

WRECKED ON THE GORAGATH

An Adventure for Electric Bastionland
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How to use this Adventure

This adventure is written with the goal of being accessible to use at the table with minimal preparation time beforehand.

Each location has things that are immediately noticeable listed as bullets. Nested bullets below each item are details that require interaction to reveal. For example:

The Training Room

- Battered old desk
 - Some burning damage on top
 - Drawers have all been ripped out and smashed on the ground
 - Scraps of paper in the smashed up drawers show the name "Ratterly"
- Broken Mirror on the wall
 - Some of the damage was fierce enough to damage the wall behind it

Elements are painted largely in broad strokes, so fill the blanks and improvise around them.

Don't get hung up on finding the correct answer to any queries you have, your ideas are the new canon.

If in doubt, remember the fundamentals of making a call:

- **Be Honest** - Give enough information to allow for an interesting choice. Don't be afraid about giving too much away, there's enough mystery to go around.
- **Be Fair** - Give warnings but follow through on your word and make success and failure both viable outcomes.
- **Be Confident** - However you decide to run with a particular element of the adventure, be bold with it! Describe places as if you've been there yourself, embellish with details, and use silly voices.

The group start £10,000 in debt as usual, but have been given a solid lead that could pay off most of this in a single job!

Following this lead has led to **The Goragath**, a huge, strange vessel that's been anchored a few miles from Bastion for the past week. You were granted passage on a rickety boat, which came into trouble upon nearing the Goragath.

You wake up in the wreckage of your lifeboat, smashed on the slate hull of the Goragath.

PLAYING THE GAME

The Goal: You are treasure hunters. The CONDUCTOR gives you a tip-off to a piece of treasure somewhere dangerous. Your goal is to bring it back for sale.

The CONDUCTOR: They describe the world, act on behalf of any non-player beings, and adjudicate how to use the rules.

SAVES: A SAVE is a roll to avoid danger from a risky action or situation. Roll d20. If you roll equal or under the appropriate ABILITY SCORE you pass. A roll of 1 is always a success and 20 always a failure.

Turns: On their side's turn, each individual can move and perform one action. When it is unclear which combat side should act first, each character must pass a DEX SAVE to be able to act before the opponents.

Attacking: All players declare who they are attacking before any dice are rolled. Attackers roll the DAMAGE die dictated by their weapon, causing this much DAMAGE to the target.

Attackers wielding two weapons roll DAMAGE for both and keep the highest single die.

Multiple attackers targeting the same opponent roll their DAMAGE together and keep only the highest single die.

ATTACK EXAMPLE

Three urchins are shooting their potato guns (d4) at a passer-by. They roll together, scoring 2, 2, and 4. As 4 is the highest roll, their combined attack causes 4 DAMAGE.

Bonuses: Under certain circumstances an attack receives a BONUS, noted as +d6, +d8 etc. This is rolled as an extra attack against the same target. Remember that only the highest single die causes DAMAGE. Attacks against a completely helpless target always receive +d12.

BONUS EXAMPLE

Morrish the Thug is swinging a snooker cue (d6) against an informant while two heavies hold him up defenceless. This grants a +d12 BONUS, so Morrish rolls d6 and d12, scoring a 5 and an 8. As 8 is the highest roll, 8 DAMAGE is caused to the informant.

ARMOUR: ARMOUR subtracts its score from the result of any DAMAGE rolls against the wearer. It can never be higher than 3.

IMPAIRED: Attacks that are IMPAIRED, such as firing through cover, or fighting in handcuffs, roll d4 DAMAGE only, and cannot receive BONUS DAMAGE.

DAMAGE: When an individual takes DAMAGE, they lose that much HP. If they take more DAMAGE than their remaining HP they are wounded, and any remaining DAMAGE is removed from their STR score. They must then pass a STR SAVE to avoid CRITICAL DAMAGE.

COMBAT TIPS

- Before you roll any dice, check for any extra combatants that are attacking the same target, then roll the dice together, otherwise they miss their chance to attack that target.
- DAMAGE that occurs outside of the normal turn sequence of combat, such as stepping on a trap on your own turn, causes DAMAGE independently.
- Ranged attacks cannot be used if you are engaged in melee.

CRITICAL DAMAGE: A character that takes CRITICAL DAMAGE is unable to do anything but crawl until they are tended to by an ally and have a REST. They die of their injuries if left untended for an hour.

BLAST DAMAGE: Attacks marked with BLAST affect all targets in the appropriate area, rolling separately for each target. They range from explosive or automatic weapons to giant sweeping limbs. If in doubt as to how many targets can be affected, roll the weapon's die.

Resting: A few minutes of REST and a drink restores a character's HP, but risks a wandering encounter.

Restoration: ABILITY LOSS and other serious ailments require the aid of a Specialist Service to recover. Free services exist, but quick fixes cost money.

ABILITY LOSS: If a character has their STR score reduced to zero they are dead. If their DEX or CHA are reduced to zero the character is paralysed or catatonic respectively, and cannot act until their ABILITY is restored. They must be carried to safety.

Combat Manoeuvres: If the players want to do something like disarm or trip someone in combat, the side most at risk makes a **SAVE** to avoid consequences

Death: When a character dies, the player creates a new character. Find a way to have them join the group as soon as possible. Here, quickness is required over realism. Remember, a new character replacing a dead one results in a £1k Debt for the group as an administrative fee.

BULKY Items: Generally, items that need two hands to carry, or are otherwise awkward, count as **BULKY**. Anyone carrying more than two **BULKY** items is reduced to 0HP.

Deprivation: Someone **DEPRIVED** of a crucial need (e.g. food, water or warmth) cannot benefit from **RESTS**.

Oddities: Characters acquire devices with unusual abilities as they explore the world. These **Oddities** do not require a roll to use, but generally they have a very specific power, limited number of uses, or carry some other disadvantage.

Reaction: When a social reaction to a character is uncertain, the character must pass a **CHA SAVE** to avoid a negative reaction.

