakable and can serve as rope. It is worth 150 ectos.



ONEIRIC HONEY

This dense viscous fluid scintillates and dances like a lava lamp filled with dueling nightmares and dreams. It is incredibly valuable among the people of the Painted Wastelands. It is incredibly hard to obtain, yet it has many uses. Consuming an ounce of Oneiric honey grants +4 to **saves versus** spells for 8 hours.

Among the Oneri Tribespeople, oneiric honey is sacred. A jar of it is highly valued among them, and anyone who gifted them a jar would be treated as an "honored friend". Honored friends are marked and recognized by all Oneri. They are given the best deals (10% off), helpful rumors, and safe harbor from danger.

At the Sorcerer's Marketplace, oneiric honey is worth 200 ectos per once.



PART THREE:
DEMENTED DENIZENS OF THE OUTER DREAMLANDS

ALBINO BAT DEMON

Albino bat demons are covered in occult symbol tattoos and ritual scars. The meaning of these symbols scrawled on their pale flesh is unknown and studying them too long will damn your eternal soul. An albino bat demon can unleash a horrible shriek as an action.

Albino Bat Demon. AC 5 [14], **HD** 2 (9 hp), **Att** 2 x claw (1d4), 1 x bite (1d6), **THAC0** 18 [+1], **MV** 10' (3')/fly 120' (40'), **SV** F1, **ML** 9, **AL** C, **XP** 25,

- **Horrible Shriek:** Once per day may shriek, affecting all hearing victims within 50'. Save versus breath or take 1d3 WIS damage. On a critical failure, the target falls to their knees as blood flows from their ears. They take an additional 1d6 damage and are deafened.

ALPHA FEMALE ALBINO BAT DEMON

The alpha female is twice the size of other albino bat demons. The alpha female's claws are sharper, and she is much stronger than average.

Alpha Female Albino Bat Demon. AC 5 [14], **HD** 4 (18 hp), **Att** 2 x claw (1d6 + shred armor), 1 x bite (1d6), **THAC0** 16 [+3], **MV** fly 120' (40'), **SV** F4, **ML** 9, **AL** C, **XP** 25,

- **Shred Armor:** If the Alpha Female hits a target wearing armor with her claw attack, they must save versus death or their armor is ripped to shreds and ruined.
- **Horrible Shriek:** Once per day may shriek, affecting all hearing victims within 50'. Save versus breath or take 1d3 WIS damage. On a critical failure, the target falls to their knees as blood flows from their ears. They take an additional 1d6 damage and are deafened.

ASTRAL LEECH

Disgusting slugs that hail from the Liminality, they are 6" long and transport themselves quietly onto the backs of sleeping individuals.

Astral Leeches. AC 7 [12], **HD** 1 (4hp), **Att** 1 x bite (1d4 + spiritual drain), **THAC0** 19 [+0], **MV** 90' (30'), **SV** F1, **ML** 7, **AL** N, **XP** 10

- **Cloak True Form:** Can read the minds of those they encounter, then cloak their true form to appear as something nonthreatening like an article of clothing.
- **Spiritual Drain:** Save versus death with a +1 bonus or temporarily lose one experience level (or Hit Die). This incurs a loss of one Hit Die of hit points, as well as all other benefits due to the drained level. A character's XP is reduced to the lowest amount for the new level. A person drained of all levels dies. The Astral Leech only makes 1 bite attack per night and only attacks when the character is asleep.

AVATAR OF THE WHALE GOD

This divine being is the last remaining servant of the Whale God. He sings sacred hymns in whale song to help his cosmic master return to the lower ethereal and annihilate it with an apocalyptic belly flop.

Avatar of the Whale God. AC 5 [14], **HD** 4 (18 hp), **Att** 2 x tentacle (1d6 + 3), **THAC0** 16 [+3], **MV** 45' (15')/fly 90' (30'), **SV** F4, **ML** 9, **AL** C, **XP** 25.

- **Swallow Whole:** The Avatar of the Whale God grabs a human sized creature or smaller and stuffs them into its mouth. Inside the avatar's belly: suffer 1d6 damage per round until the avatar dies; may attack with sharp weapons at -4 to hit (inside belly has AC 7 [12]; body digested in 6 turns after death.

BENGE THE BOUNCER

The head of Squelching Mollusk's security team and their chief roadie. Do not mess with him.

Benge the Bouncer. AC 3 [16], **HD** 10 (45hp), **Att** 1 x punch (1d6); **THAC0** 11 [+8], **MV** 120' (40'), **SV** F10, **ML** 8, **AL** L, **XP** 900.

- **Alright, that's enough out of you buddy:** Benge grabs a target by the scruff of their neck and launches them 30'. 3d6 damage.

BLACK HORSE

A black-colored figure shaped like a horse but made of oozing, cancerous ectoplasm.

Black Horse. AC 7 [12], **HD** 3 (13 hp), **Att** 1 x touch (1d4 + infection), **THAC0** 17 [+2], **MV** 120' (40'), **SV** F1, **ML** 5, **AL** C, **XP** 35

- **Infection:** After a successful attack, sticks to the victim – save versus death or infected with Dream Pox. Their flesh is covered in disgusting pustules. The disease has a 1-in-4 chance of being deadly (die in 1d6 days). Otherwise, the victim is hideously disfigured by the infection (-1 CHA). Can only be healed by magic or the Pilgrimage of Yaldabythos.

BLEEDING EYE PREACHER

The Cult of the Bleeding Eye is making some headway out here in the Painted Wastelands. Currently it seems to be isolated to only a few practitioners. Most desert weirdos have very little time or patience for these whack jobs.

Bleeding Eye Preacher. AC 4 [15], **HD** 1 (4 hp), **Att** 1 x weapon (1d8 or by weapon), **THAC0** 19 [+0], **MV** 60' (20'), **SV** F1, **ML** 10, **AL** C, **XP** 10

- **Eyeblight:** 1/day may cast eye blight. Save versus spells for each eye or that eye becomes blind and take 1d10+2 damage as your eye explodes leaving only a ruined empty socket.

CAPSULE MACHINE, DEFENSE FORM

The proprietors of this capsule machine built an anti-theft system to stop hooligans from trying to smash the glass and steal the treats.

Capsule Machine, Defense Form: AC 2 [17], **HD** 8 (36hp), **Att** 2 x cutting blades (1d8), **THAC0** 12 [+7], **MV** 120' (40'), **SV** F4, **ML** 12, **AL** N, **XP** 650

- **Immunity:** Unharmed by gas; unaffected by *charm*, *hold*, and *sleep* spells. Unharmed by fire, cold, and electricity.

CHAINS OF ETERNITY

These enchanted chains were forged to crucify the King of Dreams for the rest of time. If the king is freed they will simply find someone else to hold on to.

Chains of Eternity. AC 3 [16], **HD** 10 (45hp), **Att** 1 x chain strike (1d6 and special); **THAC0** 11 [+8], **MV** 0', **SV** F10, **ML** 8, **AL** L, **XP** 900.

- **Chain Strike:** Save versus paralysis or the chains grab hold of a character and will hold them forever. While held, the character stops aging and can never die of natural causes like dehydration, hunger, disease, or old age. They cannot make attacks or cast spells. They are in eternal pain.

CHOSEN OF THE DISEASED ONE

These warriors are infected with dream worms and bound to the will of the Diseased One.

The Chosen of the Diseased One: AC 4 [15], **HD** 3+1 (14hp), **Att** 1 x short sword (1d6+1), **THAC0** 16 [+3], **MV** 90' (30'), **SV** F1, **ML** 9, **AL** N, **XP** 50

- **Death Throes:** When the chosen is killed in battle, the dream worms gestating on its body screech and flee looking for a new host. Save versus death or the worms attach themselves. The worms are difficult to remove (removing them takes 1d6 hours, and deals 2d8 damage). Every day more worms appear on the host until they cover the host's entire face. The worms can be removed by completing the Pilgrimage of Yaldabythos.

CULTIST

These poor deluded fools are trapped in their obsession over their faith and gods. They love them so much they will kill over it. Use this statblock for all cultists in the adventure.

Cultist: AC 6 [13], **HD** 1 (4hp), **Att** 1d3 x sacrificial dagger (1d3), **THAC0** 19 [0], **MV** 60' (20'), **SV** F1, **ML** 7, **AL** C, **XP** 10

- **Frenzied Stabbing:** The cultists passionately stab their victims in a bloodthirsty frenzy. Each turn they make 1d3 attacks with their sacrificial dagger.

DEMIURGE

Powerful and dangerous entities, often worshiped as gods. Their motives are opaque and inscrutable.

Demiurge. AC 2 [17], **HD** 20 (89hp), **Att** 1 x tentacle (8d6), 1 x thunder bolt, **THAC0** 9 [+10], **MV** fly 150'(50'), **SV** F13, **ML** 10, **AL** N, **XP** 1,350

- **Summon Storm:** May bring gentle rain or a flood.
- **Lightning Bolts:** May throw thunder bolts every 5 rounds: 60' long, 5' wide; inflicts damage equal to the god's current hit points total (save versus spells for half damage).
- **Damage immunity:** Unharmed by nonmagical attacks.

THE DISEASED ONE

A mysterious sorcerer studying the dream lands, causing havoc, and kidnapping dreamers to study them. Rumors float around that he may really be The Synthetic Sorcerer, wanted in the City of the Ever-Open Eye for his blasphemous crimes.

The Diseased One: AC 0 [19], **HD** 11**** (49hp), **Att** 1 x touch (1d10+paralysis), **THAC0** 11 [+8], **MV** 60' (20'), **SV** F10, **ML** 10, **AL** C, **XP** 4,300

- **Mundane Damage Immunity:** Can only be harmed by magical attacks.
- **Energy Immunity:** Unharmed by electrical and cold-based attacks.
- **Magic Immunity:** Immune to magic causing polymorph, insanity, or death.
- **Arcane Spells:** Casts spells as a 14th level magic-user.
- **Paralyzing touch:** Chill touch causes paralysis for 6 turns (save vs paralysis).

THE DOORMAN

This creature is part machine and part undead. Most of his shriveled zombified body is replaced with the metal machinery necessary to act as a door.

The Doorman: AC 2 [17], **HD** 8 (36hp), **Att** 2 x cutting blades (1d8), **THAC0** 12 [+7], **MV** 120' (40'), **SV** F8, **ML** 12, **AL** N, **XP** 650

- **Energy Immunity:** Unharmed by fire, cold, and electricity.

DREAM WORM, LARGE

These adolescent dream worms aren't as large as the fully-grown greater dream worms.

Large Dream Worm: AC 5[14], **HD** 5* (22hp), **Att** 1 x bite (1d6), 1 x mind blast, **THAC0** 15 [+4], **MV** 90' (30')/burrow 60' (20'), **SV** F4, **ML** 7, **AL** N, **XP** 300

- **Swallow Whole:** A bite attack roll of natural 20, or 4 or more than the target number required, indicates that a human-sized (or smaller) victim is swallowed. Inside worm's belly: suffer 1d6 damage per round (until the worm dies); may attack with sharp weapons at -4 to hit; body digested in 6 turns after death.
- **Mind Blast:** Targets in a 20' cone (10' at the end) must save versus paralysis or be paralyzed for 1 turn.

DREAMSTEED

Loping camel-shaped creatures used as beasts of burden by the Oneri Tribespeople.

Dreamsteed. AC 7 [12], **HD** 2 (9 hp), **Att** 1 x spit (1d4), **THAC0** 18 [+1], **MV** 240' (80'), **SV** F1, **ML** 7, **AL** N, **XP** 20

- **Spit:** The dreamsteed can unleash a glob of spit at a target 20' away. 1d4 damage. Save versus poison or take another 1d4 damage from the acid.
- **Machinery:** 1-in-6 chance the creature is a robot covered in flesh. It has AC 6 [13].

EXPERIMENT X5421

The Diseased One has been hard at work developing a synthetic god. Their motives are mysterious, and they've never been closer to success. This is a half-formed baby demiurge.

Experiment X5421. AC 3 [16], **HD** 10 (45hp), **Att** 1 x tentacle (1d6) and special; **THAC0** 11 [+8], **MV** fly 180' (60'), **SV** F10, **ML** 8, **AL** C, **XP** 900

- **Special:** Experiment X5421 has 3 attacks it can unleash. It can only use one per turn.
  - **Soul Piercing Cry:** All creatures within 100' must save versus spells or suffer -4 on their next attack roll.
  - **Lazer Eyes:** Experiment X5421 can make a ranged attack against 3 different targets (1d6).
  - **Vomit Dream Worms:** Experiment X5421 vomits parasitic dream worms out of its three mouths. All creatures within 10' must save versus death or the worms splash on them and imbed themselves into any exposed flesh. The worms are difficult to remove (removing them takes 1d6 hours and deals 2d8 damage). Eventually, the worms will cover the host's entire face.

FUNGALOID

Fungaloids are a species of mushroom that grows on undead flesh. Their alien INT controls their hosts.

Fungaloid. AC 6 [13], **HD** 2* (9 hp), **Att** 2 x claw (1d3 + paralysis), 1 x bite (1d3 + paralysis), **THAC0** 18 [+1], **MV** 90' (30'), **SV** F1, **ML** 9, **AL** C, **XP** 25

- **Natural Camouflage:** +10 to stealth checks while hiding in mushroom patches.
- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures. Immune to mind-affecting or mind-reading spells.
- **Death Throes:** If a Fungaloid's host body is destroyed, it will release budding spores in a 10'x10' cloud. Any living creature must make a save versus death or become infected with Fungaloid spores. Over the course of several days, the character begins to transform. Only the Pilgrimage of Yaldabythos can cure this fungal infection.

DAY	FUNGALOID TRANSFORMATION
1	Save versus poison, or white scaley crust begins to form on the host's fingers and toes. +1d10 HP.
2	Save versus poison, or red spotted toadstools begin to sprout on parts of exposed flesh. +2 AC.
3	Save versus poison or begin to act erratically. The host wants to remain in dark damp areas. Rations no longer have any effect on the host.
4	Save versus poison or -1d8 CON and INT. Large flappy mushrooms sprout all over the body.
5	Save versus poison or death. The corpse rises as a Fungaloid after 1d8 minutes.

GARDENER AUTOMATON

These servants of the Diseased One were people once. They may be rotten corpses of fallen adventurers or alternate versions of the Diseased One he has eradicated from the timeline.

Gardener Automaton: **AC** 6 [13], **HD** 2+2 (11hp), **Att** 1 x garden shears (2d4), **THAC0** 17 [+2], **MV** 120' (40'), **SV** F1, **ML** 11, **AL** N, **XP** 25

- **Immunity**: Unharmed by gas; unaffected by *charm*, *hold*, and *sleep* spells.

GHOUL

Ghouls are undead flesh eaters. They were mortals once, before they succumbed to their desire to eat sweet human flesh. They are most common in the Outer Corpselands where they roam the plain in massive man-eating herds.

Ghoul: AC 6 [13], **HD** 2* (9 hp), **Att** 2 x claw (1d3 + paralysis), 1 x bite (1d3 + paralysis), **THAC0** 18 [+1], **MV** 90' (30'), **SV** F1, **ML** 9, **AL** C, **XP** 25

- **Paralysis:** For 2d4 turns (save versus paralysis). Elves and creatures larger than ogres are unaffected. After paralyzing a target, ghouls will attack others.
- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures. Immune to mind-affecting or mind-reading spells.
- Anyone killed by a ghoul who is not immediately eaten will rise up as a ghoul in 1d3 nights.

GRINT FLEEBO, THE THIRD MAN

This mountain specter tricks travelers into believing he is their best friend. Then he guides them towards their deaths.

Grint Fleebo. AC 0 [19], **HD** 4* (18hp), **Att** 1 x touch (drain life), **THAC0** 18 [+1], **MV** 90' (30'), **SV** F4, **ML** 10, **AL** C, **XP** 75

- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells.
- **Mundane damage immunity:** Only harmed by magic.
- **The Third Man:** Save versus spells or believe Grint Fleebo is your best friend. On a success, see through the illusion and have doubts about Grint Fleebo. If someone can convince a duped character he's not real, the duped character must make a save versus spells with a -4 penalty to detect the ruse.
- **Life-Draining Touch:** Victim permanently loses 1d4 points of CON. If reduced to 0 CON, the victim dies. Someone killed in this way cannot be raised from the dead by any means short of a *wish*.

GRINT FLEEBO, UNLEASHED

A spirit that is part man/part horror that haunts the mountain.

Grint Fleebo Unleashed: AC 5 [14], **HD** 7 (31hp), **Att** 2 x claw (1d8), bite (drain life); **THAC0** 13 [+6], **MV** 120' (40'), **SV** F7, **ML** 9, **AL** C, **XP** 450

- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spell.
- **Mundane Damage Immunity:** Only harmed by magic.
- **Life-Draining Touch:** Victim permanently loses 1d4 points of CON. If reduced to 0 CON, the victim dies. Someone killed in this way cannot be raised from the dead by any means short of a wish.

IMAGO SPRITES

Imago sprites are horrific disembodied eyes with wispy flowing blue hair hanging off them. They are horrific and indescribably threatening. Imago sprites are drawn to magical energy and pass through unwarded mirrors used in magic.

Swarm of Imago Sprites: AC 7 [12], **HD** 4 (18 hp), **Att** 1 x swarm (2 or 4 hp), **THAC0** 18 [+1], **MV** fly 60' (20'), **SV** F4, **ML** 11, **AL** N, **XP** 75

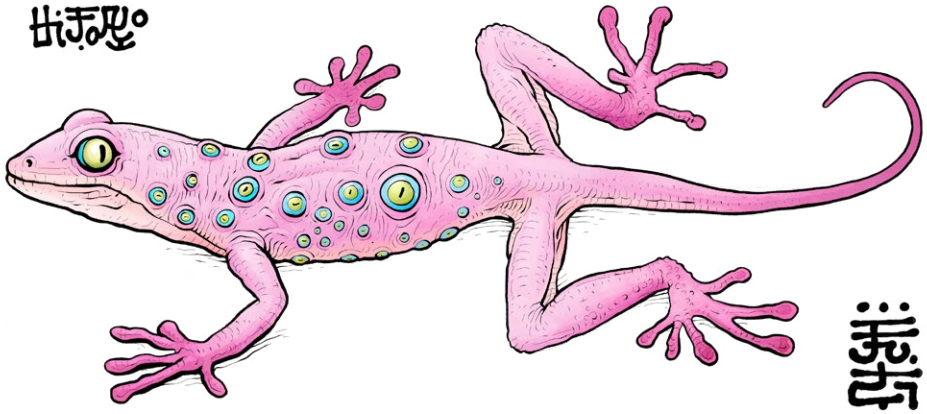
- **Swarm Attack**: Automatically damages characters within swarm area: 2 hp if wearing armor, 4 hp without.
- **Self-Loathing Gaze:** Anyone meeting an imago sprite's gaze must save vs spells or take 1d4 CHA damage as they succumb to self-loathing and imposter syndrome. The character realizes they are garbage and no one will ever love them. Love is worthless anyway.

