



# FOLDS BETWEEN WORLDS



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# Folds Between Worlds

## *Rumours & Hooks:*

*Fendrel*, a well known and respected druid of *Soliri*, is looking to hire competent explorers to escort him into the wilds for an urgent task.

## The World Tree Provides

*Soliri* is one of the Midlander's *Seven Ancients*, goddess of the sun, weather, nature and creation. Implored to bless harvests, encourage fertility, and to repel ferocious beasts, *Soliri* is commonly depicted as a female faced sun, a swarm of leaves, or a giant world tree.



The elderly druid *Fendrel* (70's, slight hunch, wispy white hair, miraculously fit and able to walk for days) is a devotee of the Sun Goddess, living behind the safety of city walls, making occasional sojourns to sacred groves for ritual blessings.

Over the last few months, the druid has noticed an alarming shift in animal behaviour in the vicinity of Yellow Cliffs. Bears, wolves and hunting birds are more savage, and even normally timid creatures such as hares seem to be growing more aggressive. Even more worrying, monstrous creatures such as owlbears, giant spiders and skorn are increasing in frequency.

It is clear to *Fendrel* that something unnatural is occurring, and as druid responsible for *Yellow Cliffs* grove, it is his duty to remedy the situation. The two other druids of his circle (*Murte*, 80's mostly senile, and *Janeta*, robust young female with a musical laugh, bright eyes) are not convinced there is a problem (and even if there is one, are unwilling to tackle it themselves). *Fendrel* is able to offer 400 gp, plus some free healing poultices/anti toxin brews, to escort him (cultist with staff, LFG p.114) to the cliffs and sort out the problem.

## A Disturbance Below

The druid hopes that the source of the fauna's aggressiveness is tied to poisoned water, or some manner of rare disease, but in his heart senses something more devious is at work.

*Fendrel*'s instincts are correct. In the natural cave complex beneath Yellow Cliffs, a rupture in the Veil has allowed a *Tentacle Spawn* (name unspeakable, telepathically it presents as three metallic moons orbiting a pulsating flesh sack, coated in malodourous mucus) to enter the world from a distant dimension. Fascinated with this new realm, the creature is prolonging the rift as it explores its subterranean surroundings.

The rift's direct link to Three Moons' dimension is affecting surrounding life forms (animal, plant and mineral), upsetting and unhinging all creatures of sentience.

## Shennog's Eye

*Fendrel* is not the only party interested in the strange disturbance. *Keeper Eldenee*, a priestess of *Shennog* (goddess of darkness, mystery and deceit) secretly prophesied the shift in the Veil, and has dispatched agents to investigate on her behalf. Unlike *Fendrel*, *Eldenee* has no interest in wildlife, but is keen to understand what has occurred, and in particular whether there is any

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prospect of harnessing the power of the rift, which she refers to as “Shennog’s Eye”.



Eldence’s agents belong to *Rutger’s Crew*, 2d4+8 well paid and heavily armed mercenaries that the priestess has successfully used on a number of prior occasions.

*Rutger’s Crew*, AC 16 (heavy armour + shield), HD 3, Sword 1d8+2, 19: disarm, S14 D10 C13 I10 P10 W13 Ch9 L6, Mv 30 ft. Rutger’s Crew are steely eyed veterans, well paid and loyal to their captain (Rutger, northerner, 7 HD, Polearm 1d10+2, trained in Leadership, Arcane Lore). They have advantage on morale checks as long as Rutger lives.

### Cliffside Trek

The journey to Yellow Cliffs is three days on foot, through steep and rocky terrain, overlooking the great lake, with scattered windswept trees. There is a 40% chance of an encounter every 12 hours. If an encounter occurs, roll 1d8:

1. A particularly aggressive band of 4d6 *thuels* (barbarians, LFG p.114) are

ranging across the cliffs on foot. They are searching for two lost twins.

2. The corpses of a family of hares are strewn about this area. Their warren holes were torn open by something with large claws. The carcasses are uneaten.
3. A flock of 4d6 + 30 *Ravens* descends from the sky or nearby trees, intent on tasting the party’s blood.