Morale: The leader of a group must pass a **CHA SAVE** to avoid their followers being routed when they take their first casualty, or lose half of their total numbers. This applies to opponents and allies but not player characters.

Retreat: Fleeing to safety under pursuit requires a **DEX SAVE** and somewhere to run to.

Assumed ABILITY SCORES: Any **ABILITY SCORE** not listed is treated as 10.

DETACHMENTS: Large groups of combatants fighting together are treated as a **DETACHMENT**.

- When they take **CRITICAL DAMAGE** they are routed.
- When they reach **STR 0** they are wiped out.
- Individual attacks against **DETACHMENTS** are **IMPAIRED**, unless they cause **BLAST DAMAGE**.
- **DETACHMENT** attacks against individuals receive +d12 and cause **BLAST DAMAGE**.

Structures and Vehicles: Structures and Vehicles reduced to 0HP are wrecked, and all within suffer d6 **DAMAGE**. Weapons unsuitable for causing structural **DAMAGE** have their attack **IMPAIRED**.

HP is restored by minor repairs, but Wrecked vehicles and structures require lengthy Specialist repair.

Colliding vehicles both take d6 **DAMAGE**. If there is a major weight difference, the heavier gets a +d12 Bonus.

Vehicles take no **DAMAGE** for running over soft targets like people.

SCARS: If an attack takes you to exactly 0HP, take a permanent **SCAR**. Look up the amount of **DAMAGE** caused on the Scars Table below.

Specialists can mostly cover up a **SCAR**, but something always remains.

SCARS TABLE DAMAGE CAUSED

- 1 Battlescar** – A part of you is violently marked. Roll 1d6:
1: Eye 2: Cheek 3: Neck
4: Chest 5: Stomach 6: Hands

Reroll your Maximum HP on d6 and keep the result if higher.
- 2 Shaken Nerves** – You stammer and shake.

After you take something to calm your nerves, reroll your Maximum HP on d6 and keep the result if higher.
- 3 Hobbled** – Reduced to a limp until fixed.
- 4 Smashed Mouth** – You spit teeth and blood. You look a mess until you see a dentist.
- 5 Bloody Mess** – You need stitches. You are **DEPRIVED** until it's done by a Specialist.

Reroll your Maximum HP on 2d6 and keep the result if higher.
- 6 Punctured Organ** – A vital organ is in a critical state. If you take **CRITICAL DAMAGE** before seeing a Specialist you die.

If you get it seen to, reroll your Maximum HP on 2d6 and keep the result if higher.
- 7 Maimed** – A part of you is torn off. Roll 1d6:
1: Nose 2: Ear 3: Finger
4: Thumb 5: Eye 6: Chunk of Scalp
- 8 Torn Limb** – A random limb is torn off or in need of amputation.
- 9 Splintered Mind** – You are **DEPRIVED** until you spend a whole evening emotionally unloading.
- 10 Shattered Ego** – You are dealt a humiliating blow.

If you achieve revenge, reroll your Maximum HP on 3d6 and keep the result if higher.
- 11 Fractured Skull** – You feel like a slightly different person. Reroll your **CHA** on 2d6.
- 12 Doomed to Die** – You shouldn't have survived that. You have nightmares of your own death.

If you fail your next **SAVE** against **CRITICAL DAMAGE** you die horribly. If you pass, remove this effect and reroll your Maximum HP on 3d6 and keep the result if higher.

THE GORAGATH

IRONCHILD - BRAIN OF THE GORAGATH

- Talks through a series of pipes winding through the ship.
- Tries to help but only really knows trivia, not much current info on the ship. Rigid in his thinking, with a boring but soothing voice.
- Fuelled by live sacrifice. When you make a sacrifice to him he returns a tiny Tinned Essence that works as a bomb of that creature type.

GENERAL LAYOUT

Unless noted the ship is clanging metal, bolted together and freezing cold. High ceilings with hanging glow-lamps. No doors, just dim light.

MODULES

Ironchild no longer controls the modules, but they can be reconfigured to him by spiking a living sacrifice, the mechanism is complicated. The Fixers don't want him to get control back because they say he's inept.

PASSENGERS

They all come from the Distant Stars and don't know about Bastion. They've been here for weeks and have no idea why the ship is anchored.

LIFE ABOARD

Roll d6 each morning/afternoon/night for conditions:

1: Blackout: No light, freezing cold. You're Deprived if you don't find a way to keep warm.

2.3.: Cold: Water sprays in from scattered hull breaches. Mainly just an annoyance.

4-6 Dim: The light just about light up the rooms, and it's warm enough I guess.

SHELLIES - MOLLUSC COLOSSI

STR 18, 10hp
Fleshy Mass (Armour 1), Smash (d10 blast). Speak in whale noises. Sort of part of the ship (it's hard to explain).

- Try to satisfy their hunger (including you).
- Retract their big body back into their shell to regenerate, fit through holes, or sleep.
- Act like majestic giants right before doing something disgusting.

FIXERS - CARETAKERS OF GORAGATH

3hp, d6 choke
Froggy nerds with semi-mechanical extra-limbs. Technically organic. Not originally from the ship.

- Want to keep things running, but think Ironchild is an idiot, so will block him getting the modules back.
- Swap their limbs for other utility limbs. Parts fly off on 4+ damage.
- Each one proudly embodies one of their d6 Noble Traits.