INQUISITOR OF THE BLEEDING EYE

Inquisitors are agents of the sect of the bleeding eye. They are equipped with high powered rifles.

Inquisitor of the Bleeding Eye: AC 5 [14], **HD** 2+1 (10 hp), **Att** 2 x rifle (1d6 + aim), 1 x sabre (1d6), **THAC0** 18 [+1], **MV** 90' (30'), **SV** F1, **ML** 11, **AL** L, **XP** 19

- **Aim:** Attacks made with the rifle deal an additional 2d6 damage if the Inquisitor sacrifices his movement to aim.



KING FORGOTTEN TO THE AGES

The last king of the Oneiri dynasty. Now sits crucified to a stone, bound by the chains of eternity. He only fights to protect his precious music collection.

King Forgotten to the Ages: AC 6 [13], **HD** 6 (27 hp), **Att** 1 x scimitar (1d8), **THAC0** 15 [+4], **MV** 90' (30'), **SV** F1, **ML** 10, **AL** L, **XP** 275

- **Desperate Times, Desperate Measures:** If the king is reduced to 25% HP, he will throw in his last-ditch effort to protect himself. He will throw a glass flask of high proof alcohol. On the next turn he will throw his lighter into the pool of flammable liquid. Everyone within the 15' radius must save versus death or take 1d6 fire damage. Anything flammable will burn for 5 rounds.

THE LAST LOYAL KNIGHT

An Oneiri warrior who swore an eternal oath to serve his king and will fight to the very end of time to protect his lord's throne.

The Last Loyal Knight: AC 6 [13], **HD** 6 (27 hp), **Att** 1 x scimitar (1d8), **THAC0** 15 [+4], **MV** 90' (30'), **SV** F4, **ML** 10, **AL** L, **XP** 275

- **Unbreakable Loyalty:** Immune to mind-affecting spells or effects like *charm* or *suggestion*. Nothing will make him stop defending his king's throne.

THE LAUGHING SPIDER

The Laughing Spider is the apex predator of the Painted Wastelands. It uses its adorable laughing face to lure foolish creatures to their deaths. It has the babbling, giggling face of a gap-toothed baby, surrounded by eyes, fangs, and skittering legs.

Laughing Spider. AC 3 [16], **HD** 10 (45hp), **Att** 1 x bite (1d8 + poison); **THAC0** 11 [+8], **MV** climb 180' (60'), **SV** F10, **ML** 8, **AL** C, **XP** 900

- **Poison:** Save versus paralysis or become paralyzed for 1d6 turns.
- **Webs:** Webs are shot at a target 100' away. Creatures caught in webs become entangled and unable to move.
- **Constant Giggling:** The constant giggling is so off-putting that players must make a morale check to attack the spider.

LIGHTNING EATER CULTISTS

Desperate and deranged cultists of a retired god, trying to bring them back.

Lightning Eater Cultists. AC 6 [13], **HD** 1 (4hp), **Att** 1d3 x sacrificial dagger (1d3), **THAC0** 19 [0], **MV** 60' (20'), **SV** F1, **ML** 7 (10 if the Lightning Eater Reborn is present), **AL** C, **XP** 10

- **Spells:** Cast *lightning bolt* 1/day.

LOQUACIOUS END, VOID CONTEMPLATIVE

Void Cultists come in many shapes and sizes. Loquacious End is a Contemplative, who spends most of their time meditating on the nature of nothingness. They take a more pacifist approach than the Void Acolytes who want to deliver oblivion at the edge of a katana blade.

Loquacious End, Void Contemplative. AC 5 [14], **HD** 2+1 (10 hp), **Att** 1 x unarmed strike (1d3 + chakra disruption), **THAC0** 18 [+1], **MV** 90' (30'), **SV** F1, **ML** 11, **AL** N, **XP** 19, **NA** 1, **TT** E

- **Chakra Disruption:** Save versus death or 1d3 WIS damage.
- **Spells:** Cast *sleep* 2/day.

MANDRILL LIBRARIAN

These wandering servants of the Lunar Library are constantly on the lookout for overdue books.

Mandrill Librarian. AC 6 [13], **HD** 1 (4 hp), **Att** 1 x staff (1d6), **THAC0** 19 [0], **MV** 120' (40'), **SV** F1, **ML** 6 (8 with leader), **AL** N, **XP** 10

- **Books:** Each mandrill librarian carries 1d12 rare and valuable books on their backs.

MOIST ONE

The eternal rotting servants of the Whale God – the only remaining worshippers of the god who are not fish. They will kneel waiting for his return at his shrine.

Moist One. AC 5 [14], **HD** 1 (4 hp), **Att** 1 x weapon (1d8 or by weapon), **THAC0** 19 [+0], **MV** 60' (20')/swim 90' (30'), **SV** F7, **ML** 8, **AL** C, **XP** 10, **NA** 1d6 (5d8), **TT** G

- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures. Immune to mind-affecting or mind-reading spells.
- **Curse of the Whale God:** Save versus spells or 1d3 CHA damage. Target's face becomes bloated and scaley. They are constantly thirsty for water and their flesh feels cold and clammy. Can only be removed by *remove curse* or the Pilgrimage of Yaldabythos.

MORTICIAN

This creature is more machine now than man. He moves about on his spidery clockwork legs.

The Mortician. AC 3 [16], **HD** 5+1 (23hp), **Att** 1 x scalpel (1d12), **THAC0** 14 [+5], **MV** 60' (20'), **SV** F4, **ML** 12, **AL** C, **XP** 400

- **Damage Immunity:** Only harmed by magic. Takes half damage from mundane attacks.
- **Flense Flesh:** On an attack roll of 20 with the scalpel, the Mortician can slice tendons, dealing 1d3 DEX damage.

NIGHT STRANGLER

A short gremlin with a fat potbelly. It likes to squat on the chests of sleeping figures and strangle the life out of them.

Night Strangler. 5 [14], **HD** 1 (4 hp), **Att** 1 x strangle (1d4) **THAC0** 19 [+0], **MV** 60' (20'), **SV** F7, **ML** 8, **AL** C, **XP** 10

- **Strangle:** Deals 1d4 damage each turn, target cannot cast spells and cannot cry out for help. STR check to break free from the Night Strangler's iron grip.

NURSE AUTOMATON

A beautiful and dutiful servant of the Diseased One. Handcrafted by the sorcerer himself to care for his various experiments.

Nurse Automaton: AC 3 [16], **HD** 4* (18hp), **Att** 1 x scalpel (2d4), **THAC0** 16 [+3], **MV** 120' (40'), **SV** F4, **ML** 7, **AL** C, **XP** 125

- **Mundane Damage Immunity:** Due to its machined innards, it can only be harmed by magical attacks.

THE OLD MAN OF THE MOUNTAIN

A dangerously insane cannibal sorcerer who lives alone up in the mountains. He lures travelers into his house so that he can use their corpses to feed himself and his blue mushrooms.

The Old Man of the Mountain. AC 4 [15], **HD** 4* (18hp), **Att** 1 x magic power (see below), **THAC0** 18 [+1], **MV** fly 90' (30'), **SV** F7, **ML** 10, **AL** C, **XP** 75

- **Magic Powers:** Once per day each:
  - **Dispel magic:** Ends spells of non-instantaneous duration within a 20' cube area.
  - **Sleep:** Save versus spells or fall into a magical slumber. Targets a single creature with 4+1 HD or a total of 2d8 HD of creature of 4 HD or lower.
  - **Invisibility:** The caster is invisible until the subject attacks or casts a spell.

ONEIRI TRIBESPEOPLE

Mysterious wanderers who claim the Painted Wastelands as their home.

Oneiri Tribespeople. AC 6 [13], **HD** 1 (4 hp), **Att** 1 x spear (1d6+1), **THAC0** 19 [0], **MV** 120' (40'), **SV** F1, **ML** 6 (8 with leader), **AL** N, **XP** 10

- **Leader:** Groups are led by an Oneri with 8 hit points. The leader gains +1 bonus to damage rolls. The only way to be a leader is to successfully defeat the previous leader in an honor duel.

PAINTED WASTELAND RAIDERS

Wild raiders hopped up on War-Paste. They mostly want to fight, steal, do drugs, and get laid. Not necessarily in that order.

Painted Wasteland Raiders. AC 6 [13], **HD** 1 (4 hp), **Att** 1 x spear (1d6), **THAC0** 19 [0], **MV** 120' (40'), **SV** F1, **ML** 6 (8 with leader), **AL** N, **XP** 10

- **War-Paste:** Raider must save versus poison. On success they automatically pass morale checks and are immune to fear effects. On a failure, they fly into a berserker rage. They have AC 2[17] and THAC0 16[+3] for 1d6 turns. After the effect wears off, they suffer -1 to all attacks for 1d6 turns.

SENTINEL OF ABRAXUS

An ancient construct built by the Aeon Dwellers. The secrets to its construction are long forgotten and unknowable. It is powered by unspeakable magic.

Sentinel of Abraxus: AC 4 [15], **HD** 14* (33 hp), **Att** 1 x fist (3d8), **THAC0** 9 [+10], **MV** 60' (20'), **SV** D8 W9 P10 B10 S12, **ML** 12, **AL** C, **XP** 2,300

- **Mundane Damage Immunity:** Can only be harmed by magical attacks.
- **Immunity:** Unharmed by gas, unaffected by *charm*, *hold*, and *sleep* spells.
- **Energy Immunity and Weakness:** Unharmed by fire and cold. Takes double damage from electricity.



MORTICIAN

SHADOW ENTITY

Creatures made of pure shadow and night that claim souls in the darkness.

Shadow Entity. AC 7 [12], **HD** 2+2* (11 hp), **Att** 1 x touch (1d4 + strength drain), **THAC0** 17 [+2], **MV** fly 90' (30'), **SV** F1, **ML** 12, **AL** C, **XP** 35

- **Surprise:** On a 1-3 due to stealth.
- **Strength Drain:** Victims lose 1 STR per hit. Recover after 8 turns. If reduced to 0 STR, the victim becomes a Shadow Entity.
- **Mundane Damage Immunity:** Can only be harmed by magical attacks.
- **Spell Immunity:** Unaffected by *charm* and *sleep* spells.

THE SHOPKEEPER

A friendly lich shopkeeper who is mainly interested in making a deal instead of harvesting souls. Only attacks patrons who try to steal from him.

The Shopkeeper. AC 0 [19], **HD** 11**** (49hp), **Att** 1 x touch (1d10 + paralysis), **THAC0** 11 [+8], **MV** 60' (20'), **SV** F7, **ML** 10, **AL** C, **XP** 4,300

- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells.
- **Aura of Fear:** All seeing the shopkeeper must save versus spells or flee for 2d6 turns. Characters above 4th level are immune. The Shopkeeper can turn this effect on and off at will.
- **Mundane Damage Immunity:** Can only be harmed by magical attacks.
- **Energy Immunity:** Unharmed by electrical and cold based attacks.
- **Magic Immunity:** Immune to magic causing polymorph, insanity, or death.
- **Oneiric Spells:** Cast spells as a 14th level Oneiromancer.

SKELETAL SORCERER SERVANT

Skeletal Sorcerer Servant. AC 1 [18], **HD** 1** (9hp), **Att** 1 x weapon (1d6), 1 x lightning bolt (1d10) **THAC0** 18 [+1], **MV** 90' (30'), **SV** F1, **ML** 12, **AL** N, **XP** 30

- **Undead:** Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells.
- **Spell Deflection.** A spellcaster casting a spell of 1st to 3rd level must save versus spells if targeting with an attack spell. On a failure, the Skeletal Sorcerer Servant deflects the spell at a random player character.

SKITTERING RELIQUARY

A brass display case of skulls and bones darting around on spider-like legs. Its scalpels whip back and forth looking for bones to remove.

Skittering Reliquary. AC 3 [16], **HD** 4* (18 hp), **Att** 1 x scalpel (1d6 plus debone), **THAC0** 16 [+3], **MV** 120' (40'), **SV** F4, **ML** 10, **AL** N, **XP** 125

- **Debone:** After a successful melee attack, roll a d20 to determine how well the creature separates flesh from bones.
  - **1-16** **Flesh wound.** No additional effect.
  - **17-19** **Eviscerate.** The scalpels slice deep, dealing 1d6 additional damage.
  - **20** **Deboning.** The scalpel permanently removes a bone. A random bone (Referee's discretion) is quickly surgically removed. Save versus death or suffer a permanent -1 to all attack rolls. Only magic or the Pilgrimage of Yaldabythos can put the bone back successfully.

SKY GHOUL

Floating skeletal heads attached to fine frames. These are powerful psychics and curious entities that float through reality in their mausoleums.

Sky Ghoul. AC 4 [15], **HD** 4* (18hp), **Att** 1 x mental power (see below), **THAC0** 18 [+1], **MV** fly 90' (30'), **SV** F7, **ML** 10, **AL** L, **XP** 75

- **Mind blast:** 3/day. Targets in a 60' cone (20' at the end) must save versus paralysis or be paralyzed for 1 turn.
- **Mind melt:** 3/day. A target within 60' must save versus spells or suffer 1d6+1 damage.
- **Telekinesis:** 3/day. A target within 60' must save versus spells or be thrown 1d10x10' through the air.

SKY JELLY

A giant jellyfish that floats through the air. Its spongey flesh is considered a delicacy among gutter wizards.

Sky Jelly, Giant. AC 9[10], **HD** 4** (18hp), **Att** 1-40 x tentacle (1d10 + poison); **THAC0** 16 [+3], **MV** fly 30' (10'), **SV** D12 W13 P14 S15, **ML** 8, **AL** N, **XP** 175

- **Tentacles:** Each target within 100' of the sky jelly can be attacked with 1d4 tentacles each round.
- **Poison:** Save versus poison or permanently lose 2 points of CON. The effect can only be reversed by magic or the Pilgrimage of Yaldabythos.
- **Killed Victims:** Will be drawn into the body and digested over 3d4 turns.
- **Severing Tentacles:** Any attack that inflicts 1 or more damage severs a tentacle.



SLEEP PARALYSIS HAG

These nasty nightmares wait until their prey is asleep, wallop them with sleep paralysis and rob them.

Sleep Paralysis Hag. AC 6 [13], **HD** 3** (13hp), **Att** 1 x dagger (1d4), **THAC0** 17 [+2], **MV** 90' (30'), **SV** F1, **ML** 10, **AL** C, **XP** 65

- **Sleep Paralysis:** Anyone who is asleep must save versus paralysis or be paralyzed for 3 rounds.
- **Magic resistance:** +2 bonus to all saving throws against magic.

SPECTER OF THE SUICIDE CULT

When their world came crashing down around their ears these Aeon Dwellers felt the only recourse was to end their lives on their own terms. Their eternal souls are trapped continuing the process.

Specter of the Suicide Cult: AC 5 [14], **HD** 2+1 (10 hp), **Att** 1 x self-inflicted wound (1d10), **THAC0** 18 [+1], **MV** 90' (30'), **SV** F1, **ML** 11, **AL** C, **XP** 19

- **Self-Inflicted Wound:** The members of the Suicide Cult only deal damage to themselves. The specter attacks themselves, takes damage, then chooses a target that can see them. Save versus spells or take that much damage.

SORCERER OF THE SWORD

A headless corpse lies in a heap, its rigor mortis hand still gripped around its blade. If anyone touches the sword, the corpse jumps up awkwardly and attacks.

Sorcerer of the Sword: AC 6 [13], **HD** 2* (9 hp), **Att** 1 x magic sword (1d8 + 1d8 vs dream constructs), **THAC0** 18 [+1], **MV** 90' (30'), **SV** F1, **ML** 9, **AL** C, **XP** 25

STINGING SWARM

Buzzing stinging insects that produce raw oneiric honey.

Stinging Swarm. AC 7 [12], **HD** 2 (9hp), **Att** 1 x swarm (2), **THAC0** 18 [+1], **MV** fly 60' (20'), **SV** D14 W15 P16 B17 S18, **ML** 11, **AL** N, **XP** 20

- **Immunity:** Only harmed by fire, extreme cold, *sleep* spells, smoke (drives off) or other attacks as the referee wishes.
- **Swarm Attack:** Automatically damages characters within swarm area: 2 hp if wearing armor, 4 hp without.

STINGRAY

A batlike fish with a flattened body. Its tail stretches out a foot and it is barbed with a venomous stinger. Hence the name.

Stingray: AC 2 [9], **HD** 2 (9hp), **Att** 1 x sting (1d4), **THAC0** 18 [+1], **MV** swim 180' (60'), **SV** F1, **ML** 11, **AL** N, **XP** 20

- **Poison:** Causes death in 1d6 turns (save versus poison).

SWARM OF DISMEMBERED LIMBS

Cast-off zombified limbs. Necromancers can be very choosy when deciding which limbs they use for their undead creations. They flop around in swarms, drawn to each other's mindless necromantic energy.

Swarm of Dismembered Limbs: AC 6 [13], **HD** 1 (4 hp), **Att** 1 x swarm (trip), **THAC0** 19 [+0], **MV** fly 15' (5'), **SV** D14 W15 P16 B17 S18, **ML** 7, **AL** N, **XP** 5, **NA** 1d2 (1d3), **TT** none

- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures. Immune to mind-affecting or mind-reading spells.
- **Trip:** The dismembered limbs are not particularly dangerous. They automatically hit everyone within the swarm area. Save versus death or fall prone, unable to attack until able to stand up again.

TEETH-STEALING NIGHTMARE

These shadowy creatures skitter around the dark spaces of The Outer Dreamlands. Their only method of self-defense is their sleep-ray. While their prey is asleep the nightmare sleep demon steals their teeth and eats them.

Teeth-Stealing Nightmare. AC 7 [12], **HD** 3+1 (15 hp), **Att** 1 x sleep ray (sleep), **THAC0** 17 [+3], **MV** float 120' (40'), **SV** F1, **ML** 10, **AL** C, **XP** 35, **NA** 1d8 (2d8), **TT** A

- **Sleep Ray:** They can blast a target up to 100' away. Anyone hit by the sleep-ray must make a save versus spells or fall into a deep sleep for 1d3 hours. While their prey is asleep the teeth stealing nightmare steals their teeth and eats them.

UNREALITY ELEMENTAL

This elemental is born from raw unreality and chaos magic.

Unreality Elemental. AC 2 [17], **HD** 8* (36hp), **Att** 1 x blow (1d8); **THAC0** 12 [+7], **MV** 360' (120') flying, **SV** D8 W9 P10 S12, **ML** 10, **AL** N, **XP** 1,200.