*Raven*, AC 11, 1 hp, Peck 1d2, 19: *Luck* (Con) save or suffer an eye or ear injury (Injury table LFG p.54, entry 1 or 4, even chance), S4 D16 C5 I3 P13 W13 Ch10 L3, Mv 120 ft flying. The tainted flock has advantage on morale checks.

4. A terrific *thunder storm* rolls in for hours, drenching the party and turning the ground to sucking mud. Each party member must make a Con check or lose 1 Con.
5. A *Ranger Patrol* (2d6 members, as bandit LFG p.114 with bows, swords), from the nearest city. They might provide information or additional security for a time.
6. A party of 3d6 *Cyclopes* (LFG p.103) have ventured down from nearby mountains, sent by their tribe’s shaman to investigate the rift. They are low on salted meat, and relish human flesh.
7. An enormous 16 ft *Giant Serpent* (10 HD, LFG p.122) is dozing on nearby rocks, a large bulge in its centre (a dissolving wolf). If it detects the party, it is immediately hostile, but feigns docility, hoping to draw the party in close before striking.

8. If day, 4d10 *Skorn* (Midlands p.104) or *Beastmen* (LFG p.100) have broken out

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into a horrific intra tribal brawl, killing each other with jagged knives, bows and clubs. If they detect the party, the survivors (3d6) turn on them immediately, their natural bloodlust heightened by the rift.

### Yellow Cliffs

Yellow Cliffs is so named for the sulphur tinged rockface overlooking the expansive *Lake Argos*, providing a magnificent, wind tousled view. Situated on a high plinth are six yellowed stone columns, which the druids have venerated for generations as a sacred circle. Once a year, Fendrel makes a secret sojourn here to enact rituals passed from one druid to the next.

Magic users (or others trained in Arcane Lore) might detect that a ley line passes through the stones (Int (Arcane Lore) check). Using any genuine magic here increases its effect and duration by 50%, but incurs a 3 point increase in the *Dark & Dangerous Magic* test instead of 1.

More importantly, a successful check reveals that the true power of the site is emanating from underground. The sulphurous columns extend down many hundreds of feet to Area 10. Looking over the nearby cliff's edge, a small ledge and cave can be spotted about 200 ft below.

### Area 1 - Entryway

In order to reach the entry passage, the party will need to descend 200 ft down the rock face. Climbing the cliff requires an Athletics (Str) check without climbing gear, or is automatic with appropriate gear and enough time.

Part way through the descent however, the party is set upon by *Sleemi*, a young and impetuous harpy with a strong connection the ruptured Veil. Once the party is in the midst of the climb, Sleemi flies in close to sing her sorcerous song, tempting individual PCs to jump into her arms. Any PC that does jump falls to their death, the

body scooped up by the harpy (taken back to her remote eyrie for devouring).

*Harpy*, AC 12, HD 3, 2 Talons 1d4, 19: *Luck* (Will) save or suffer a minor madness, S9 D15 C10 I10 P12 W13 Ch15 L6, Mv 60 ft flying. Whilst tainted *Sleemi* has advantage on morale checks. The harpy's song encourages a target to unbuckle their climbing gear and jump into her arms, resisted with a *Luck* (Will) save. Sleemi's touch imparts a *Charm Person effect*, and drains 1d4 Str (once per day per target).