1. Self-Improvement
2. Service
3. Punishment
4. Sacrifice
5. Ambition
6. Deceit

ZONE A - FIXERS

- Wires and Flesh
- Lists and Gradings
- Cold and Damp

ZONE B - IRONCHILD

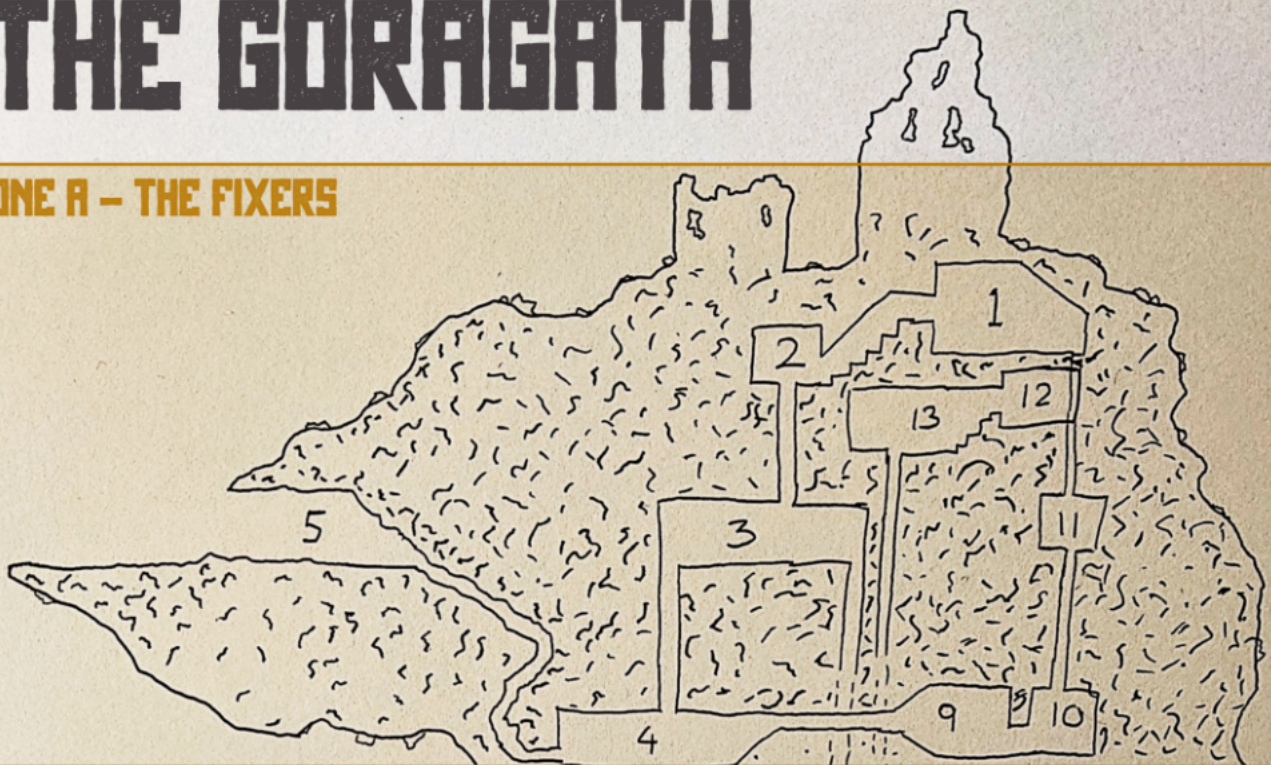
- Clay Idolatry
- Baroque Mechanics
- Helpful Vermin

ZONE C - SHELLIES

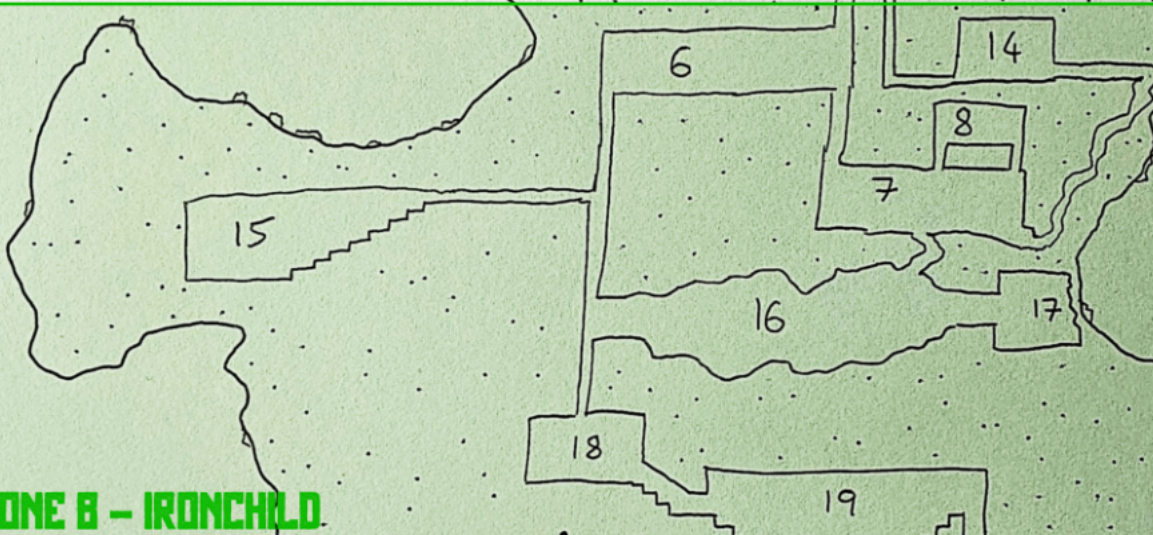
- Bioluminescence
- Oracular Molluscs
- Warmth and Light