- **Mundane Damage Immunity:** Can only be harmed by magical attacks.
- **Spell Deflection:** When targeted by a spell, save versus spells—on a success redirect the spell back to target the caster.

VINE-THING SERVITOR

These are hulking creatures made from vines, rock, and magic. The mystery of their construction is known only to the Sky Ghouls.

Vine-Thing Servitors. AC 5 [14], **HD** 4+1 (19hp), **Att** 1 x slam (1d10), **THAC0** 15 [+4], **MV** 90' (30'), **SV** F4, **ML** 10, **AL** N, **XP** 125

- **Attachment:** Can operate alone, but a Sky Ghoul can attach itself to where the vine-thing's neck would be and operate it like a suit of armor. This grants the Sky Ghoul a slam attack, the Vine-Thing's AC, and adds the Vine-Thing's HP to his own.
- **Magic Immunity:** Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).
- **Fire Vulnerability:** Takes double damage from fire.

VOID ACOLYTE

A priest dedicated to the Void cult and wielding a silvery katana. They believe that if they cannot convince someone to worship the Void, the best thing they can do for them is to end their suffering and kill them.

Void Acolyte: AC 6 [13], **HD** 6 (27hp), **Att** 1 x Katana (1d6+2), **THAC0** 14 [+5], **MV** 120' (40'), **SV** F4, **ML** 12, **AL** L, **XP** 275

VOID ENTITY

Void entities like The One Beyond the Veil come from the raggedy edge of reality. They swim through the astral foam of possibility and occasionally travel to this plane to assist the work of sorcerers.

Void Entity. AC 2 [17], **HD** 8* (36 hp), **Att** 1 x lightning bolt (1d8), **THAC0** 12 [+7], **MV** fly 120' (40'), **SV** D8 W9 P10 B10 S12, **ML** 10, **AL** N, **XP** 1,200

- **Mundane Damage Immunity:** Can only be harmed by magical attacks.

THE WRINKLED SORCERER

Wrinkled, wrapped in yellow robes, and surrounded by the heady smell of ectoplasm.

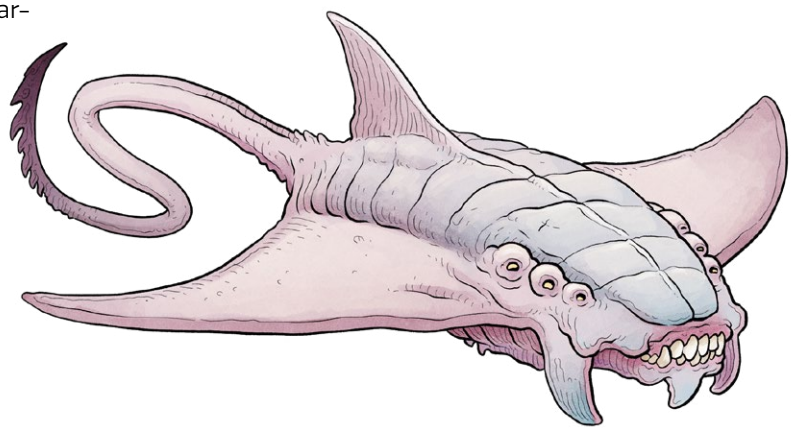
The Wrinkled Sorcerer. AC 4 [15], **HD** 1 (4 hp), **Att** 1 x blue pipe (1d4), **THAC0** 20 [-1], **MV** 60' (20'), **SV** F7, **ML** 10, **AL** C, **XP** 10, **NA** 1, **TT** G

- **Ectoplasmic Cloud:** The Wrinkled Sorcerer takes a big puff of its pipe and unleashes a shotgun blast of psychotropic ectoplasm. Save versus poison or fall into a blissful stupor for 1d7 hours.

ZOMBIE CROCS

Resurrected zombie crocodiles.

Zombie Crocs. AC 5 [14], **HD** 2 (9 hp), **Att** 1 x bite (1d8), **THAC0** 18 [+1], **MV** 90' (30'), swim 90' (30') **SV** F1, **ML** 7, **AL** N, **XP** 20





PART FOUR:
TOMES FILLED WITH UNSPEAKABLE KNOWLEDGE

THE CONSPIRACY AGAINST THE DEAD DREAMER

This is the sacred text of the Void Cult. Copies can be found across the Outer Dreamlands, though most people are wary of reading its pages. Reading the book has a profound impact on its readers.

Necromancers: Must save versus death or die.

L and C characters: Change alignment to N from the ever-pressing weight of oblivion.

Divine casters: Sense the power of the book has over nothing. They may study it (requires 1 week) to gain one experience level and one point of WIS. A character can only benefit once, even if another sacred text is discovered.

MYSTERIES OF THE WORM

This tome of sorcerous secrets was thought to have been burned during the purge of Brun-Zuül! The forbidden knowledge inside the book is a compendium of powerful occult knowledge.

Non-spell casters: Upon reading a single word, **save versus poison** or infected by dream worms. Permanently lose 2 points of CHA per month (death if CHA reaches 0); magical healing is ineffective; natural healing is ten times slower. The disease can only be removed by magic or the Pilgrimage of Yaldabythos.

Spellcasters: Sense that the book is filled with unspeakable and powerful sorcerous knowledge and may study it (requires 1 week). They learn the spell *conjure greater dream worm*, summoning the creature from the depths of the Liminality.

ENCHIRIDION OCCULTA

This book is small, only the size of a person's hand. Its pages are littered with complex diagrams and instructions on the true names of a variety of void entities.

Arcane Spellcasters: Arcane spellcasters sense that the book is filled with arcane secrets mankind was not meant to play with and may study it (requires 1 week). They learn the spell *commune with void entity*.

Divine Spellcasters: Divine spellcasters who try to read the *Enchiridion Occulta* must **save versus spells** or take 3d6 damage. There is some knowledge the gods wish to keep out of the hands of mortals.

ENCYCLOPAEDIA ONEIROS

One authenticated copy exists of this ancient tome and is kept in the Library of the Mandrill Priests on the Dark Side of the Moon. Last spied halfway down the Great Pile in the Grand Chamber of Abraxas. This is a knockoff copy of a copy of a copy passed down by unsavory scribes over the centuries.

Anyone: Any literate character may study it (requires 1 week). Doing so grants them a +1 bonus to attack rolls and damage rolls made against monsters from the Lower Ethereal Hierarchy.

Dream Pox: **Save versus death** or contract Dream Pox. The psychically spread plague has infected this tome. The reader's flesh is covered in disgusting pustules. The disease has a 1-in-4 chance of being deadly (die in 1d6 days). Otherwise, the victim is hideously disfigured by the infection (-1 CHA). Can only be healed by magic or the Pilgrimage of Yaldabythos.

REGNUM CARNIS

A rare, cursed tome with pictures of cannibals butchering human meat and selling it at a market.

Anyone who opens the book and gazes upon the profane etchings must **Save versus spells**, and on a failure begin to crave human flesh. Regular food no longer tastes good. After 1d8 days, **save versus spells**, on a failure become a ghoul. Only the pilgrimage of Yaldabythos can remove this effect.

THE BEGINNER'S GUIDE TO LUCID DREAMING

BY BARTHOLOMEW HARDWICK

This is a useful handbook for accessing lucid dreaming. Reading it grants the reader increased power over the world of dreams.

Any Character: May study the book (it requires 1 week). If they do so, they permanently gain +1 Lucidity.

Arcane Spellcasters: An arcane magic user may study the book (it requires 1 week). If they do so, they may add the 1st level spell *understand dreamtongue* to their spellbook.

UNDERSTAND DREAMTONGUE

Duration: 2 turns
Range: The caster

For the duration of this spell, the caster may read, speak, or decipher any dialect of Dreamtongue for 2 turns/level.

THE ALCHEMY OF DREAMS

Written by Zadra the Bold. This small tome is only the size of a person's palm but filled with razor thin paper. It holds more knowledge than one would expect from such a tiny book.

Arcane Spellcasters: Arcane spellcasters sense that the book is filled with arcane secrets mankind was not meant to play with and may study it (requires 1 week). They learn the spell *conjure unreality elemental*.

Divine Spellcasters: Save versus spells or feel the curse of the Teeming Edge even if they are not in that place currently. Each time the caster casts a spell, save versus spells or feel one of the following effects. Move through this list in order—once each effect has been experienced, their soul is freed from the curse. Only the Pilgrimage of Yaldabythos can remove this curse.

1. **Slumber of Ancients.** The caster must save versus spells or fall asleep for 1d10 years. Can be awoken using nonmagical means.
2. **Forgotten Memories of a Forgotten People.** The caster only speaks Dreamtongue for 1d3 days.
3. **Cosmic Tears in the Rain.** Heavy salty rain falls for 1d3 rounds in a 60-foot radius centered on the caster.
4. **Quantum Bolt**. The caster launches a lightning bolt 60' long and 5' wide. Suffer 2d6 damage, save versus spells for half damage.
5. **Return to Ectoplasm.** Up to 30 cubic feet of ground sublimates into a cloud of ectoplasm. It's worth 1,000 ectos. If a person huffs raw ectoplasm, they gain +1d3+1 INT and CHA for 1d8 hours. However, after the effect wears off, they must make a save versus poison, on a failure they suffer -1d3+1 INT and CHA until they smoke ectoplasm again.
6. **Time Jump.** Everyone within 30' jumps forward 1d10 minutes into the future. The time travelers must save versus spells or spend 1d2 turns unable to do anything except vomit.



LIBRUM ESOTERICA

Written by heretical Mantis Priests hiding in the basements of The City of the Ever-Open Eye. This blasphemous text describes the origins of the sinful Cult of the Bleeding Eye. Anyone in possession of this book would be marked for death by Bleeding Eye Inquisitors.

Anyone: Anyone who reads the book learns that the Cult of the Bleeding Eye began because of an ectoplasmic emanation rising up from a breach in the membrane of reality. It is a manifestation of the sick dreams the cultists inflict upon the world. Armed with this knowledge, they gain the ability to break those anointed by the cult away from their faith.

Blessing of Cursed Clarity. A target touched must save versus spells; on a failure, the psychometric blood dripping from their eyes vanishes and they are no longer affected by their love for the cult. On a success, the target is infected with dream pox. Their flesh is covered in disgusting pustules. The disease has a 1-in-4 chance of being deadly (die in 1d6 days). Otherwise, the victim is hideously disfigured by the infection (-1 CHA). Can only be healed by magic or the Pilgrimage of Yaldabythos.

D12	RANDOM BOOK TITLES		
1	*The Book of Abramalerin the Mage*	7	*The Alchemy of Dreams* by Blareth Blorg
2	*Translation of Dreams* by Herodicus	8	*Rise and Fall of the Aeon Dwellers*
3	*Liber Oneirica*	9	*Empire of Bones* by Horrus Vermillis
4	*Book of Wonders* by Terkitus the Cursed	10	*Airaghardt* by John Liebee
5	*Liber Ivonis*	11	*De Vermis Mysteriis* by Ludvig Prinn
6	*The Translated Fragments of Caillegro*	12	*The Secret of Eyes* by Letichus

RANDOM ENCOUNTER: THE MANDRILL LIBRARIAN

A peaceful-looking baboon (it's not a baboon; it's a mandrill) approaches the party and politely introduces himself. He is a representative of the Lunar Library located on the far side of the moon, and the book the party possesses is overdue and must be returned.

This encounter can take place anywhere and anytime, as long as the players have in their possession one of the **Tomes Filled with Unspeakable Knowledge** listed in this book.

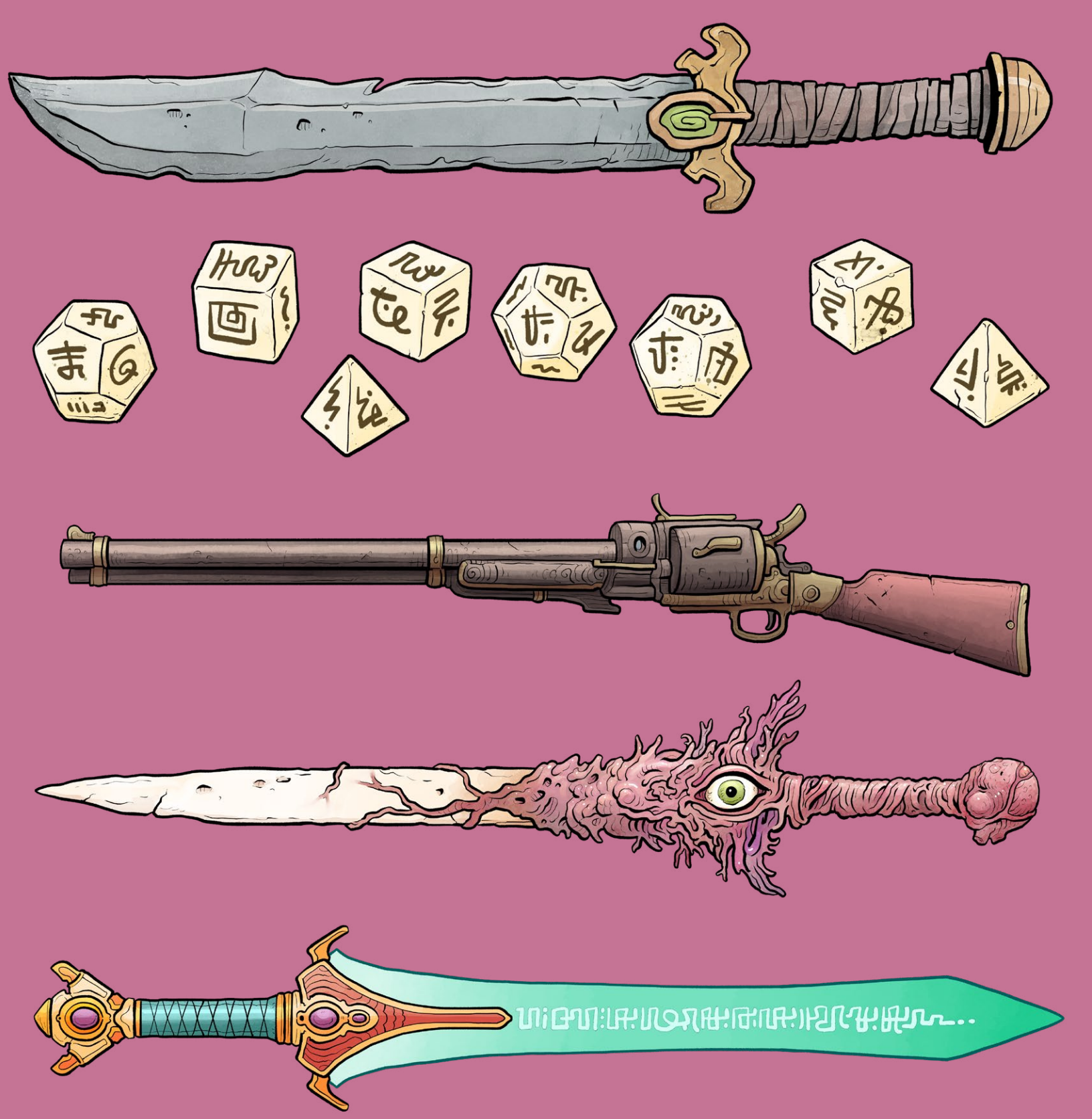
The mandrill librarian is friendly, introduces himself as **Chief Librarian Ianeliu Acuminata**. He speaks whatever language the players speak (he has taught himself every language ever spoken). He must collect the book the players have in their possession, and they must pay the overdue late fee.

Mandrill Librarian. AC 6 [13], HD 1 (4 hp), Att 1 x staff (1d6), THAC0 19 [0], MV 120' (40'), SV F1, ML 6 (8 with leader), AL N, XP 10

Treasure: The Mandrill Librarian carries 1d12 books with them. Each one has a 1-in-20 chance of being a **Tome Filled with Unspeakable Knowledge**. Each one is worth 100 ectos. If Ianeliu is attacked, the Lunar Library will send forth 1d10+2 librarians to kill the players and return the stolen books.



D12	LATE FEES
1	**12 years.** 240 ectos or pinky toe must be cut off and handed over as payment. -5' movement.
2	**136 years.** 2,720 ectos or permanently lose the memory of your mother's face. -20 XP.
3	**278 years.** 5,560 ectos or permanently lose 5 lbs of muscle. -1 STR.
4	**391 years**. 7,820 ectos or permanently become illiterate.
5	**452 years.** 9,040 ectos or permanently lose your name. Everyone, including yourself, forget your name.
6	**453 years.** 9,060 ectos or receive the **Brand of the Forsaken Borrower**. No one, including the library will allow you to borrow a book.
7	**521 years.** 10,420 ectos or 2 fingers on your main hand. -1 DEX.
8	**699 years.** 13,980 ectos or one leg is replaced with a noodly tentacle. -10' movement.
9	**832 years.** 16,640 ectos or a spider lays eggs in your ear every night.
10	**934 years**. 18,680 ectos or smell more delicious to wandering monsters. Random encounters now increase to 2-in-6 odds as long as you're in the party.
11	
12	**1,000 years.** 20,000 ectos or lose 20 years off your life expectancy. You will now die 20 years earlier than you should have.



PART FIVE:
MAGIC ITEMS

HAND OF ST. FLORENTINE, THE DISMAYED.

This shimmering gauntlet is inlaid with the finger bones of a saint. It is a sacred relic of a long-forgotten faith. There is a small wax seal and label identifying the object.

* **On a successful hit:** Deals an additional 2d6 damage against undead. Any undead with less HD than the wielder must **save versus death**, or they are instantly obliterated.

TOE RING OF NARGALHAPTRA.

Made from Damascus steel but too small to fit on human-sized fingers.

* Allows the wearer to cast *detect magic* 1/day.

OBSIDIAN MIRROR OF ALDUAAN RUATHA.

This polished flat piece of obsidian is set into a silver frame and handle. The mystic runes set into the frame are worn smooth with age and unreadable. The mirror emanates powerful magic.

* If you use the mirror while casting spells that affect enemies, they suffer a -2 penalty to Saving Throws.

  The mirror is unwarded, however, and is a doorway to the outer reaches of the Liminality. If the Obsidian Mirror is used the user must make a **save versus spells** or a swarm of **imago sprites** come pouring out and attack the caster and their friends.

HAZMAT SUIT

A plump, sealed suit that helps its wearer avoid contact with dangerous biological waste and toxic chemicals. It's also very stylish.

* Grants +10 to **save versus** poison from poisonous gas, toxic sludge, or other adverse materials.
* Holds enough air to survive 4 hours in an oxygen free environment like a vacuum or underwater.
* Treated as leather armor.

PETRIFIED GECKO

This tiny grey lizard is dead. Its tiny corpse is as stiff as a board now. Speaking the correct command word and casting the lizard on the ground causes it to transform into a much larger animated zombie gecko which obeys the character's commands.