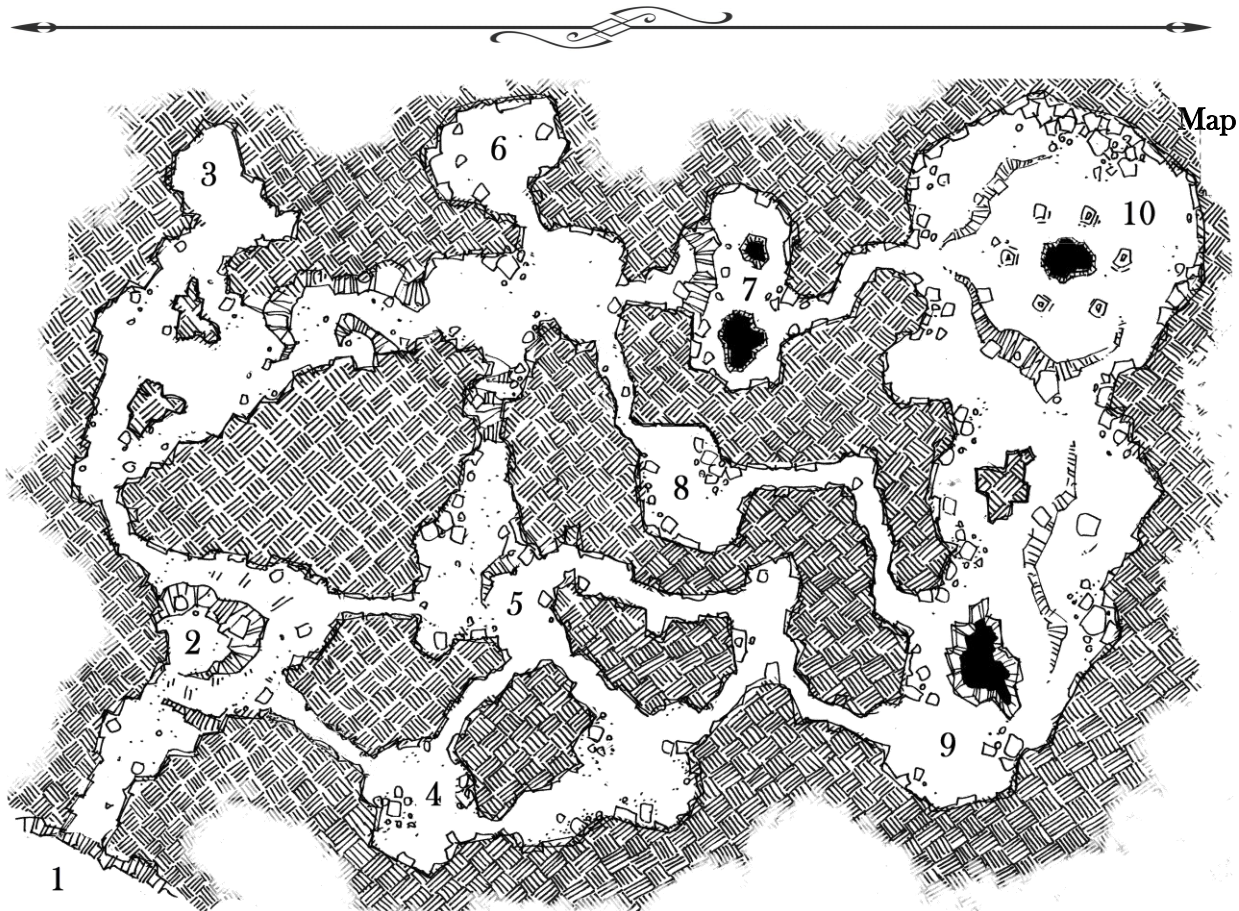
The entry cave is round in shape, approximately 5 ft in diameter at its widest point. The tunnel beyond is quiet, cool, and pitch black.

### Catacomb Encounters

A number of the chambers in the winding catacombs are unmarked. At the GM's option, roll 1d8 to determine what is within in these locations, or when the party lingers in one spot for more than thirty minutes.

The natural passageways are generally unlit, dark as pitch, cold and prone to exaggerated echoes. PCs will need their own light source to navigate the tunnels.

1. Empty aside from some carapace worms undulating in a dimly phospherant mould (harmless).
2. *Rutger's Crew* appear (p.3) from a nearby passage (sneaking, fleeing from something, waiting in ambush, or arguing about whether they should press on). Depending on how the party reacts, they might join forces for a time.
3. The rift in Area 10 widens, sending a shudder throughout the entire complex. Dust and small rocks fall from the ceiling, thin cracks appear in walls, etc.