THE GORAGATH

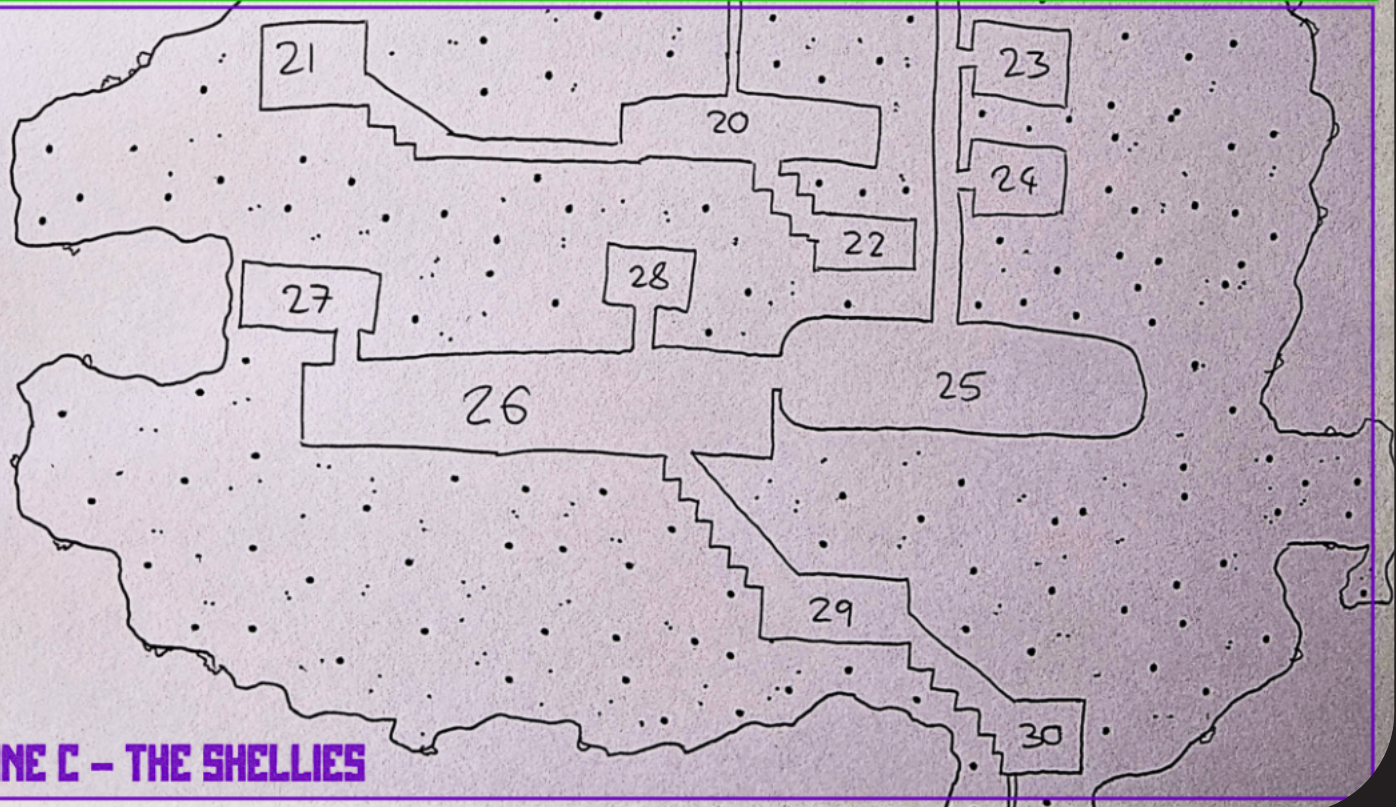
ZONE A - THE FIXERS



ZONE B - IRONCHILD



ZONE C - THE SHELLIES



INTERLOPERS

- Embodiments of ideas.
- All have a combination of humanoid, animal, and inorganic form.
- They all have an agenda and hate each other.

1: KRILL SPIRIT

STR 12, DEX 15, CHA 18, 15hp
Shelled Body (Armour 1), d10 Claws

- Show contempt for those that eat things smaller than themselves.
- Want to be seen.
- Temporarily transform you into a swarm of tiny yous as punishment.

2: WAVE SPIRIT

STR 12, DEX 15, CHA 18, 10hp
Ignore Physical Attacks

- Unleash all its energy in one crushing wave (d12) if angered.
- Get you to move along if stuck.
- Guide you towards your destination.

3: RIGGING SPIRIT

STR 12, DEX 15, CHA 18, 15hp
Black body like Knotted-Ropes, Chain Rod (d10).

- Allow vertical passage.
- Hinder horizontal passage.
- Laugh at those who give up.

4: SALT SPIRIT

STR 15, DEX 15, CHA 18, 15hp
Rocky Body (Armour 2), Slam (d10).

- Stop growth or new life.
- Indulge in decadence and encourage it in others.
- Come to a deal.

5: EEL SPIRIT

STR 15, DEX 15, CHA 18, 15hp
Pale Staff (d8, remove themselves from memories on Critical Damage).

- Prevent the spread of knowledge.
- Destroy records.
- Drive explorers away from the unknown.

6: HULL SPIRIT

STR 18, DEX 10, CHA 18, 18hp
Ironclad-Body (Armour 2), Cannon Broadside (d10 Blast).