Zombie Lizard: AC 5 [14], **HD** 3+1 (14hp), **Att** 1 x bite (1d8), **THAC0** 16 [+3], **MV** 120' (40'), **SV** F1, **ML** 7, **AL** N, **XP** 50

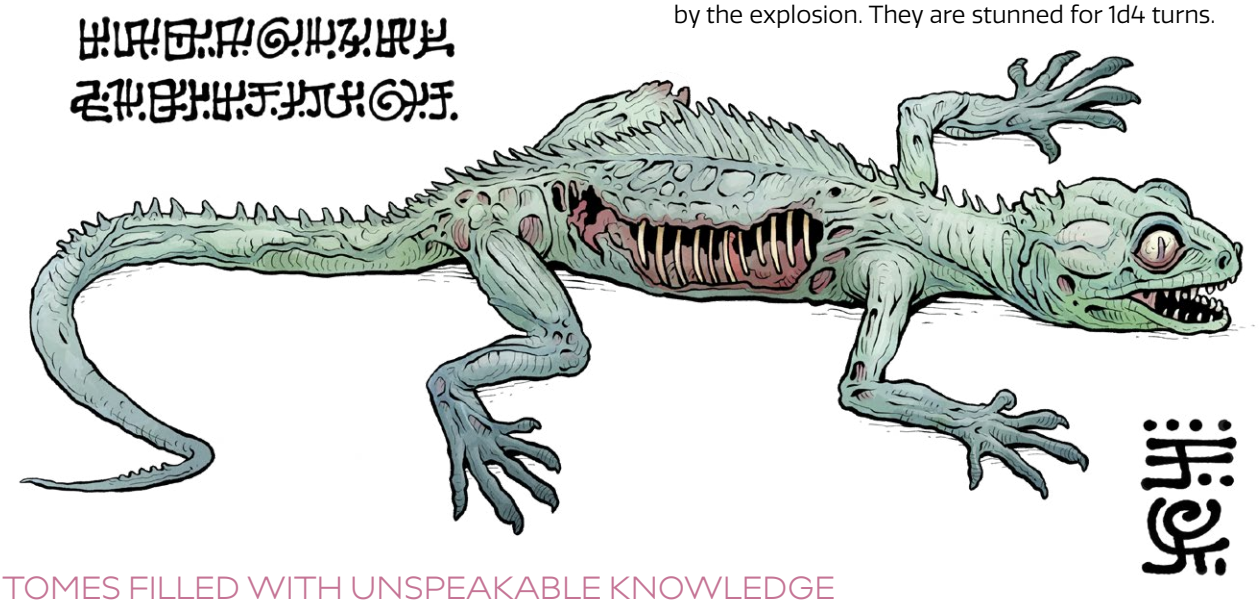
* **Cling:** Climb sheer walls, trees, etc.
* **Undead:** Immune to effects that affect living creatures (e.g. poison). Immune to mine-affecting or mind-reading spells (e.g. charm, hold, sleep).

* **Shrinking back to tiny:** Repeating the command word returns the zombie lizard into its tiny, petrified gecko form.
* If the zombie lizard is slain or the petrified gecko is destroyed: the magic is lost irrevocably.

TABLET SCROLL OF THE AEON DWELLERS

Clay tablets with Aeon Dweller hieroglyphs carved into it.

* If they are thrown, they explode. Everyone within a 10' radius must **save versus spells** or take 1d6 damage.
* On a critical failure, the target is deafened and blinded by the explosion. They are stunned for 1d4 turns.



THE DECK OF STRANGE THINGS

Also known as the Major Arcana of Lamblichus. These divination cards are popular in the Lower Ethereal Hierarchy. Most of them are pale imitations of the fancy decks used by noble strategy game players from the Upper Ethereal Hierarchy. The crazed artist Lamblichus crafted several enchanted cards, this book shares only a few that are popular in the Painted Wastelands. Gutter wizards and strung out warlocks have crafted their own imitation cards.

The greatest prophets and seers of Fraternal Order of Gutter Wizards theorize that if anyone could collect all of the cards, they could conduct a ritual to summon Lamblichus's spirit from the grave and receive his rarest, most collectible, holographic card: The God King.

Cards in the Deck: The Major Arcana of Lamblichus found in the Painted Wastelands only has 22 tournament legal cards in the main deck and a sideboard of 15 alternate cards. However, the cards are spread across the entire Lower Ethereal Hierarchy. They are found in private collections of the rich and powerful and pinned to bike spokes.

Using the Deck of Strange Things: When a character finds one of the Major Arcana of Lamblichus, the referee gives them a random card from the Deck of Strange Things. To use the card, a character performs a ritual with the card, focusing their will upon it. The effect of the card is unleashed, and the card vanishes into the aether. It reappears somewhere else in the Lower Ethereal Hierarchy.

Alternate Use: Alternatively, the referee can use the deck of strange things in the usual fashion. A player may elect to draw once from a deck of 22 cards. They are affected by the magical effects of the card.

Multiple Use: A character may use the Deck of Strange Things multiple times.



THE SEERESS

A tattooed woman wears a crown tipped with an unblinking eye. When this card is used in a ritual lasting 7 turns, the character and the rest of their party can return to a specific moment in time within the past 1d8 days.

They lose all possessions they obtained during that time but keep all XP and memories. They have just taken the place of their alternate selves in a very similar alternate universe. The game continues as normal.

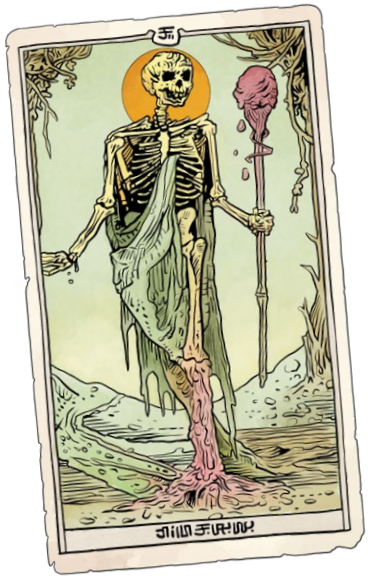
UNDEATH

The chaos god of undeath rises from the murk wielding his staff of decay. When this card is used in a ritual lasting 7 turns, the character transforms into an immortal lich.

The character is Undead now. They do not breathe and do not need to eat or drink. They are immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

1/day the character can unleash an aura of fear, all living creatures that see the character must **save versus spells** or flee for 2d6 turns. Creatures with higher HD than the character's level are immune.

Gain an unarmed attack. Creatures touched must **save versus paralysis** or they are paralyzed for 6 turns.



THE STARBORN



A tentacled skull flaps its wings on an alien world surrounded by elder things and star spawn. When this card is used in a ritual lasting 7 turns, the character spends 1d8 weeks on an alien planet undergoing frightening and complex surgeries. After this time is over, the character returns to the exact moment in time and location in space where they were before they teleported away. The character now has an additional alien organ. They can feel it moving around suspiciously.

The character gains the ability to fly 90' (30').

The character gains +2 save versus death.

1/day the character can unleash a disintegration ray. 1 creature within 100' must Save versus spells or die. The character must make a save versus death, on a failure the organ bursts out, transforms into a winged, tentacled, creature and flies away into space. The character dies.



THE SNAIL

A snail climbs up an axe handle. When this card is used in a ritual lasting 7 turns, the character transforms over the course of several days.

First, the character excretes a thin, sticky film that covers their body. They cannot be disarmed, and they can climb sheer surfaces with an 80% success rate.

1d3 days later, the character's eyes extend from their sockets on 12" long eye stocks. The character can no longer be surprised (360-degree vision), peak around corners, and has infravision 60'.

1d3 days later, the character's bones become soft and jelly like. The character can squeeze through spaces 1" in diameter. They gain +1HD.

1d3 days later, the character grows a large shell, it gets larger by the hour until finally it bursts out of any clothes or armor restraining it. The character is treated as always wearing chainmail. A character could wear other armor or plate mail, but it does not stack with their AC. The character's AC is whichever is highest.

1d3 days later, the character's legs are replaced with a pseudopod. Their speed is reduced to 30' (10').

THE VISITOR



A flying saucer hangs over the desert among a field of golden stars. When this card is used in a ritual lasting 7 turns, the character receives a great boon, and an enemy. The character receives a ray gun, a technologically advanced alien device developed by the Sky Ghouls.

Ray Gun: The +2 gun deals 1d8 damage and can shoot a target 200' away. It deals another 1d8 damage against constructs like golems or objects like doors. It has 10 charges, and may be recharged by sacrificing 5 ectos into the chamber (2 shots per ecto).

Sky Ghouls: A group of Sky Ghouls wants the gun back. The magic of the card stole it from them. Every day there's a 1-in-6 chance that a Sky Ghoul force consisting of 1d4 **Sky Ghouls** and 1d4 **Vine-Thing Servitors** attacks the character trying to retrieve the ray gun. They will not rest until they get it back.



THE CYCLOPS

A blue, meditating man with a giant eyeball for a head. When this card is used in a ritual lasting 7 turns, the character gains X-Ray vision.

The character can see into and through solid matter up to 30'. Solid objects appear transparent. This effect does not work on lead.

The character's skin is also transparent, exposing their musculature and skeleton.



THE PRINCE

A crowned prince riding on a giant frog. When this card is used in a ritual lasting 7 turns, the character gains a cursed frog.

The magical frog stays close to the character, returns if the character tries to get rid of it or kill it. The only way to get rid of it is by completing the Pilgrimage of Yaldabythos.

If the character is cursed by this frog, they must end every sentence with a croaking ribbit.

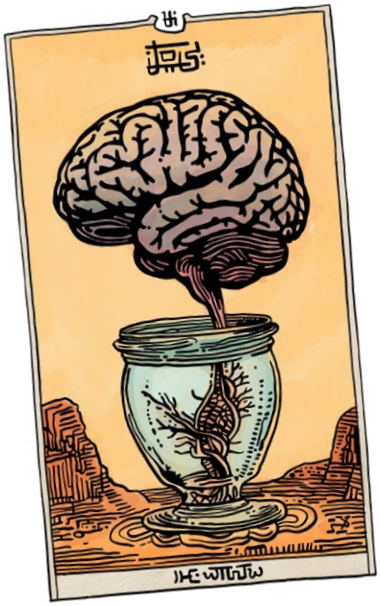
The character gains the ability to leap 30' in a single bound.

The character cannot move silently or sneak around because the cursed frog croaks loudly as it hops around. It will not allow characters to catch it, constantly leaping out of their grasp. A successful DEX check made at a -10 is needed to catch the frog with hands.



THE PENITENT

A crab praises the sun's cyclopean bleeding eye. When this card is used in a ritual lasting 7 turns, the character consults with an ancient and forgotten ur-deity of occult knowledge that lies rotting at the edge of unreality. Its ancient consciousness is bleeding away bit by bit, but it is still able to respond to requests. The player may ask for the answers to three questions or problems. Two answers are truthful and thorough, but one is completely wrong and mistaken. Even an ancient god with unfathomable knowledge can be an unreliable narrator.



THE MIND

A brain grows out of a glass jar. Its brainstem is a tree trunk. Its nervous system is the tree's roots. When this card is used in a ritual lasting 7 turns, the character is cursed with glorious knowledge.

The character knows everything in the world. They now have an INT of 25. Accessing this information is difficult, their brain is overwhelmed by data and information. The character must make a CON check, on a success they can answer any question or speak any language. On a failure, they can only clutch their head in pain and scream about how there is too much information trapped inside it.

THE SOUL MATES



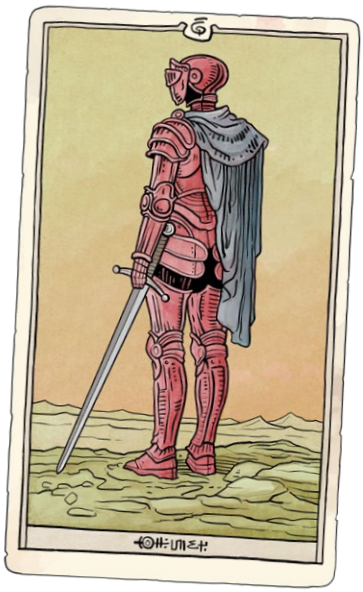
A butterfly and a scorpion dance through the lavender sand of the Painted Wastelands. When this card is used in a ritual lasting 7 turns, the character can bond forever with another creature. Until one of these creatures die, they can share mental messages with one another using ESP. They can mentally detect the mood of their soul mate or identify if they are hungry or tired. They know the direction and distance of the other creature. They can detect if their mate is in danger, poisoned, sickened, or injured. Finally, if one of them dies, the other will die as well.



THE DREAMING SUN

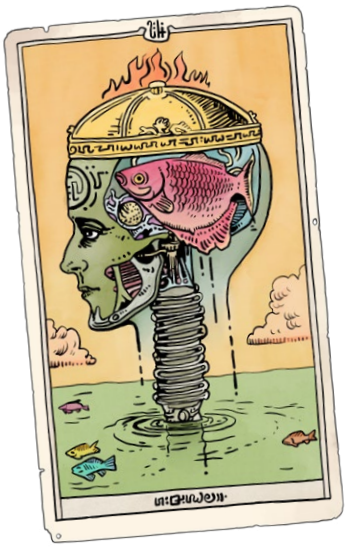
A beautiful sun with the face of a maiden. Light streaks forth into space. When this card is used in a ritual lasting 7 turns, it's magic is unleashed. The caster is blinded for a moment as a new sun erupts in the sky. No matter where they are or how hard they try, they cannot escape the light of this sun. It always hangs in the sky. Even during the night. It seems to penetrate physical barriers like walls and ceilings. The character is the only onew ho can see the sun. They gain the ability to see in the dark as well as they can during the day. They also have difficulty sleeping and begin to feeel intense paranoia. What does this sun mean? Why can't anyone else see it? What does this being want?

THE DUSK KNIGHT



A warrior clad in crimson armor holding a sword. When this card is used in a ritual lasting 7 turns, the character transforms into one of the fabled dusk knights.

The character changes their class and becomes a fighter of the same level. Their armor or clothing is replaced with the crimson armor typical of the Dusk Knights of the far away Lands of Dust. Their weapon or a similar object becomes a longsword. If the weapon is a magical weapon, it retains all of its traits. The armor can never be removed. The dusk knight must kill a creature every 24 hours or fall to the blood lust. If they haven't killed during that time period, **save versus spells**; on a failure they will attack any nearby creatures for 2d4 turns or until restrained or killed.



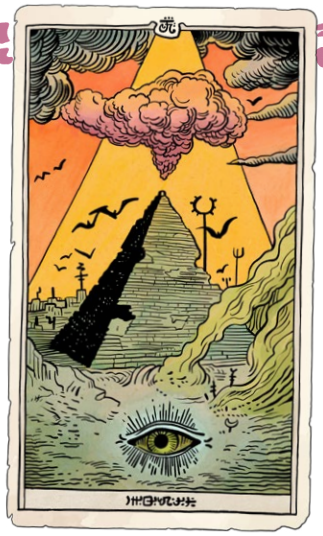
THE FISH

A fish lies within the skull of a person. When this card is used in a ritual lasting 7 turns, the character's brain is replaced with a fish. Their personality completely changes to be more fishlike. The character seems thirsty all the time. They gain the ability to speak to all sea life and the **Moist Ones**. The character gains the ability to swim and breathe underwater like a fish. The character begins to worship the Whale God instead of whatever other deities they prayed to previously. The fish can access the previous memories of its host, but sometimes it gets things wrong. When the character dies they will rise 1d6+1 days later as a **Moist One**.

THE ZIGGURAT

A pyramid rises up out of the mist and reaches into a sky filled with angry clouds. The character is immediately transported and imprisoned beneath the Violet Ruins (**Area 0307**). The character is stripped of all equipment and spells.

The character finds themselves locked inside a a prison cell filled with skeletons of other unfortunate souls who activated this card.

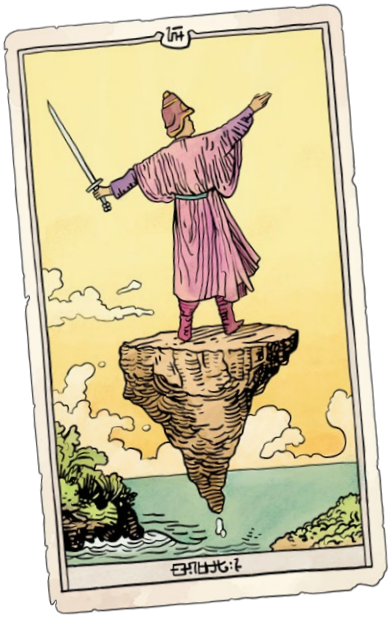




THE HOSTAGE

A woman reclines on an island while gazing at a golden puzzle cube in the sky. When this card is used in a ritual lasting 7 turns, the user gains a golden puzzle cube. This finely jeweled object has sliding pieces that make satisfying clicks when manipulated.

The user makes an INT check; on a success the prisoner trapped inside the cube is released. Her name is Oreina Narada a 5th level Oneiromancer who was trapped inside the cube for 100 years. If the cube is empty, it can be thrown at a target. **Save versus spells**, on a failure the creature is trapped in the cube. The cube then disappears to the same neverspace in Liminality until The Hostage card is drawn again.



THE ONEIROMANCER

A sorcerer stands upon a floatng island and gestures towards the Hundred Year Ocean. When this card is used in a ritual lasting 7 turns, the user becomes an Oneiromancer.

The user loses all class levels and replaces them with Oneiromancer levels. The user is treated as though they had prepared their spells as usual for the day. Wondrous tattoos appear across the user's body. If the character does not wish to transform into an Oneiromancer, save versus spells to avoid this effect.



THE TREE OF LIFE

A purple tree is filled with stars and eyes instead of leaves. When this card is used in a ritual lasting 7 turns, the user becomes immortal.

The user cannot die, but that doesn't mean they cannot be hurt or injured. The character takes damage as usual. Once they reach 0 hp, they begin to take CON damage. All of this damage heals normally. If a character's abilities drop below 0 they slip into a coma until they have healed properly. If the character's head is removed, they lost control of their body but retain their consiousness. They can still speak until all their flesh rots away, leaving only a painted skull for the rest of eternity.



THE MAZE

A man stares across the abyss of an endless maze. When this card is used in a ritual lasting 7 turns, the user gains the ability to step freely through the thick and thin spaces of the Lower Ethereal Hierarchy. 1/day the user can cast teleport on themselves as long as they travel within the Lower Ethereal Hieararchy. The caster does not need to know the location. The caster still suffers the risks involved when teleporting to a location they do not have exact knowledge about. This ability can be used seven times before it is lost forever.



THE FIEND

A skull wreathed in flames crawls across a blasted wasteland. When this card is used in a ritual lasting 7 turns, a demon appears to the user. It has spindly legs, a long neck and a skull wrapped in flames.

The demon will grant 1d4 wishes, which must be used within 1 turn per wish received. The demon will also find an ironic and terrible way to make the user regret their choice. For example, if the character wishes for 1,000,000 ectos, the demon will grant them, but they were stolen from the Sect of the Bleeding Eye and a pack of Inquisitors are hunting the character down to retreive the money.



THE TOWER

A wizard's tower surrounded by stars and planets. When this card is used in a ritual lasting 7 turns, a purple mist fills the area and coalesces into a wizard's tower. Any trees, buildings, or other structures are shoved out of the way as the tower takes their place.

The tower is 7 stories tall and furnished with 6 bedrooms, a library of hand drawn comic books, and enough food to feed 8 adults for a week. This tower is permanent and can be used as a base of operations.



THE FANG

A tooth filled with grinning teeth and topped by a crown. When this card is used in a ritual lasting 7 turns, the user develops a craving for teeth.

Everytime the user eats a creature's teeth they gain 1 XP per tooth. The average creature has 1d20 edible teeth. It takes 1d3 turns to harvest a creature's teeth for consumption.

THE MUTANT

A skeleton with a hideous fish head marches forward. When this card is used in a ritual lasting 7 turns, the user develops hideous mutations. Roll on the table Strange Gifts 1d6 times.

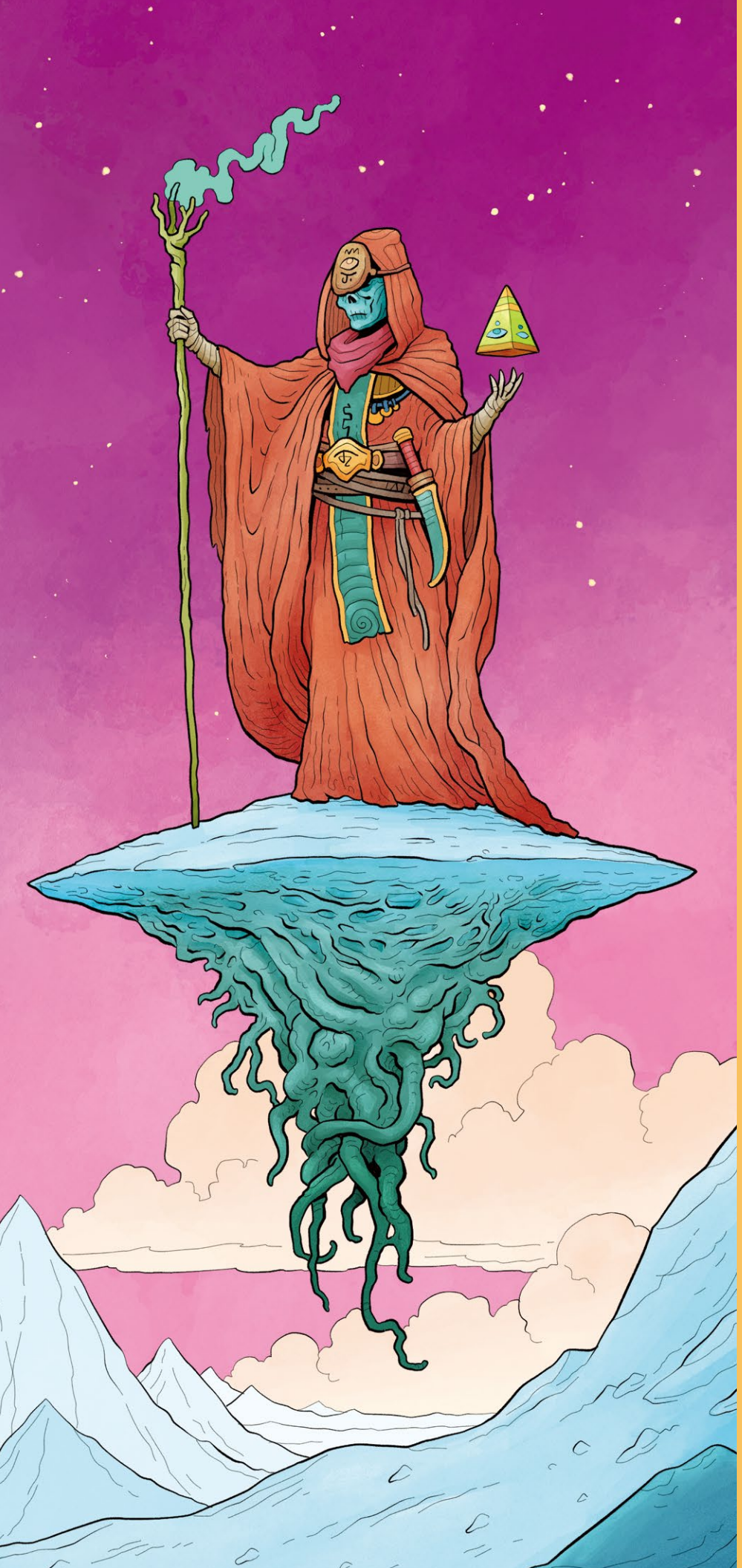


D100	STRANGE GIFTS
1-3	**Twisted Face.** The Character takes on a cruel and evil demonic face. Twisted horns jut from their forehead and their teeth become jagged fangs.
4-6	**Toxic Fangs.** The character grows needle-like fangs that drip with toxic venom. The character gains a poisonous bite attack (1 damage plus save versus death or 1d4 damage).
7-9	**Venom Glands.** Bulbous venom glands hang on the Character's throat. The character can spit poisonous slime up to 10 yards (save versus death or 1d4 damage).
10-12	**Goat Horns.** 1d5 curved goat horns sprout from the Character's head. Gain a natural attack that deals 1d6 damage.
13-15	**Thick Scales.** The Character's flesh is covered in thick scales. +1 AC bonus.
16-18	**Brand of Chaos.** The hexagram star of chaos is branded into the forehead of the Character. L creatures take an extra 1d4 damage from the Character's attacks.
19-21	**Thick Tentacle.** One of the appendages of the Character is replaced with a thick tentacle. Roll 1d4: **1** left arm, **2** right arm, **3** left leg, **4** right leg.
22-24	**Opposable Tail.** A long opposable tail grows from the Character's behind. It can grasp objects. The Character can hang from this tail.
25-27	**Barbed Tail.** The Character grows a tail tipped by a poisonous barb and can attack with it (1 damage plus save versus death or 1d4 damage).
28-30	**Additional Eye.** The Character grows an extra eye.
31-33	**Albino.** The Character is weakened and pale. Their skin turns white and their eyes glow red. -1 Stamina.
34-36	**Atrophied.** The character's limb shrivels and becomes weakened. Roll 1d4: **1** left arm, **2** right arm, **3** left leg, **4** right leg.
37-39	**Beaked.** The character has a beak that replaced their nose and mouth. The character gains a peck attack (1d6).
40-42	**Hooked Claws.** The character's fingernails grow into long, sharp talons. The character gains a claw attack (1d6).
43-45	**Morningstar Fist.** One of the characters hands mutates into a thick Morningstar with boney spikes jutting out. The character gains a slam attack (1d6+1) but suffers -1 DEX.
46-48	**Knife Hand.** One of the character's hands mutates into a knife. The character gains a stab attack (1d4) but suffers -1 DEX.
49-51	**Crab Claw.** The character's hand ends in a giant crab claw.



D100	STRANGE GIFTS
52-54	**Carrion Eater.** The character's face twists into the hooked beak of a leering vulture. Gain a peck attack (1d6) and the ability to eat rotten flesh.
55-57	**The Face of Undeath.** Skin and flesh melt away to just a skull. Roll a d6, on a 4+ the character's eyes are replaced with burning flames. These new eyes grant infravision.
58-60	**Extra Arm.** Another arm pops out of the character's torso.
61-63	**Glop Blood.** The character's blood is replaced by disgusting glop. When the character is cut, foul smelling black goo oozes from the wound. When the character dies, the black goo inside their veins coagulates into a slime monster and attacks.
64-66	**Molten Blood.** The character's blood is replaced by bright hot glowing iron. Blood droplets burn and melt whatever they touch. Anyone who successfully damages the character must make a save versus death or take 1 damage.
67-69	**Spined Tonge.** The character's tongue grows to be 1d12+1 inches longer. It is covered in sharp horns that deal 1 damage when the character licks someone.
70-72	**Belly Mouth.** The character develops a large grinning mouth on their belly. Its jagged fangs are dripping with drool. Gain a bite attack (1d6).
73-75	**Larger.** The character grows 3 feet larger. Gain +1 STR and -1 AC.
76-78	**Smaller.** The character shrinks by 3 feet. Subtract -1 from Strength and add +1 to DEX.
79-81	**Lightning Eyes.** 1/day the character launches a single bolt of electricity from their eyes that does 2d6 damage to a single target. Save versus spells for half-damage.
82-84	**Toxic Halitosis.**1/day the character can unleash a cloud of toxic breath that stuns and blinds a target for 1d6 rounds. This can be a belch, a fart, or just rotten stench.
85-87	**Extra Lungs.** The character grows a third lung that allows them to hold their breath much longer than normal. Normally, a character can hold their breath for as many rounds as their CON score. The character adds half their CON to that number to determine how many rounds they can hold their breath.
88-90	**Alluring Pheromones**. The character excretes pheromones that other creatures find attractive. The character gains +1 CHA.
91-93	**Psychic Strike.** The character wields a splinter of the mind's eye that deals CHA damage rather than physical damage (save versus spells or take 1d4 CHA damage). A character reduced to a CHA of 0 or below lapses into a comatose state.
94-96	**Command Chaos.** 1/day C creatures within 30' must make a DC 15 Will save or become charmed. They follow simple commands given to them by the character. Dangerous or suicidal commands allow for a second Will save to resist.
97-98	Roll twice on this table. Apply all effects.
99-00	Roll thrice on this table. Apply all effects.





PART SIX: CHARACTER CLASSES

CAT

Cats are complex creatures, well known for their aloof nature. They are travelers who can journey between planes of reality with a single jump.

REQUISITE:	MINIMUM DEX 9
PRIME REQUISITE:	DEX
HIT DICE:	1D4
MAXIMUM LEVEL:	8
ARMOR:	LEATHER, NO SHIELDS
WEAPONS:	NATURAL ATTACKS
LANGUAGES:	MEOWSPEAK, COMMON



CAT SKILLS

Cats can use the following skills with the chance of success shown on the table.

Climb sheer surfaces (CS): A roll is required for each 100' to be climbed. If the roll fails, the cat falls at the halfway point, suffering falling damage.

Falling (FA): When able to tumble, cats suffer no damage from the first 10' of any fall. Damage due to falling from a greater height is reduced by the listed percentage (rounding fractions down).

Hide in shadows (HS): The cat must be motionless—attacking or moving while hiding is not possible.

Move silently (MS): A cat may attempt to sneak past enemies unnoticed.

CAT SKILL	CHANCE OF SUCCESS			
LEVEL	CS	FA	HS	MS
1	88%	25%	15%	25%
2	89%	33%	20%	30%
3	90%	33%	25%	35%
4	91%	33%	30%	40%
5	92%	50%	33%	43%
6	93%	50%	36%	46%
7	94%	50%	40%	50%
8	95%	75%	46%	53%

TRAVELER

Cats begin play with +1 Lucidity. At 5th level, a cat can travel to a different planet, solar system, or plane of reality simply by jumping really high.

PET HUMAN

Cats can adopt a normal human as a pet for free (they need only be cute and adorable to attract humans). These normal humans can gain XP and select a character class. Their main job is to carry the cat's possessions that are too heavy, offer scratches when desired, and otherwise adore the cat.

The cat can allocate some of its XP to its pet human, and the pet human can gain levels. If the human dies, the cat will have to adopt another human, which can take up to a week.

Normal Human: AC 9[10], **HD** 1/2 (2hp), **Att** 1 x weapon (by weapon), **THAC0** 20 [-1], **MV** 120' (40'), **SV** D14, W15, P16, B17, S18, **ML** 6, **AL** L

COMBAT

Cats can use specially crafted leather armor. They cannot use any weapon, but they can make 2 claw attacks that deal 1d4 damage.

DEFENSIVE BONUS

Due to their tiny size, cats gain a +2 bonus to Armor Class when attacked by large opponents (greater than human sized).

INFRAVISION

Cats have infravision to 90'.

LISTENING AT DOORS

Cats have 2-in-6 chance of hearing noises.

AFTER REACHING 8TH LEVEL

A Cat has the option of creating a community that will attract other cats from across the Lower and Upper Ethereal Hierarchy. Cats are generally solitary but can be selectively social if there are sufficient food resources to support them.

A cat ruler may hire mercenaries, specialists, and retainers of any race.

CAT LEVEL PROGRESSION			
LEVEL	XP	HD	THACO
1	0	1d4	19 [0]
2	2,000	2d4	19 [0]
3	4,000	3d4	19 [0]
4	8,000	4d4	17 [+2]
5	16,000	5d4	17 [+2]
6	32,000	6d4	17 [+2]
7	64,000	7d4	14 [+5]
8	120,000	8d4	14 [+5]

SAVING THROWS				
D	W	P	B	S
8	9	10	13	12
8	9	10	13	12
8	9	10	13	12
6	7	8	10	10
6	7	8	10	10
6	7	8	10	10
4	5	6	7	7
4	5	6	7	7

D: Death/Poison; W: Wands; P: Paralysis/Petrify; B: Breath attacks; S: Spells/rods/staves



ONEIRO MANCER

Oneiromancers study the ectoplasmic quantum foam underwriting all things and commune with the entities of dreams. Through their direct manipulation of unreality, they have learned to cast spells.

REQUISITE:	MINIMUM WIS 9
PRIME REQUISITE:	INT
HIT DICE:	1D4
MAXIMUM LEVEL:	14
ARMOR:	NONE
WEAPONS:	DAGGER, STAFF (OPTIONAL)
LANGUAGES:	ALIGNMENT, COMMON

ARCANE MAGIC

See **Magic** in **Old School Essentials** for full details on arcane magic.

Magical research: An oneiromancer of any level may spend time and money on magical research. This allows them to add new spells to their spell book and to research other magical effects. When an oneiromancer reaches 3rd level, they are able to scribe magical tattoos. When an oneiromancer reaches 9th level, they are also able to create magic items. Researched spells, effects, and magic items must be within the scope of the oneiromancer class, as judged by the referee.

Spell casting: Oneiromancers carry spell books containing the formulae for arcane spells. The level progression table shows both the number of spells in the oneiromancer's spell book and the number they may memorize, determined by the character's experience level. Thus, a 1st level oneiromancer has one spell in their spell book, selected by the referee (who may allow the player to choose).

Using magic items: As spell casters, oneiromancers can use magic scrolls of spells on their spell list. They can also use items that may only be used by arcane spell casters (e.g. magic wands).

Aura: The Oneiromancer can only have one aura spell active at one time. These spells usually last for 24 hours and their duration ends once the terms have been met.

COMBAT

Oneiromancers can only use daggers and are unable to use shields or wear any kind of armor. Optionally, oneiromancers may wield a staff in combat.

TRAVELER

Oneiromancers begin play with +1 Lucidity. At 1st level, Oneiromancers have a +5 bonus to understand Dream-tongue. At 6th level they have a +10 bonus to understand Dreamtongue.

AFTER REACHING 11TH LEVEL

An oneiromancer may build a great tower or dream palace. 1d6 level 1-3 apprentices arrive to study under the oneiromancer.

SPELLS

LEVEL	1	2	3	4	5	6
1	1	–	–	–	–	–
2	2	–	–	–	–	–
3	2	1	–	–	–	–
4	2	2	–	–	–	–
5	2	2	1	–	–	–
6	2	2	2	–	–	–
7	3	2	2	1	–	–
8	3	3	2	2	–	–
9	3	3	3	2	1	–
10	3	3	3	3	2	–
11	4	3	3	3	2	1
12	4	4	3	3	3	2
13	4	4	4	3	3	3
14	4	4	4	4	3	3

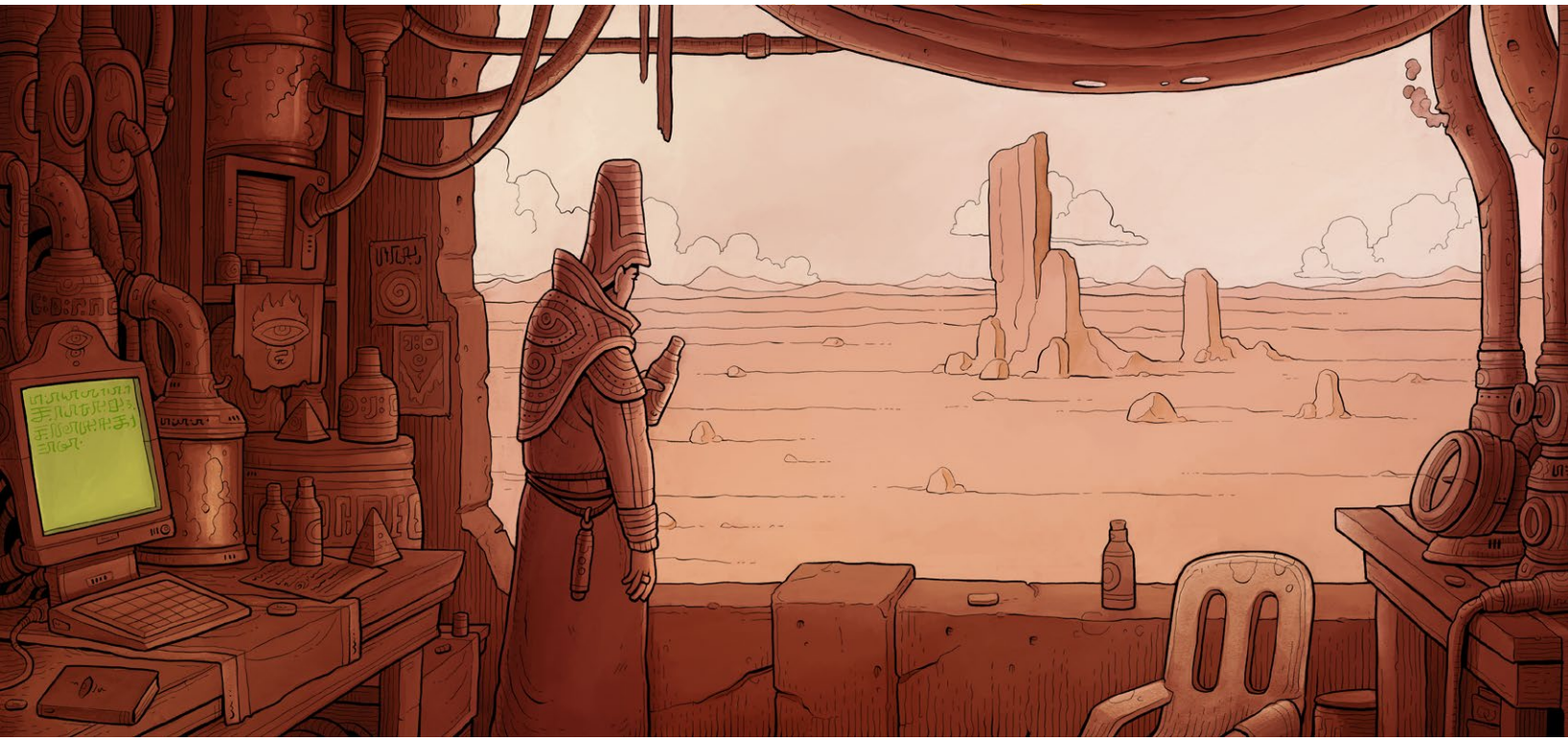
ONEIROMANCER LEVEL PROGRESSION

LEVEL	XP	HD	THACO
1	0	1d4	19[0]
2	2,500	2d4	19[0]
3	5,000	3d4	19[0]
4	10,000	4d4	19[0]
5	20,000	5d4	19[0]
6	40,000	6d4	17[+2]
7	80,000	7d4	17[+2]
8	150,000	8d4	17[+2]
9	300,000	9d4	17[+2]
10	450,000	9d4+1*	17[+2]
11	600,000	9d4+2*	14[+5]
12	750,000	9d4+3*	14[+5]
13	900,000	9d4+4*	14[+5]
14	1,050,000	9d4+5*	14[+5]

*Modifiers from CON no longer apply.