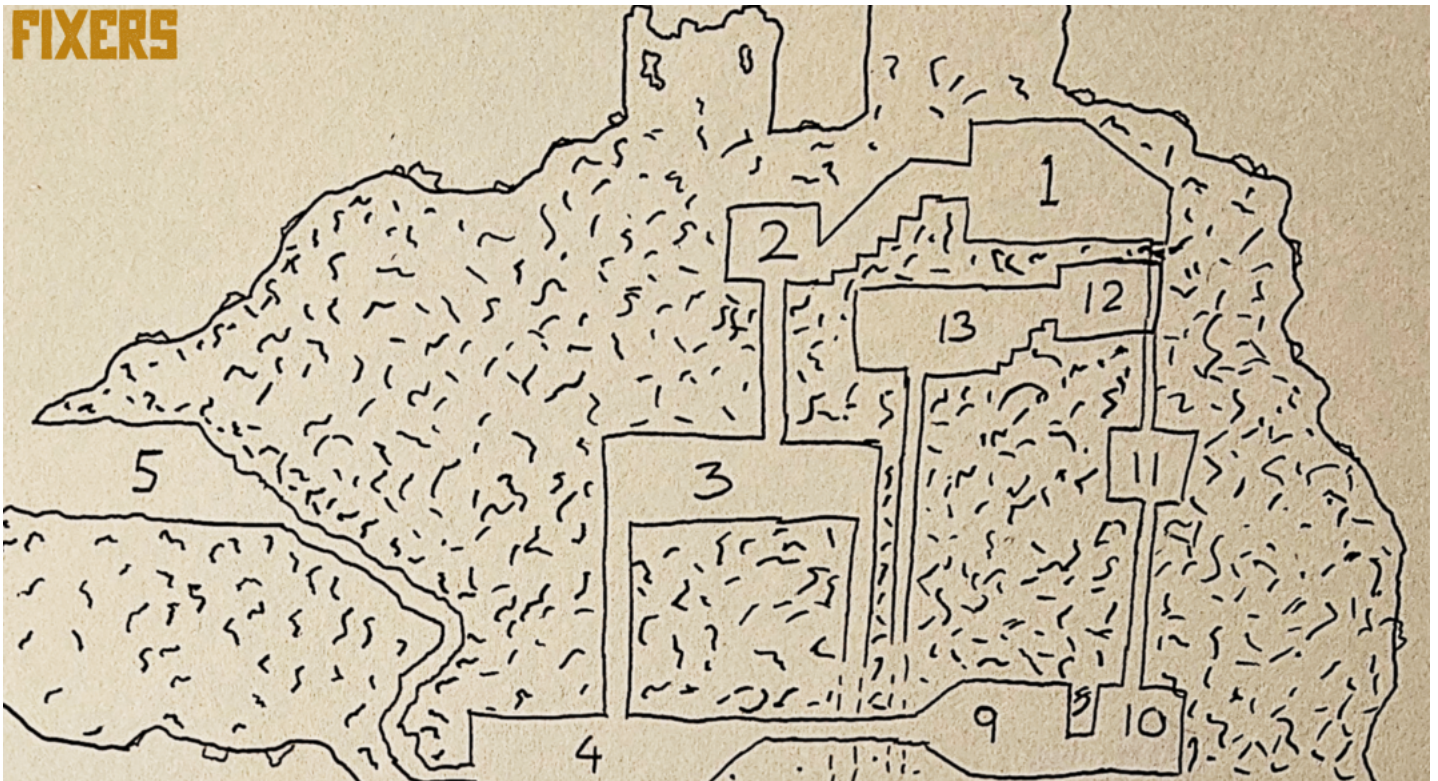
- Enforce archaic naval protocol.
- Show contempt for anything that walks.
- Find reasons for war.

ZONE A

D6 ENCOUNTERS

1. **Interloper**
2. **Four Fixers:** Carrying out a drill related to one of their virtues.
3. **Fixer Freak:** Form of a Giant, Spider, or just a Rolling-Head. Roaming pitifully after being rejected.
4. **Observer Shelly:** Starfish-like, crawling the walls just watching. Harmless. Golden shell. (Worth £1k)
5. **Watnoose:** 4hp, d6 Bite. A long-legged piglike thing covered in ticks and lice. Will excrete food from her stomach in return for cleaning.
6. **Brusher Shelly:** Snail-like. Roams the halls, cleaning up bugs. The fixers like him.

FIXERS



Entry Point

You wake up in your escape boat, smashed on the surface of the Goragath. It's just a short climb to the clearly visible entrance (leading to Room 5).

- A random Interloper takes an immediate interest in you. They are not hostile, but will actively push their agenda before leaving.
- Once you escape immediate harm, Ironchild will pipe up with directions to your Cabin in Room 5. If you go there he any questions by directing you towards the Well at the base of the ship. "Just keep doing downwards" he'll repeat.
- If you ignore Ironchild's directions he'll just keep inventing more far-fetched reasons why you should go to your Cabin (first) or the Well (second).

I: Observation Pit

- Wooden stage with projected holograms
 - Repeating a scene of Ranger Shelly mauling an ancient sailor; changes when a new body is put onto the sacrifice spikes, showing the moments before their death.
- Sacrifice Spike with Body
 - Still twitching man in ancient naval gear, cutlass.
- Metal Seats
- Ladder up to Cabin Hatch
 - Cabin: Your bare but safe cabin is located up a ladder in Room 1. It has a pile of straw to sleep in, warmth and water piped in, but no food. The entrance rotates to allow both of the other humans to have their own cabin.

2: Cleaning Room

- Pool of Filthy Water
 - Bits of animal shell, an old boot, scales
- Metal Cubicles of various sizes
 - Blasts with air-freshener, staying for too long causes suffocation
- Notice Board
 - Fixer notes you can't read, a crayon drawing of Ranger Shelly

3: Access Shaft

- Grav Lift
 - Standard mode sends you to the top slowly,
 - Fast mode crashes you upwards for d8 damage.
- Tube
 - Needs powering up by impaling a body onto the Sacrifice Spike.
 - Dispenses a novelty egg with worthless trinket and fortune-cookie-advice.
- Puddles on Floor
 - Eggshells
- Sacrifice Spike
 - Splashes of blue goo

4: Fixer Nest

- 3 Fixer Guards (5hp, d8 spike-prods, horned heads, will try to move you along)
- 10 Blue pools
 - Each is filled with blue gel, with a Fixer resting beneath the surface.
 - Allows reattachment of limbs, even to organic beings)

5: Barrage Battery

- Huge Cannons
 - Can be fired out to sea, but nothing to hit.
 - Sacrifice Spikes returns control to Ironchild.
 - Runs hot, and firing a second time [ironchild warns] floods the room with plasma for d8 damage.
- Dead Creature
 - Like a seal, but bug-face, fresh.

9: Spare Limb House

- Hanging Screaming Fixer Head
 - Wants to be released and given a body, clearly violent, says that the Fixers have betrayed Ironchild
- Racks and Racks of Spare Fixer Limbs
 - Hammer, gun, drill, suction, massage etc
- Holes in wall
 - Dripping ooze
 - Can be used to fuse limbs on

10: Fixer Secret

- Shiny Grey Carpet
 - Feels like Dolphin-skin
- 2 Guard Fixers (5hp, d8 spike-prods, tell you this area is off limit to guests, obsessed with the pipe and making sure nobody goes up there)
- Tiny Pipe (leading up to 11)

11: The Fixer-Whip

- Fixer Whip-Arm
 - Cracking it causes all Fixers to obey, any Fixer given it goes mad with power, pushing only their Virtue and renouncing all others.