SAVING THROWS

D	W	P	B	S
13	14	13	16	15
13	14	13	16	15
13	14	13	16	15
13	14	13	16	15
13	14	13	16	15
11	12	11	14	12
11	12	11	14	12
11	12	11	14	12
11	12	11	14	12
11	12	11	14	12
8	9	8	11	8
8	9	8	11	8
8	9	8	11	8
8	9	8	11	8



ONEIROMANCER SPELLS

Bold spells are brand new and found in this book. Spells that are in bold are found in *Old School Essentials: Advanced Fantasy Player's Tome*.

LEVEL ONE SPELLS

- **Charm Person**
- Detect Dream
- Dream Servant
- Dreamlore
- Dream-Sharing
- Mystic Dust
- Oneiric Recall
- Precipice of Death
- Prescient Shot
- **Read Magic**
- Robes of the Oneiromancer
- **Sleep**

LEVEL TWO SPELLS

- Alluring Dream
- Conjure Ectoplasm
- **Detect Magic**
- Dream Servitor
- Dream Steed
- Dreams of Milk and Honey
- Forged from Dreamstuff
- Knife of Dreams
- Leaves of the Lotus-Eaters
- **Levitate**
- Ray of Enfeeblement
- Ward Dreams

LEVEL THREE SPELLS

- Activate Portal
- Conjure Drugs
- Consecrate Blessed Shrine
- Desecrate Cursed Shrine
- Dream Eater
- Dream Warrior
- Entangling Ectoplasm
- **Fear**
- **Fly**
- Healing Dream
- Precognitive Dream (Aura)
- Sweet Dreams

LEVEL FOUR SPELLS

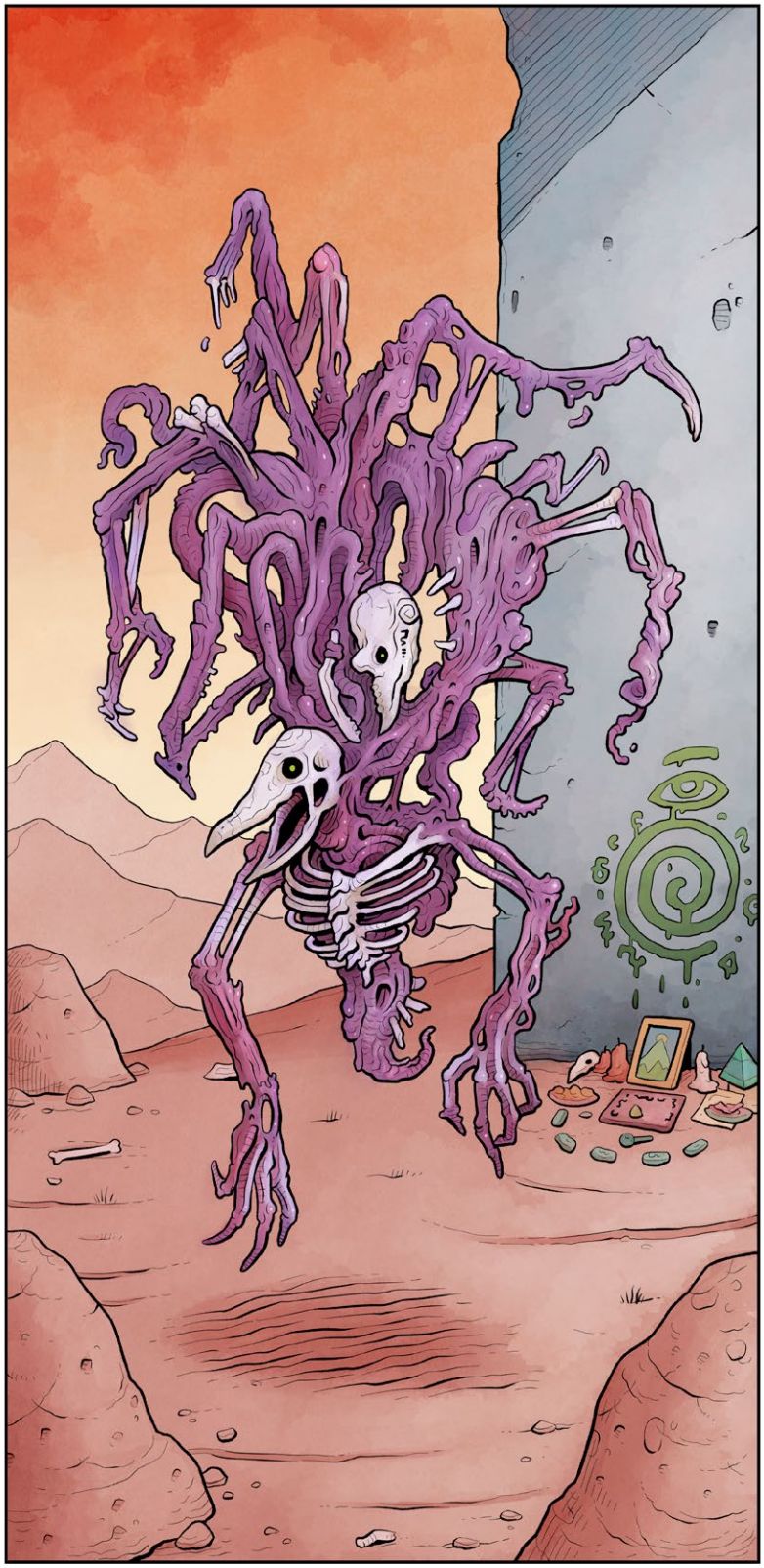
- Channel Void Emissary
- Construct Homunculus
- Deeper Sleep
- **Dispel Magic**
- Dream State
- **Hallucinatory Terrain**
- Living Nightmare
- Mind Palace
- Monstrous Form
- Psychic Defense
- Reverse Gravity
- Soul Deflagrate

LEVEL FIVE SPELLS

- Amnesia
- Blissful Dream
- Clone
- Conjure Unreality Elemental
- Déjà vu
- Ghostform
- Insight
- **Looking Glass**
- **Maze of Mirrors**
- Scared of the Dark
- Sphere of Nothingness
- **Telekinesis**

LEVEL SIX SPELLS

- Commune with Void Emissary
- Conjure Greater Dream Worm
- Cruel Fate
- **Dream Quest**
- Ectoplasmic Evolution
- Flesh to Steel (Steel to Flesh)
- **Invisible Stalker**
- **Manifest Dream**
- Possibility and Probability
- Something from Nothing
- Trapped in a Neverending Dream
- **True Seeing**



LEVEL ONE SPELLS

DETECT DREAM

Duration: 2 turns
Range: 60'

Objects, creatures, and enchantments powered by Oneiromancy are caused to glow. Normally, these types of effects are invisible to detect magic. This spell can also tell a caster if they are currently in a dream or in the real world. The Oneiromancer can also instantly tell if a creature or person is secretly a robot.

DREAM SERVANT

Duration: 1 round per level

The caster summons 2d6 humanoid servants composed of dream stuff who obey the oneiromancer's commands for a short time. They all take the form of random desert weirdos with too many eyes or tentacles.

Dream Servants: AC 7 [12], **HD** 1 (1hp), **Att** 1 x weapon (1d6), **THAC0** 19 [0], **MV** 60' (20'), **SV** F1, **ML** 12, **AL** N, **XP** 10

- **Dream Construct:** Immune to effects that affect living creatures (e.g. non-magical poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

DREAMLORE (AURA)

Duration: 2 turns
Range: The caster

The caster gains omniscient knowledge about one topic. This could be a scrap of ancient lore, language, or secret. The caster is communing with the collective consciousness and drawing upon the memories and experiences of the greatest minds to ever think about that topic. Information is lost to the caster after the spell ends.

DREAM-SHARING

Duration: if all participants are asleep. Up to 8 hours.
Range: 120'

Sharing a Dream: Up to 1d6+1/level willing participants must be asleep and within range of the spell. Using the caster as a conduit they all have the same dream and can interact or speak with one another. The dreamer must save versus spells if they wish to change their appearance, clothing, or summon dream objects. When preparing this spell, the caster may identify their willing participants, allowing them to dream-share no matter how far away they are as long as they are on the same plane of reality.

Breaking into a Dream: The caster and 1d6+1/level participants can break into someone's dream against their will. The target must be asleep and save versus spells or their dream is invaded and manipulated by the caster and their allies.

Suggestion: At 3rd level, the caster may plant suggestions in the subconscious minds of dreams they are invading.

- **Harmful suggestions:** Suggestions that are obviously harmful to the subject cause the spell to automatically fail.
- **Saving Throw:** A save versus spells is allowed to resist the suggestion. If the save fails, the subject will follow the caster's suggestion upon waking up.
- **Reasonable Suggestions:** A suggestion that is worded in such a way to make it sound very reasonable incurs a -2 penalty to the saving throw.

MYSTIC DUST

Duration: Instant

The caster sends forth a small handful of pastel-colored powder into the face of an enemy.

Effect: Save versus spell or the victim completely forgets the last minute/level in time.

ONEIRIC RECALL

Duration: Instantaneous
Range: Touch

The target can recall every dream they've ever had. This helps them understand their deep subconsciousness better and grants +3 Lucidity for 1d8 rounds.

This can also be used as a weapon. Save versus spells or the target touched remembers every nightmare they ever had and are frozen in fear for 1d3 rounds.

PRECIPICE OF DEATH

Duration: Instant
Range: 60'

The caster accesses necromantic magic to drag a living creature closer to the brink.

Death Knell. Target must save versus spells or take 1d8 damage. If the target is missing hp, it takes 1d12 damage instead.

PRESCIENT SHOT

Duration: Instant
Range: 100'

The caster unleashes a bolt of magical energy. The caster has dreamt of this moment for years; they know exactly what they must do to make the shot. They cannot miss.

The Perfect Shot. The caster's bolt bounces off walls, skips across the floor, and somehow hits the target no matter how well they hide. Even if the target is invisible, the caster cannot miss. The target takes 1d4 damage.

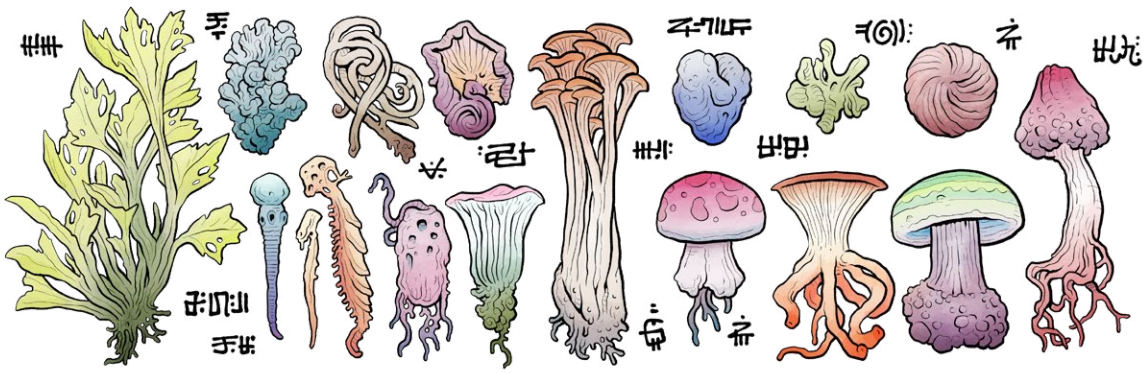
Higher Levels. The caster gains +1 bolt / 2 caster levels.

ROBES OF THE ONEIROMANCER

Duration: Permanent, as long as they are worn, dissipate into ectoplasmic cloud when taken off.
Range: Appears on the caster's body.

Conjures clothing of any color and style from thin air.

Higher Level Casters: If the caster is higher than 8th level, they can create clothing sufficient for up to 12 humans.



LEVEL TWO SPELLS

ALLURING DREAM

Duration: Concentration
Range: 30'

The caster summons a captivating and attractive dream. It appears as whatever the viewer desires most.

Saving Throw: The subject may save versus spells to avoid the effect.
Number of creatures affected: Up to 24 HD worth of creatures are lured.
Hypnotized Creatures: They will slowly move toward the pleasant dream illusion; they are drawn by their desire for it.
If a Hypnotized creature is harmed: They snap out of their enthrallment and may act as normal next round.

CONJURE ECTOPLASM

Duration: Permanent
Range: Appears in the caster's presence

The caster spends 1d6 turns meditating. As they delve deeply into the cosmos, they draw out 1d6 ounces of ectoplasm/level. The ectoplasm can be stored in a glass jar.

The caster can trade 1 ounce of ectoplasm to any merchant or bank for 1 ecto bank note.

Casters who use a meditation pyramid while casting this spell generate 1d6+1 ounces of ectoplasm/level. Only one meditation pyramid can be used at any given time.

The caster can infuse tobacco, gummies, or other consumables with ectoplasm to experience its psychedelic properties.



DREAM SERVITOR

Duration: 1 round per level

The caster summons a servitor composed of dream-stuff who obeys the oneiromancer's commands for a short time. Servitors often take the forms of freaky beasts with human faces. Their appearance is random each time this spell is cast. Roll a d6:

1. **Jellyfish.** The servitor is shaped like a giant jellyfish. It gains: 1 x tentacle (1 plus poison). Save versus poison or die.
2. **Fish.** The servitor is shaped like a fish. It can carry up to 6 human sized creatures on its back. It gains fly 150' (50').
3. **Tortoise.** The servitor is shaped like a tortoise. It gains AC 2[17] and up to 6 human sized creatures can climb inside its shell through a hatch door.
4. **Spider.** The servitor is shaped like a giant creepy spider. Gains climb 60' (20') and can shoot sticky webs at a target 60' away. Creatures caught in the webs are entangled and unable to move. The webs can be destroyed by fire in two rounds. All creatures in flaming web suffer 1d6 points of damage.
5. **Sting Ray.** The servitor is shaped like a floating sting ray. Gains 1 x stinger (1d8 plus poison). Save versus poison or take an additional 1d8 damage.
6. **Giant Worm.** The servitor is shaped like a giant undulating worm. It gains no special abilities or attacks.

Dream Servitor: AC 5[14], **HD** 4 (18hp), **Att** 1 x slam (1d6), **THAC0** 16 [3], **MV** fly 60' (20'), **SV** F1, **ML** 12, **AL** N, **XP** 75

- **Dream Construct:** Immune to effects that affect living creatures (e.g. nonmagical poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

DREAMSTEED

Duration: 3 hours per level

The caster conjures a mount composed of dreamstuff; the Oneiri Tribespeople call them Dreamsteeds.

Dreamsteed. AC 7 [12], **HD** 2 (9 hp), **Att** 1 x spit (1d4), **THAC0** 18 [+1], **MV** 240' (80'), **SV** F1, **ML** 7, **AL** N, **XP** 20

DREAMS OF MILK AND HONEY

Duration: Permanent if eaten, fades after 6 rounds
Range: Appears in the caster's presence

Summon food from raw ectoplasm and dreamstuff.

Volume: The caster conjures enough food for twelve humans and twelve mounts for one day.
Higher level casters: If the caster is higher than 8th level, food sufficient for an additional 12 humans and mounts is produced.

FORGED FROM DREAMSTUFF

Duration: Concentration, up to 2 turns per caster level
Range: Appears in the caster's presence

The caster conjures nonmagical inorganic objects out of the ectoplasmic firmament of reality. These include weapons, shields, adventuring gear, rope, or counterfeit money.

KNIFE OF DREAMS

Duration: 6 turns per level
Range: Touch

Over the course of one turn, the caster weaves raw ectoplasm and dreamstuff into a magical weapon.

Melee weapon: The weapon can be small enough for a gnome-sized creature or large-enough for a human sized creature. The weapon deals the same amount of damage as a regular weapon, and it grants +1 to hit and damage rolls. It deals an additional 1d12 damage to shadow entities.
Ranged Weapon: This weapon shoots ammunition made of dreams and nightmares. It grants +1 to hit and damage rolls, it deals an additional 1d12 damage to shadow entities.

LEAVES OF THE LOTUS EATERS

Duration: 2 turns

Range: Appears in the caster's presence

The caster taps into the ephemeral plane of the 7th hierarchy to summon a handful of the intoxicating leaves of the lotus flower.

Eat the Leaves. If a character eats the lotus leaves it puts them into a euphoric state of pleasure. They are immune to mind-affecting, or mind-reading spells like *charm*, *hold*, *sleep* and *fear* effects. Lasts for 1d4 hours, after the effects expire **save versus poison**. On a failure, the target suffers -1 INT until they consume lotus leaves again or after 1d4+4 days, whichever comes first.

Drink the Leaves. The caster may make a refreshing tea from the lotus leaves. Drinking the tea grants +1 INT for 1d6 hours. After the effect expires **save versus poison**. On a failure, the target suffers -2 to all **save versus spell** rolls until they consume lotus leaves again or after 1d4+4 days, whichever comes first.

Smoke the Leaves. The caster may smoke the lotus leaves in a pipe, water pipe, or fancy rolling paper. Smoking lotus leaves grants +1 CHA for 1d6 hours. After the effect expires **save versus poison**. On a failure, the target suffers -2 to all **save versus death** rolls until they consume lotus leaves again or after 1d4+4 days, whichever comes first.