12: Secret Safe

- Vault door
 - Ironchild can only recall the way to open it with a fresh sacrifice
- Tiny Fixer-Body nailed to wall
 - Needs serious repair and a new head, which will shrink to fit. No fixers will willingly help.
- Tiny Pipe (leading down to 11)

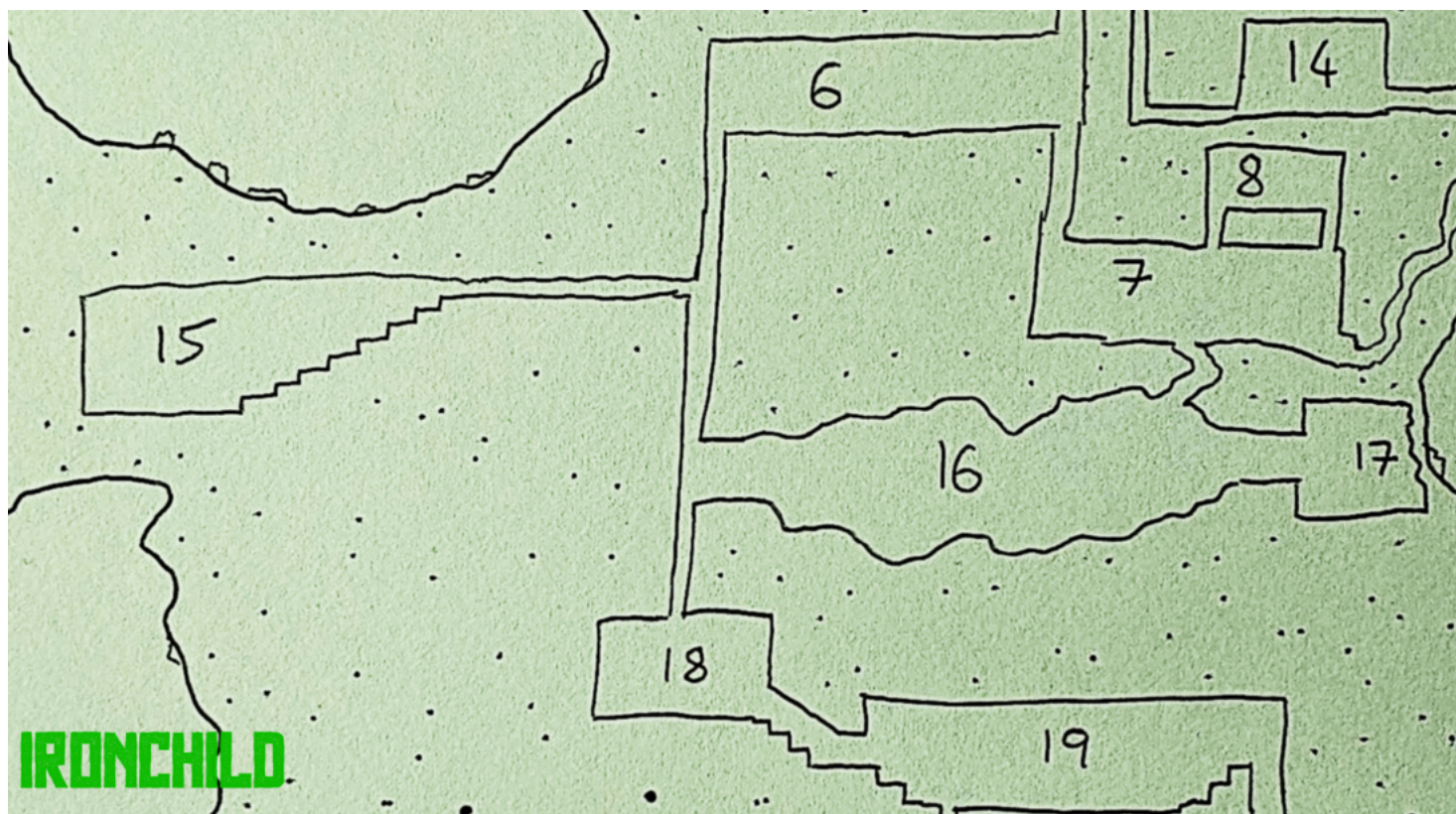
13: Bio-Hazard

- 5 Fixer Cleanup Team (3hp, d6 Blast acid-sprayers. Tell you to stay out)
- Disgusting smell
 - Yeasty
 - 1-in-6 each round of contracting a smart-virus which will whisper advice to you in the interest of keeping you alive, but meeting as many new lifeforms to pass onto as possible. Passes through fluid exchange.
- 4 Wheeled-Boats
 - Landing craft, battle scarred, contaminated, blood and guts inside.

ZONE B

D6 ENCOUNTERS

1. **Interloper**
2. **Envy Shelly:** Red, Hunchback-like. Wants whatever you have.
3. **Ranger Shelly:** Prickly-Bear. Is trying to explore the whole ship. Doesn't care about you.
4. **3 Enforcers:** 6hp, Shotguns (d8), hawka (mohawk), viso, kix (robo legs). Want to get back to their home city (Rioon, the only city that matters). Obsessed with survival techniques.
5. **Fixer Rescue Team** (detachment): Fifty fixers heading to drive the Ranger-Shelly back down to the lower decks.
6. **Shell-Hag:** Giant green dripping old woman. Wants to ask you questions and give cryptic answers.



6: Broken Survivor Club

- Blue Weeds growing in one corner
 - Most bitter thing ever, makes you vomit
- Five unnaturally white women sat around a long metal table, arguing.
 - Arguing about whether to trust Ironchild. This room is a blind spot for him.
- Melda (6hp, warhammer, eyepatch, pushes for consensus)
- Garolda (fancy yellow suit, pushes for immediate action)
- Baldine (pushes for a long debate, clerk from Bastion)
- Howl (humanoid dog, only really mimics in agreement)
- Sleeping Woman (Can be woken, but will just ask everyone to recap, which they will, before falling asleep again)

7: Club Paradise

- Pounding Drum Music
- Pool with Sprinklers spraying stinking liquid
 - Strong acid, d10 damage, figures dancing under the acid.
- Walkway around the rim with benches
 - Discarded Bug Helm (wearer has compound vision and d6 acid breath)

8: Micro-Feeder

- Library Shelves
 - All foreign-language books except for two:
 - Pop-up *Horace the Whale*, and *Murder at Sea*
- Huge machine mounted on wall
 - Dispenses gum if fed organic matter, alleviates hunger, enough for a single Rest.
- Funnel on top of machine
 - Flavour extractor, creates gum that gives a short-term power based on its contents.

15: The Old Cabin

- Piles of Straw
 - Drawing set, empty alien wine bottle
- Two Dead Bodies
 - No sign of injury, could be poison. One has a half-dead toad-bug stuck in its mouth

16: The Cold Forge

- Hanging Banners
 - Gold cat on red field, crude
- Taccaff (3hp, d6 claws. Gross hairless alien fatcat. Wants payment (anything of entertainment) for you to use his Forge)
- 2 Rogue Fixer Thugs (7hp, Armour 1, d10 Cannons)
 - They think that Taccaff is a better master than Ironchild.
- Smoking Sphere (The Forge)
 - Repairs non-organic items to working form, when returned to Ironside it can make anything with time
- Sacrifice Spikes
 - Returns the Forge to Ironchild's control, but he won't make anything you might harm yourself with.

17: Mega-Face

- Glass Tank
 - Companion Fish (Worth £1K): A sapient fish that changes itself to be the perfect companion for the owner. Highly sought after as pets for rich children.
- Huge Smiling Demon Face
 - Revels in being free from Ironchild, wants to help but knows nothing, can annihilate living things in his mouth.
- Sacrifice Spikes
 - Returns the Face to Ironchild's control, after which he decides it's dangerous to have around, and makes it annihilate itself.

18: Steam Blasters

- 2 Hulking Mechanical Men (8hp, Armour 2, Steam Blast (d8), steam-engine-like.
 - Practical-minded but lazy, one always sleeps while the other takes guard
- Model City
 - Uncared for, made from scraps of wood, loose look of Bastion
- Fighting Pit
 - The only time both Mechanical Men awake is to fight for fun. If you can beat one in a fight they have to serve you for the rest of the day

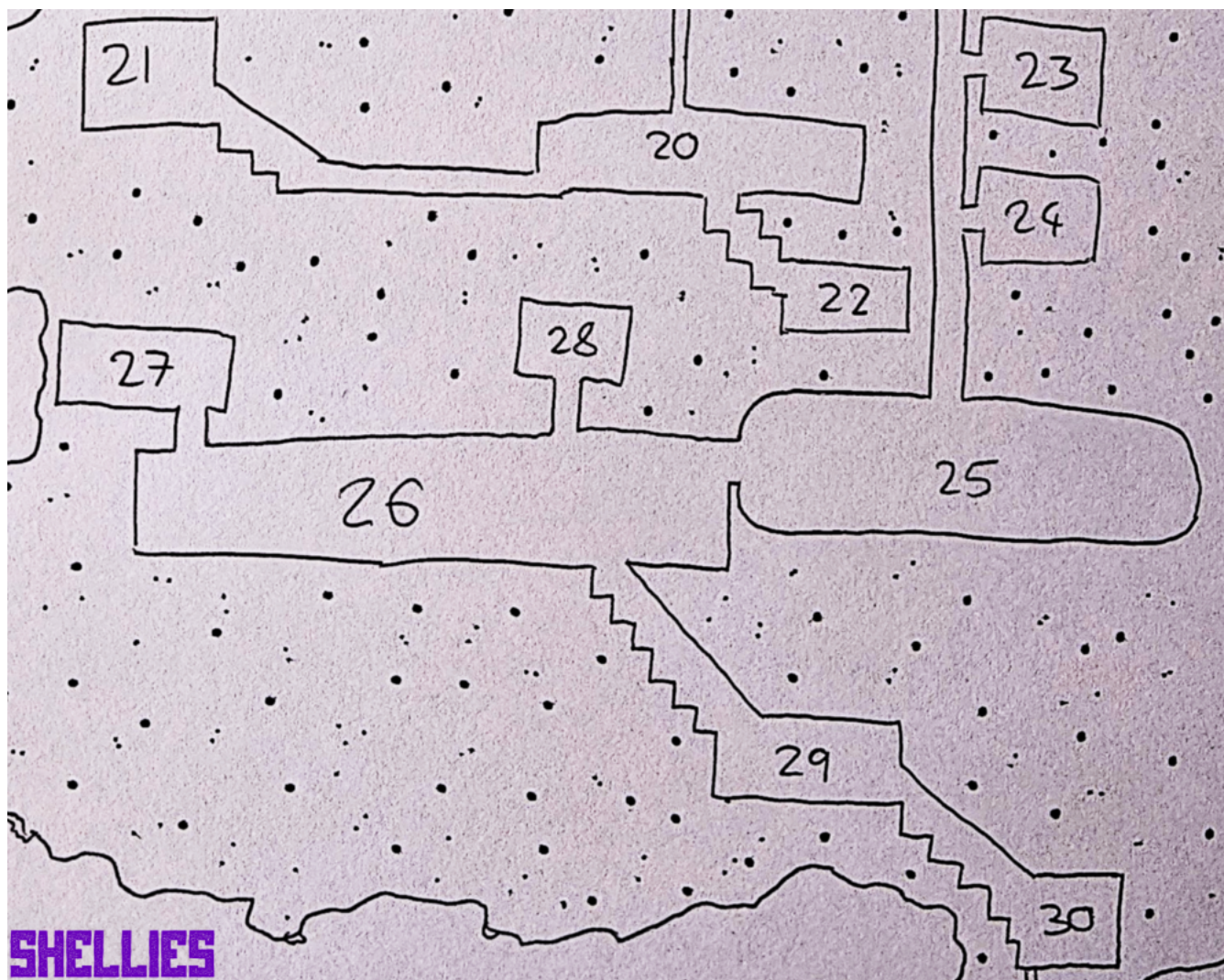
19: Warmth-Engine

- Massive Spherical Device
 - Sound of rushing liquid within, hot to touch
 - Can warm any room to a comfortable temperature
- Sacrifice Spikes (returns control to Ironchild)
- 3 Breath-Eaters (ghostly children missing a key bodypart, ignore physical attacks, d6 cold-touch. Want to be looked after like real children but get angry easily)
 - When they cause Critical Damage the missing part on you withers and dies over an hour.