WARD DREAMS

Duration: 24 hours
Range: 20' Radius Circle

For the duration of this spell, creatures who rest within the blessed radius marked on the ground in chalk, ink, paint, blood, or scratched into the ground are protected from wandering monsters and nightmares.

While sleeping inside the circle of protection, use the following random encounter table instead of the one found in Dreamlands Adventuring (see p. 8):

2	Sleepless Night
3-5	Sweet Dreams
6-12	Nothing Happens

RAY OF ENFEEBLEMENT

Duration: Concentration
Range: 60'

A ray of enervating energy shoots from the caster to the target. The target's melee attacks only deal half damage for the duration of this spell.

LEVEL THREE SPELLS

ACTIVATE PORTAL

Range: Touch

There are various magical portals, mystical doorways, and web ways across the Upper and Lower Ethereal Hierarchy. The caster can attune with a portal and activate it.

Commune With Portal. The caster can spend 1 turn reading and tasting the mystical energies that flow through the portal. They know exactly how to activate it and where it will take them safely.

Attune Portal. The caster can spend 5 turns changing the mystical energies of the portal or finding a new portal. The portal must connect to another portal. There is a 1-in-6 chance an area in the Painted Wastelands has a deactivated portal no one has used for centuries that still works.

Deactivate Portal. The caster can spend 1 turn deactivating the portal so that no one will follow them.

CONJURE DRUGS

Duration: Dissipate after 6 rounds if unused.
Range: Appears in the caster's presence.

The caster can summon various psychedelics and performance enhancing drugs by bending ectoplasm to their will. The caster can only summon 1d3 doses of 1 drug at a time.

Ectoplasm Cigarettes: If a person smokes ectoplasm they gain +1 INT and CHA for 1d3 hours. However, after the effect wears off, they must make a save versus poison, on a failure they suffer -1 INT and CHA until they smoke ectoplasm again.

Steroids: Conjures 1d3 pills. If swallowed, they take effect after 1d6 turns and gain +1 STR for 2d6 turns. If snorted, they take effect immediately but only last for 1d6 turns. If more than 1 pill is taken in a 6-hour period, save versus poison or die from liver and kidney failure.

Stimulants: Conjures 1d3 pills. If swallowed, they take effect after 1d6 turns and gain +1 DEX for 2d6 turns. If snorted, they take effect immediately but only last for 1d6 turns. If more than 1 pill is taken in a 6-hour period, save versus poison or die from liver and kidney failure.

CONSECRATE BLESSED SHRINE

Duration: Permanent
Range: 10'

The caster spends time, money, and a small piece of their soul to construct a shrine. Most Oneiromancers choose a hidden location for their shrines lest another sorcerer pollute it with their corrupt blasphemies. The caster can spend money to improve the shrine by purchasing offerings to outer cosmic entities like sacred food, sacral wine, and pornographic magazines. The spell must be cast each day and offerings worth at least 100 ectos placed at the same location over the course of seven days to complete the blessed shrine's development. Each day the shrine gains a new effect. At the end of seven days, the shrine has all the effects listed below.

1. Caster can hear all conversations that take place within 360' of the blessed shrine.
2. Meditating at the blessed shrine for 5 mins grants +4 to the first save versus spells roll made by the caster.
3. Meditating at the blessed shrine for 1 hour heals 1d8 hp.
4. Meditating at the blessed shrine for 2 hours grants +2 Lucidity for 24 hours.
5. Meditating at the blessed shrine for 3 hours refreshes the caster's spells as if they rested for 8 hours.
6. If a homunculus is constructed at the shrine it has +1 HD.
7. If the caster draws a unique sigil and concentrates for 1d3 rounds they summon a doorway that teleports the caster + 6 other creatures to the blessed shrine.



DESECRATE CURSED SHRINE

Duration: Permanent
Range: 10'

The caster spends time, money, and a small piece of their soul to construct a shrine. Most Oneiromancers choose a hidden location for their shrines lest another sorcerer try to destroy its cursed blasphemies. The caster can spend money to improve the shrine by purchasing offerings to outer cosmic entities like rotten food, spoiled wine, and pornographic magazines. The spell must be cast each day and offerings worth at least 100 ectos placed at the same location over the course of seven days to complete the blessed shrine's development. Each day the shrine gains a new effect. At the end of seven days, the shrine has all the effects listed below.

1. Caster can hear all conversations that take place within 360' of the cursed shrine.
2. All plant life within 360' of the cursed shrine shrivels and dies. Animals avoid this place.
3. Other spellcasters who walk within 360' of this cursed shrine must save versus spells or suffer 3d6 damage.
4. All water within 360' becomes toxic. Anyone who drinks it must save versus poison or die.
5. Meditating at this shrine with a knife coated in blood for 3 hours curses the blade. The next creature attacked must save versus poison or die. Then the blade evaporates.
6. If a homunculus is constructed at the shrine, it has +1 HD.
7. The shrine slowly drains the ectoplasmic life force of the area within a 1-mile radius. Creatures feel weak and colors begin to fade in the area. Over the course of a week the shrine absorbs a maximum of 1d6x100 XP. Any creature can destroy the shrine to get the experience points.



DREAM EATER

Duration: 6 turns
Range: 60'

The caster selects a target and consumes part of the dreams. The effect is even more powerful if they are asleep.

Consume Dreams: The target must save versus spells or suffer -1 to all attack rolls and saving throws for the duration of the spell as part of their psyche is consumed. The caster gains +1 to all attack rolls and saving throws for the same amount of time.

The Target is Asleep: If the target is asleep, the effects of the spell lasts for 24 hours. The caster can only benefit from eating 1 target's dreams at a time.

DREAM WARRIOR

Duration: Concentration
Range: 240'

The caster summons dream warriors to fight for him. 1d4+1 myrmidons armed with shields and swords appear out of ectoplasmic mist to serve the caster. Add 1 extra warrior per caster level.

Dream Warrior. AC 6 [13], **HD** 1 (4 hp), **Att** 1 x weapon (1d6), **THAC0** 19 [0], **MV** 120' (40'), **SV** D13 W14 P13 B16 S15, **ML** 8, **AL** N, **XP** 10



ENTANGLING ECTOPLASM

Duration: 1 turn
Range: 160'

Ectoplasm reaches forth out of the thin spaces of reality and solidifies, entangling creatures caught within the area of the spell.

Saving Throw: Each creature in the affected area must save versus spells.

If the save fails: the creature is entangled and cannot move.

If the save succeeds: the creature can move through the entangled area at half its normal movement rate.

PRECOGNITIVE DREAM (AURA)

Duration: 24 hours
Range: Self

The caster has an intense premonition while they are sleeping. This spell is normally cast before the caster goes to bed for the night, or while taking a nap before they go adventuring. During the dream they read a comic book that predicts their future. The Caster can only choose one of these options.

The Golden Path. For the duration of the spell the caster may choose a single attack roll to enhance. It occurs just like it did in their dream. The caster rolls 2d20 and chooses the higher number to represent their attack roll. After this is used, the spell's duration ends.

A Single Choice. For the duration of the spell, the caster may choose a single attack roll from an enemy to prevent. They saw every potential future where the enemy wounds them and found the only way to prevent their death. The enemy rolls 2d20 and chooses the lower number to represent their attack roll. After this is used, the the spell's duration ends.

SWEET DREAMS

Duration: 24 hours
Range: 20' radius circle.

For the duration of this spell, creatures who rest within the blessed radius marked on the ground in chalk, ink, paint, blood, or scratched into the ground have a perfect night's sleep. The party is blessed by pleasant and enjoyable dreams. They enjoy a restful and deep sleep that restores their strength. Heal 1d3 Ability damage and 1d6 hp.

There are no random encounters while sleeping. The caster is alerted to the presence of enemies who step within 50' of the area marked on the ground.

LEVEL FOUR SPELLS

CHANNEL VOID EMISSARY

Duration: Concentration up to 2 turns per level
Range: Self

The Dreamer becomes a conduit for a being from the Liminality called a Void Emissary. The smoky figure appears out of the ectoplasm and unites with the Dreamer, granting them temporary gifts. The Dreamer gains the following stat line for the duration of the spell:

Void Form: AC 2 [17], **HD** As Caster, **Att** 1 x lightning bolt (1d8), **THAC0** 12 [+7], **MV** fly 120' (40'), **SV** D8 W9 P10 B10 S12

- **Mundane damage immunity:** Can only be harmed by magical attacks.

CONSTRUCT HOMUNCULUS

Duration: Permanent

A homunculus is a sorcerer's helper that is crafted through this complex ritual. The oneiromancer must purchase the proper ingredients which include earwax, a quantity of the caster's blood, and a unicorn's liver. The ingredients cost 2,000 ectos (or 20,000 gp on other planes of reality). The caster must also sacrifice 500 XP in the construction process.

Homunculus: AC 5 [14], **HD** 2* (9hp), **Att** 1 x warbling shriek (1d4), **THAC0** 18 [+1], **MV** 30' (10'), **SV** D11 W12 P11 B14 S12, **ML** 9, **AL** As creator, **XP** 25

- **Unholy Communion:** The caster can consume some of the flesh of the homunculus to produce phantasmagoric visions. If they do so, the homunculus takes 1 damage and the caster's spells become more potent. For the next 1d12 hours, saving throws made against the caster's spells are made with a -2 penalty.
- **Telepathic Link:** The creator can telepathically control the homunculus and see/hear through its eyes/ears.
- **Control Range:** 480'. Will never deliberately move further away from creator.
- **Upon death.** The creator suffers 2d10 damage.

DEEPER SLEEP

Duration: 1d8 hours
Range: 240'

The caster unleashes a powerful sleep spell. Save versus spells or fall asleep. The spell may target either:

- A single creature with 10+1 Hit Dice.
- A total of 5d8 Hit Dice of creatures of 4 HD or lower each.

When targeting creatures of 4 HD or less, the following rules apply:

- **Weakest first:** Targets with the least HD are affected first.
- **HD:** Treat monsters with less than 1 HD as having 1 HD and monsters with a fixed hit point bonus as having the flat HD.



DREAM STATE

Duration: Concentration
Range: 100' centered on the caster

The caster falls asleep and unleashes a rash of random and surreal results. Every round the caster is asleep a random event takes place in this area. The caster can end the spell by waking up.

1. Everyone in the radius must save versus spells or their teeth fall out of their mouths like shards of glass, and they take 1d3 damage.
2. A unicorn arrives and fights at the command of the caster for the duration of the spell.
3. Everyone in the radius must save versus spells or they move at half speed and can only attack every other turn for the duration of the spell.
4. Every spellcaster in the radius regains their lowest-level expended spell slot.
5. Every creature within the radius randomly swaps places with another creatures.
6. An oak tree sprouts nearby and instantly grows to be 100' tall.
7. A wall of fire encircles the caster in a 10-foot radius. Anyone caught within the radius or who tries to walk through it suffers 1d8 damage. Lasts the duration of the spell.
8. A lightning bolt strikes a random enemy, dealing 1d8 damage.
9. The caster casts dream warrior; the warriors fight for the duration of the spell.
10. The caster summons a clone of an enemy within the radius, they fight for the duration of the spell.
11. Mushrooms sprout all over the ground around the caster. They are tasty and edible.
12. Mushrooms sprout all over the ground around the caster, they are poisonous. If consumed, save versus death, on a failure lose 1d8 damage.
13. You heal all HP.
14. A magical darkness fills the radius so that no one can see.
15. Each creature in the radius must save versus spells or teleport a random direction 20'.
16. A selected target takes 2d6 damage as their brain melts.
17. The ground within the radius of this spell becomes lava (except for a 10' radius around the caster). All creatures caught within the lava take 1d6 damage each round. Ends at the end of the spell.
18. Each creature must save versus spells; on a failure, 1d6 ectos from their bank account or wallet appears in the caster's pocket.
19. Roll on the table three times and apply all the effects.
20. The caster wakes up, the spell and its effects end immediately.

LIVING NIGHTMARE

Duration: 1 round
Range: 20' radius

The caster summons a flock of multihued, batlike nightmares. They fill the spell radius and harass everyone.

- Everyone is blinded by the fluttering swarm of nightmares.
- Everyone within the area must save versus spells or take 1d6 damage. On a critical failure, they take 1d12 damage instead.
- Everyone in the spell radius is overwhelmed by feelings of dread and fear. They must save versus spells or try to blindly flee the area.

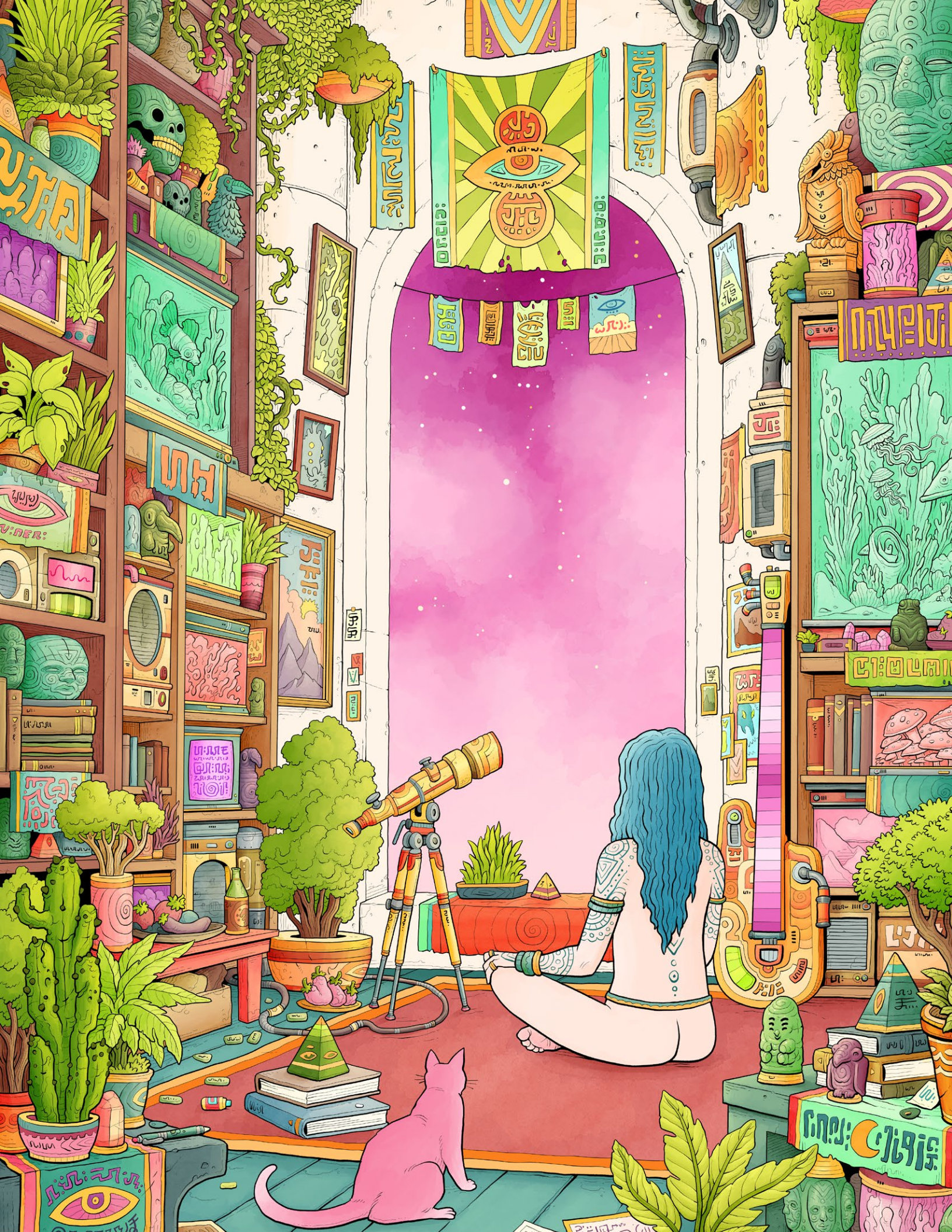
MIND PALACE

Duration: 24 hours +1 hour per level
Range: 60'

The caster conjures a magnificent mansion.

- The Oneiromancer can create any floor plan they desire up to 30 cubic ft. per level.
- The place is furnished and contains sufficient foodstuff to cater a nine-course banquet for a dozen people. The nine-course banquet is based on the caster's favorite foods or their favorite meal.
- A staff of dream servants (as many as two per level), serve the occupants faithfully and can repair gear, wash clothing, or other simple tasks.
- The Mind Palace is decorated with objects associated with the inner workings of the caster's mind.
- Paintings, photographs, and holo-images represent favorite memories.
- The bookshelves are filled with books the caster has read, books the caster has written, or books the caster has always wanted to write.
- The tables are filled with collectibles, artifacts, plants, and other objects connected to the caster's journeys and memories.
- A jukebox plays the songs that always get stuck in the caster's head.





MONSTROUS FORM

Duration: 1 round per level
Range: Self

The caster appears like a nightmarish monster. The caster can choose to appear as a specific monster or as a completely new nightmare.

Saving Throw: Every creature viewing the caster may save versus spells.

If the save succeeds: The subject views the nightmare as it really is, a faint shadowy illusion hanging on top of the caster's form like a suit. This subject is unaffected by any attacks from the nightmare monster.

If the save fails: The subject perceives the caster as a nightmare. The caster may use any attacks the monster normally would have and inflict no damage.



PSYCHIC DEFENSE

Duration: 12 rounds
Range: Touch

This spell protects the caster and anyone they touch from mind affecting spells. The caster and up to 1 creature per level is unaffected by *charm*, *hold*, *fear*, and *sleep* spells. Any creature attempting to read their minds using telepathy must save versus spells or suffer 3d6 damage from the psionic blowback.

REVERSE GRAVITY

Duration: 1 round

Range: 100' radius

The caster makes gravity reverse itself in the area. All creatures caught within the area (except the caster) must save versus spells. On a failure they fall upwards up to 40' over the course of 1 round. They fall again when the spell wears off.

If the targets hit a ceiling, they stop and take fall damage. They can save versus death to avoid the damage each time they would fall and hit something. Thieves, acrobats, and assassins can make skill checks to avoid fall damage. Cats are immune to this spell because they always land on their feet.

SOUL DEFLAGRATE

Duration: Instant
Range: 60'

A creature's soul is instantly and permanently destroyed.

Living creature targeted: It must save versus spells; on a failure its soul is destroyed. A creature can live without a soul, though life is empty and grey. This creature cannot be resurrected.

Undead creature targeted: It must save versus spells; on a failure the undead creature falls into a heap or melts away without a soul to animate its corpse.

LEVEL FIVE SPELLS

AMNESIA

Duration: 1d4 rounds + 1
Range: Touch

The caster delves deep into the recesses of the target's mind and makes them forget everything they know about themselves. The target must save versus spells or forget everything about themselves. They lose all XP, forget their name, and any spells they've prepared. The target is a completely blank level 0 character. The caster can also choose to limit how much a character forgets. For example, they could limit the terms of the spell to the last day, or year.