ZONE C

D6 ENCOUNTERS

1. **Interloper**
2. **Ghost Shelly:** Snakelike, transparent flesh.
Wants to eat delicacies.
3. **Beauty Shelly:** Luminous, anemone-like,
peacock-fan. Wants to be told he's beautiful.
4. **Shelly Matron:** A ten-pointed black star with
very sharp tips. Wants to keep all shellies
safe.
5. **Zurkon:** 10hp, Armour 1, DEX 16, d10 Claws.
Lumbering, eight-limbed mantis-like thing. All
his limbs appear artificial. Will patch up STR
loss in a disgusting way in return for
permission to make some cosmetic
corrections (always disgusting).
6. **Rankem the Shelly Killer:** 5hp, Lanky boy in
shorts, spike pistol (d6), covered in cuts and
bruises. Knows everything about shellies.



20: Shell Lovers

- Two Colossal Snail-like Shellies mating.
 - Fluids everywhere. d20 Love Pearls in among it, worth £500 each
- Huge Lantern on Wheels
 - Gives off some warmth
- If you return later, there will be a pile of fertilised Shelly Eggs being guarded by one of the lovers

21: Scallop-Phasm

- Walls: Driftwood
 - Bits of ships nailed to the wall, trophies kept by Scallop Phasm
- Swarm of Crabs (10hp, swarm, d6 claws, dextrous four-clawed-hands, big eyes, carry out fetch-tasks for the phasm)
- Colossal Scallop that has taken on an immaterial plasma-like form (13hp, ignore physical attacks, d8 pseudopod-swipe)
 - Talks in monotone voice, boasts of great intellect, mild psychic, says if you wire her up to the ship she'll get you home. Can produce temporary objects out of her matter, at some physical effort.

22: The Re-Wire Room

- Living Mass of Wires (10hp, Armour 1, d8 Shock)
 - Just wants to plug you in.
 - Altar beneath the wires has a drawer holding 3 pipe-bombs (d8 blast) and a truth-idol (innocent porcelain child, anyone lying in its presence loses d6 CHA visibly)

23: Sunken Shadows

- Giant Shadow-Ray (14hp, d10 Tail. Gets pleasure from despair)
- Pile of Shadow-Putty (If molded into a viable living form and left in the dark, comes to life as a horrible version of that creature)

24: Planning Room

- Chalk Markings over the vast floor
 - Tactical planning with hundreds of individuals
- Pile of Bodies
 - Hairy Ape-like Men in red uniforms, all shot dead, foreign coins, weird pistols (d6, knock-back on 6), stiletto daggers (d6).
- Bottle in corner
 - Dead-Spice Liqueur (£2K for the 40oz bottle, or £500 for a 1oz measure). Blend of extinct botanicals that smell like a more intense mint. Comes in a needlessly fragile bottle. Value is slashed in half without the bottle.

25: Dive Engine

- Sacrifice Spikes
 - Returns the Dive engine to Ironchild, allowing him to flood the lower decks to wipe out life down there.
- Huge Valve
 - The Dive Engine that allows the ship to dive, but can also flood decks.
- King-Shelly (Truly colossal, alligator-like, 14hp, Armour 3, d12 thrash (swallow on CD), wants to keep you away from the Dive Engine at any cost)

26: Super-Dense Fuel Store

- Piled up Barrels
 - Filled with frozen black matter
 - Incredibly heavy and explosive
- 3 Spike-Jacks (6hp, STR 15, hulks with pneumatic spike arms (d8) no names or identities, love performing boring tasks as a team, hate violence, currently stacking barrels)

27: The Tube

- Glass Tube
 - Blocked up with piles of rubble and junk
 - If cleared and returned to Ironchild can be used to get to other Tube Stations on the Ship
- Sacrifice Spikes (returns the Tube to Ironchild)
- Wing Shelly (like a grounded blue butterfly, wind blast (d6 blast, choking spores) or a single stinger (d12, violet death on CD which also kills the Shelly), trapped and scared)
- Chandelier (d12 if dropped, jellyfish motif)

28: Override Room

- Wall: Cryptic symbols
 - Box/Gift, Hammer/Forge, Eye/Face, Tent/Warm, Fish/Dive, Arrow/Tube, Circle/Well
- Below: Switches
 - One for each of the modules. Pulling the switch removes it from Ironchild's control
- 5 Orthodox Fixers (centaur-bodies, heavily armoured (Armour 2), tri-guns (d8), one-horned heads. Want to stop people interfering with the switches)

29: Sage Slime

- Formless Grey Slime (8hp, d6 corrosive slime, absorbs on CD)
 - Speaks like a nonsense monk, about not needing anything to truly live, and how you should join the goo.
- Black Spine (£3k) submerged in a glass tank.
 - Charred spinal column of a ceaselessly destructive giant monster, blasted with every weapon known to Bastion. Visibly regenerating by the hour if removed from its acid bath.
 - Ironchild outright encourages you to take it as long as you take it far from the ship.

30: The Well

- Dead Body
 - Short cyclops, burned and looted
- Sacrifice Spike
 - Returns the Well to Ironchild's control, meaning he can now block access but can also pipe food up into the Cabins
- Ornate Well
 - Somehow connected to the Underground. Descending into it leads somewhere underneath Bastion.
 - Raising the chain brings up a fishy-smelling slop and moss, finally with the Disgusting Art piece at the bottom.

Disgusting Art (5k/nothing): A lead sculpture of many creatures in violent union. One in twenty collectors find the piece strikingly provocative. The other nineteen are offended if you even bring it near them.

NOTES