BLISSFUL DREAM

Duration: 1d4 rounds
Range: 240'

The caster unleashes a pleasant daydream upon their enemies. Save versus spells or the targets peacefully put away their weapons and enjoy the beauty of the world. The spell may target either:

- A single creature with 10+1 Hit Dice.
- A total of 5d8 Hit Dice of creatures of 4 HD or lower each.

When targeting creatures of 4 HD or less, the following rules apply:

Weakest First: Affects targets with the least HD first.
HD: Treat monsters with less than 1 HD as having 1 HD and monsters with a fixed hit point bonus as having the flat HD.

CLONE

Duration: 12 hours
Range: Touch

The caster creates a perfect clone of any creature out of ectoplasm. The duplicate appears to be the same as the original. It has all the real creature's levels or HD and abilities. The caster cannot create a clone that has more HD than themselves. The creature always remains under the absolute command of the caster. It cannot gain more levels. If reduced to 0 hp it reverts into a cloud of ectoplasm. At the end of the spell's duration, the clone evaporates.

CONJURE UNREALITY ELEMENTAL

Duration: Permanent (until dismissed or slain)
Range: 240'

A 16 Hit Dice unreality elemental – a being formed from the raw unreality of the Teeming Edge – is summoned from the Liminality to do the caster's bidding.

Materials: The summons requires a large volume of ectoplasm and cosmic foam.

Concentration: Is required to command an elemental.

Dismissing: While control over the elemental is maintained, the caster may dismiss it at any time, sending it back to the Liminality.

Disruption: If the caster moves at more than half speed or their concentration is disturbed, the command over the elemental ends.

Dispelling: The unreality elemental may be dispelled by *dispel magic* or *dispel evil*.

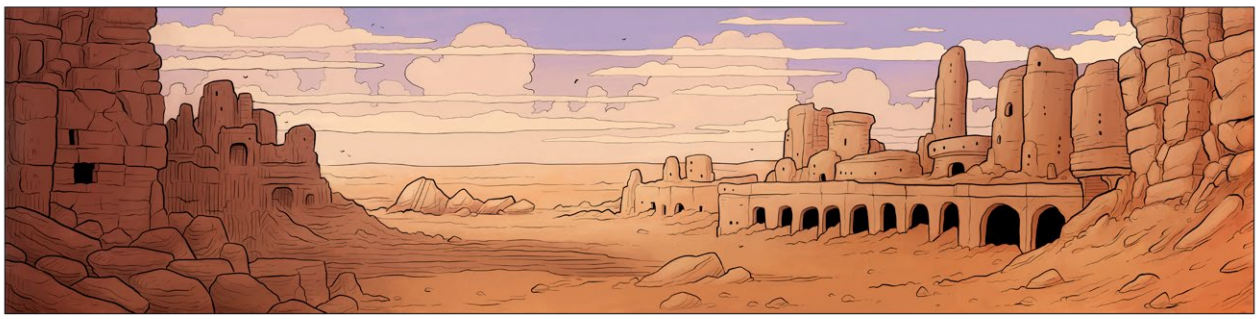
Unreality Elemental. AC -2 [21], **HD** 16* (72hp), **Att** 1 x blow (3d8); **THAC0** 8 [+11], **MV** fly 360' (120'), **SV** D2 W3 P4 B3 S6, **ML** 10, **AL** N, **XP** 2,300.

- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Spell deflection:** When targeted by a spell, save versus spells, on a success redirect the spell back to target the caster.

DÉJÀ VU

Duration: 4 rounds
Range: Self

The caster turns back time up to 4 rounds for everyone else but the caster. The caster retains all the memories made by the alternate timeline. Everything that just transpired during those 4 rounds (like allies dying, or successful attacks) is rerolled. The caster transported themselves to a completely parallel timeline and swapped places with their counterpart. It is the same in every way as the timeline they just left except that the clock is 4 rounds behind.



GHOSTFORM

Duration: 1d4+1 rounds
Range: Touch

The caster and up to 6 other creatures become ethereal ghosts.

Fly: Gain a fly speed of 30'.

Corrupting Touch: If a character hits a living character with a melee attack, the target takes 1d6 damage.

Incorporeal: The caster and allies can move through other creatures and objects without difficulty.

Undead: Make no noise, until they attack. Immune to effects that affect living creatures. Immune to mind-affecting or mind-reading spells.

INSIGHT

Duration: Concentration
Range: Touch

The caster touches a single target and delves deeply into their mind. The process takes 1 turn/target's INT. Once completed without interruption, the caster knows everything the subject knows.

- Speak and read the same languages as the subject.
- Know all the same spells the subject knows (although they are not prepared).
- Know how to perform all the same skills at the same probability of success.
- Know the names of everyone the subject knows.
- Know their deepest darkest secrets, passwords, and hidden thoughts. Even repressed thoughts that have been hidden from the subject.



SCARED OF THE DARK

Duration: Concentration
Range: 60'

The caster summons magical darkness at a point within range. A 15' radius sphere blocks all light and magical sight. Creatures with infravision can't see through the sphere. The sphere cannot be placed on an object and cannot move for the duration of the spell.

The Night is Filled with Horrors: Anyone caught within the 15' radius sphere must save versus spells or suffer 1d8 damage every round they spend in the sphere as the claws of unseeable nightmares rips at their flesh. Anyone trying to flee the sphere must save versus spells, on a failure the claws hold their ankles and prevent them from leaving.

SPHERE OF NOTHINGNESS

Duration: Concentration
Range: 50'

The caster summons a 2-foot diameter hole of unreality that destroys anything it meets. It converts something into nothing. The caster can control the sphere if they concentrate. The sphere levitates up to a number of feet equal to 5 x your caster level.

Anything that touches the Sphere of Nothingness is destroyed. Creatures and magic items must save versus spells, on a failure they are destroyed. On a success they take 2d10 damage.

LEVEL SIX SPELLS

COMMUNE WITH VOID EMISSARY

Duration: 1 turn
Range: Self

The caster calls upon the void emissaries from beyond the Liminality for aid.

Sacrifice: To supplicate the Void Emissary being contacted, the caster must sacrifice something valuable. More valuable sacrifices increase the Void Emissary's response. The response of the Void Entity is determined by rolling 2d6, adjusted by the value of the sacrifice (as judged by the referee):

Very Precious: +1
Extremely Precious: +2
Priceless: +3

2-6 The Void Emissary is unenthusiastic. A minor confusing vision is sent that has little or nothing to do with anything at all.

7-9 The Void Emissary sends 20 dream warriors in the form of Void Acolytes wielding silver Katanas. They serve the caster for 8 rounds before disappearing.

Dream Warrior. AC 6 [13], **HD** 1 (4 hp), **Att** 1 x weapon (1d6), **THAC0** 19 [0], **MV** 120' (40'), **SV** D13 W14 P13 B16 S15, **ML** 8, **AL** N, **XP** 10

10+ The Void Emissary arrives themselves to destroy the enemies of the caster or otherwise provide aid. They fight for the caster for 8 rounds before leaving.

Void Emissary. AC 2 [17], **HD** 8* (36 hp), **Att** 1 x lightning bolt (1d8), **THAC0** 12 [+7], **MV** fly 120' (40'), **SV** D8 W9 P10 B10 S12, **ML** 10, **AL** N, **XP** 1,200

* **Mundane Damage Immunity:** Can only be harmed by magical attacks.



CONJURE GREATER DREAM WORM

Duration: Permanent (until dismissed or slain)
Range: 240'

A 15 Hit Dice giant dream worm is summoned from the Liminality to do the caster's bidding. Concentration: Is required to command a great worm.

Dismissing: While control over the worm is maintained, the caster may dismiss it at any time, sending it back to its plane of origin.

Disruption: If the caster moves at more than half speed or their concentration is disturbed, the command over the worm ends. It is henceforth, a free willed entity and will immediately try to kill the caster and any who get in its way.

Dispelling: A conjured great worm may be dispelled by *dispel magic* or *dispel evil*.

Greater Dream Worm: AC 6[13], **HD** 15* (67hp), **Att** 1 x bite (2d8), 1 x mind blast (see below), **THAC0** 9 [+10], **MV** 60' (20')/burrow 60' (20'), **SV** D8 W9 P10 B10 S12, **ML** 10, **AL** N, **XP** 2,300

* **Swallow Whole:** A bite attack roll of natural 20, or 4 or more than the target number required, indicates that a human-sized (or smaller) victim is swallowed. Inside worm's belly: suffer 3d6 damage per round (until the worm dies); may attack with sharp weapons at -4 to hit; body digested in 6 turns after death.
* **Mind Blast:** Targets in a 60' cone (20' at the end) must save versus paralysis or be paralyzed for 1 turn.
* **Ridable:** The giant worm can be used as a mount.

CRUEL FATE

Duration: Instant
Range: 240'

Up to 4d8 HD of creatures within a 60' cube area must save versus death or die, instantly. Their deaths are ironic and sad, just as you envisioned it in your dreams. A meteor strikes them and crushes them all. A car smashes through the wall and squishes them. It is a very C death.

Restrictions: Undead and creatures with greater than 7 HD are unaffected.

ECTOPLASMIC EVOLUTION

Duration: Concentration
Target: Self

The caster warps reality around themselves and temporarily shapeshifts. The caster takes on two of the following transformations for the duration of the spell. Once per turn the caster can swap transformations.

- **Wings:** Caster grows wings, or their hands becomes wings. They can fly 180' (60').
- **Scales:** The caster is treated as wearing full plate armor.
- **Claws:** The caster gains a new melee attack. 2 x claws (1d6).
- **Gills:** The caster can breathe underwater for the duration of the spell.
- **Horse Legs:** The caster grows a set of 4 horse legs like a centaur. Gains MV 180' (60')
- **Mermaid Tail:** The caster grows a fish tail. They can swim 180' (60').
- **Crab Claw:** The caster's arm becomes a giant crab claw. 1 x pincer (2d6).
- **Dog Nose:** The caster sprouts a dog nose on their face. Can track by scent. Once started, very difficult to put off the trail.
- **Cat's Eyes:** The caster's eyes become yellow with slit pupils. Gain Infravision 90'.
- **Mole Claws:** The caster's arms become giant shovel like claws. Can burrow through solid stone at 10' (3') or soft earth at 60' (20').
- **Frog Legs:** The caster's legs become long frog legs. Can jump up to 20' high and 50' forward to attack.
- **Spider Climb:** The caster's hands and feet become sticky. They can climb up sheer surfaces at their movement speed.
- **Octopus Camouflage:** Surprise on a 1-3 due to camouflage.
- **Undead:** Temporarily become undead. Make no noise, until you attack. Immune to effects that affect living creatures. Immune to mind-affecting or mind-reading spells.
- **Bull Strength:** Gain +1 STR for the spell's duration.
- **Squid Tentacles:** Can attack up to 50' away with a melee attack. Can grab objects up to 50' away.

FLESH TO STEEL (STEEL TO FLESH)

Duration: 24 hours/caster level
Range: 120'

This spell transforms living flesh into metal, and vice versa. Turns one creature into a metal statue, including all gear and any items currently held. A save versus paralysis is permitted to resist the transformation.

Self: The caster can cast this spell on themselves to transform part of their body into metal. An arm or leg is treated as a mace (1d6 damage). Their skin is treated as full plate armor. The duration of the spell changes to Concentration.

POSSIBILITY AND PROBABILITY

Duration: 24 hours
Range: Self

The caster has an intense premonition while they are sleeping. This spell is normally cast before the caster goes to bed for the night, or while taking a nap before they go adventuring. During the dream they have a vision of the future.

For the duration of this spell the caster may choose a single randomized result table or randomized roll (like random encounters, random numbers of enemies, and random amounts of treasure). The caster forces the referee to roll twice and choose the best result. The caster gets to know what each result means before choosing the outcome. After this is used, the spell's duration ends.

SOMETHING FROM NOTHING

Duration: 24 hours/caster level
Range: 60'

The caster summons a mystical door. Once opened, the door opens to a pocket dimension 90 cubic feet in volume. (30' on all sides). The pocket dimension can appear anyway the caster wishes. When the spell ends, the door disappears, and any creatures or objects inside the demiplane remain trapped there.

Each time the caster casts this spell, they can create a new demiplane, or create a door that connects to a demiplane you created with a previous casting of this spell. Finally, a caster can cast this spell to add an additional 90 cubic feet to their demiplane.

The magical door can be dismissed and resummoned at will by the caster for the duration of the spell. This allows them to access the demiplane no matter where they are.

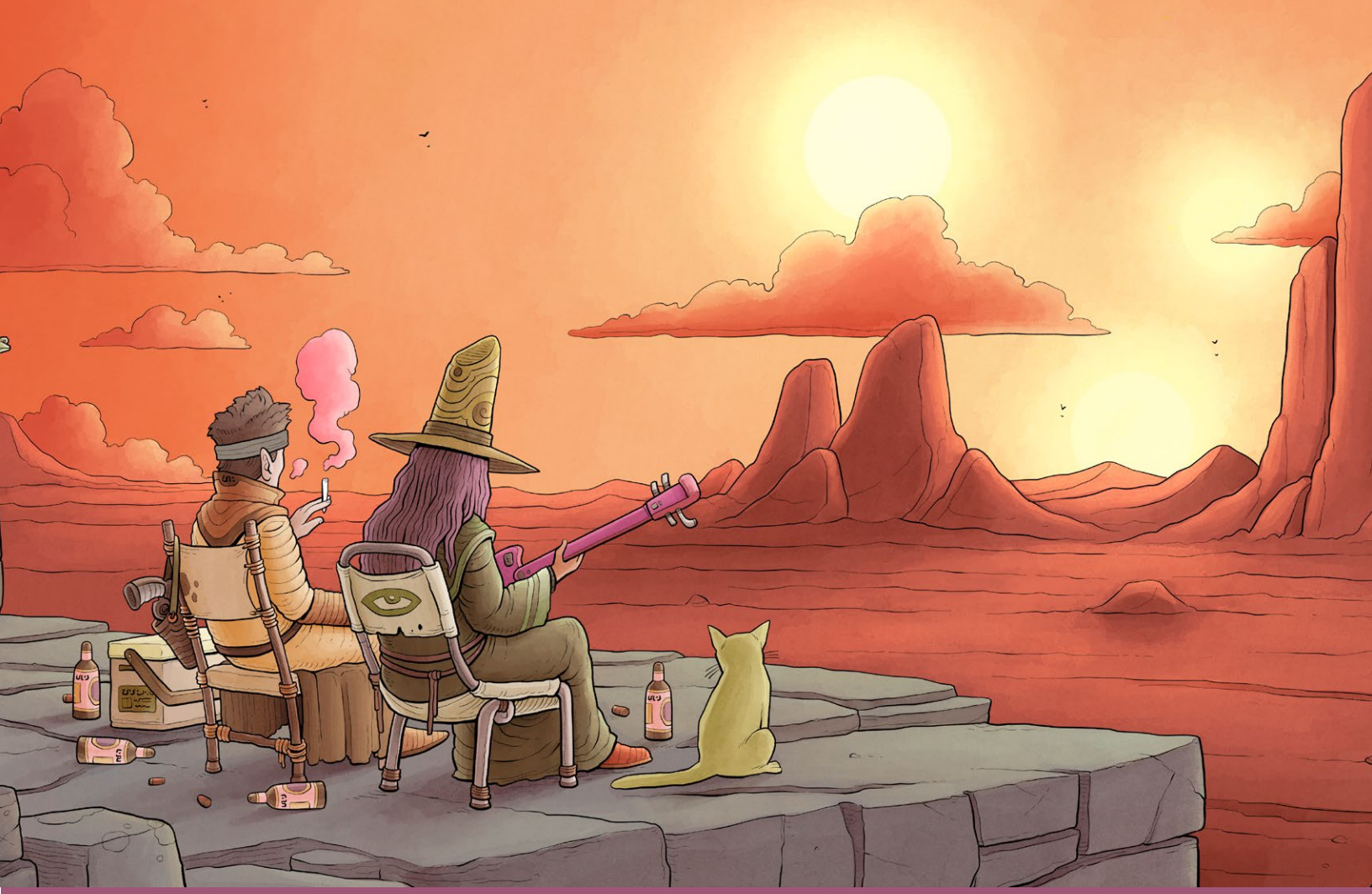
TRAPPED IN A NEVERENDING DREAM

Duration: Permanent
Range: 100'

The caster can make any spell they have cast affect a creature permanently. Auras and spells with a concentration duration are unaffected by this spell.

Targeted enemies save versus spells. On a success the spell is not permanent.

The caster may end this effect at will.



APPENDIX N

RECOMMENDED READING

Mr. Unpronounceable Comics by Tim Molloy

The Zothique Cycle by Clark Ashton Smith

The Gormenghast Trilogy by Mervyn Peake

The Dark Tower by Stephen King

Frank by Jim Woodring

The Dream-Quest of Unknown Kadath by H.P. Lovecraft

The Incal by Jean Giraud and Alejandro Jodorosky.

Arzach by Moebius

The Three Stigmata of Palmer Eldritch by Philip K. Dick

Ubik by Philip K. Dick

The Bas-Lag Trilogy by China Mieville

Hero of Dreams by Brian Lumley

Night Warriors by Graham Masterton

Little Nemo in Slumberland by Windsor McKay

Uzamaki by Junji Ito

Weaveworld by Clive Barker

RECOMMENDED VIEWING

Naked Lunch (1991)

Jodorosky's Dune (2013)

The Holy Mountain (1973)

In the Mouth of Madness (1994)

The Isle of the Dead (Die Toteninsel) by Arnold Böcklin

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the Painted Wastelands, a mind-melting tabletop
roleplaying game designed for Old School Essentials.
Dive headfirst into a strange Hexcrawl set in a bizarre world
teeming with desert weirdos, ravenous ghouls, and
teeth-stealing dream-beasts. The land is a vibrant kaleidoscope
of rainbow-colored sand and crumbling ruins.

Wander from place to place, skipping across Unreality like a
stone tossed along the surface of a pool of ectoplasm. You'll encounter
the bizarre entities of the desert, sweaty pilgrims desperate for absolution,
and strange sorcerers meditating in a haze of ectoplasmic smoke.
You'll plumb the depths of ruins forgotten by untold millennia and
hopefully survive the wrath of vengeful nightmares given life.

This tome of unspeakable knowledge is imbued
with over 100 new monsters to torment would-be heroes.
It has 35 fully detailed hexes complete with 4 dungeons
rich with ancient treasure and merch from obscure
Alien Holo-shows. The Painted Wastelands also
introduces the new Cat class and Oneiromancer class
for players who wish to unlock their true potential.

Come Stranger, cross the threshold - but beware!
Have *you* seen the Tears of Bleeding Eye?



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