4. 2d4 tainted *Rock Grinders* (Midlands p.101) burst from a nearby wall, ceiling or floor, intent of dismembering the party.
5. An impossibly low, drawn out half growl, half sucking noise reverberates throughout the complex.
6. A patch of 2d4 *Yellow Mould* (LFG p.131) is growing on the ceiling, wall or nearby passage.
7. A freak gust of wind (originating from the rift) tears through the catacombs. Exposed torches or other light sources have a 75% of being extinguished. If the party is left in darkness, there is a 50% chance the Morg-Tor from Area 6 appears.
8. *Three Moons* (see Area 10) is approaching from a nearby passage,

enroute to commune with the Morg-Tor in Area 6, or checking on the Grey Ooze in Area 2.

#### Area 2 - Grey Ooze Trap

This 30 ft diameter chamber has a raised 10 ft dais in the centre. Beside the dais are 1d4 dead and decaying barbarians, their faces locked in grimaces of terror.

A *Grey Ooze* in league with Three Moons is hibernating in one corpse. If a PC approaches within 60 ft, it awakens in 1d3 rounds, eager to feast.

*Grey Ooze*, AC 12, HD 6, Tunnelling Pseudopod 2d4 + special and Emotion Burst, 19: a psychic lash drains 1d4 Int (*Luck* (Will) save resists), S18 D16 C16 I4 P14 W16 Ch1, L8, Mv 40 ft inc walls, ceiling etc. Emotion Burst 120 ft range, *Luck* (Will) save or suffer a moderate madness, 40% chance recharge each hour. May project basic emotions up to 120 ft at will.

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### Area 3 – Thought Eater

Dozing in this 20 ft by 10 ft cavern is a bulbous, vaguely humanoid ooze; a rolling black mass of amorphous folds with a single, glistening eye.

*Thought Eater*, AC 11, HD 9, Oozing Slap 2d8, 19: the target is subject to *Confusion* (as the spell, Will check resists), S17 D8 C15 I4 P10 W15 Ch3, L10, Mv 30 ft. Thought Eaters are *Aberrant Terrors* with the usual benefits (LFG p.98). Anyone looking at the eater is subject to its gaze attack on their turn (*Luck* (Will) save or suffer a pervasive madness, LFG p.91). A PC may avert their gaze or otherwise fight blind to avoid this effect.

### Area 4 – Ley Line Chamber

The natural stone of this 20 ft chamber has a glass like sheen to it, transmuted by the tainted ley line passing through the centre of the room. A PC studying the area may make an Int (Arcane Lore) check to sense the ley line, and on a great success understands it is tainted. Whilst living creatures linger in this space, check for a *Dark & Dangerous Magic* effect each round, increasing the chance by 1 each time. Using magic here automatically invokes a DDM effect.

### Area 5 – Gas Pocket

This 30 ft by 25 ft junction smells strongly of sulphur. A pocket of toxic gas (heavier than air) has formed at the lowest point of the cavern (in a nook on the southern side of the ledge). Careful inspection of the nook reveals the near invisible gas (a very slight distortion can be seen via torchlight). Passing through the area stirs up the invisible fumes, requiring a Con check to avoid losing 1 Con. The gas is not flammable.

### Area 6 – The Morg-Tor

This 20 ft diameter chamber is the sleeping den of the *Morg-Tor*, an alien entity that followed Three Moons through the rift. 10 ft tall, with six limbs, a gigantic vertical maw and prehensile tongue, the Morg-Tor serves the tentacle spawn as a labourer and guardian.



*Morg-Tor*, *Boss Monster*, AC 14, HD 8, 4 Claws 1d6+1 and Bite 2d4+2, 19: the target has a random limb below the joint torn/bitten off (*Luck* (Con) save resists), S19 D10 C19 I5 P10 W12 Ch5, L9, Mv 40 ft. The Morg-Tor is a Boss Monster (LFG p.95) and Aberrant Terror (LFG p.98) with the usual benefits, but *Causes Injuries* on criticals.

If defeated, the Morg-Tor's den contains the half eaten remains of many barbarian and beastmen victims (1 x Carry Loot and 1 x Trinkets & Curios, LFG p.136, 141).

### Area 7 – Dual Sinkholes

This 30 ft by 15 ft cavern has two large sinkholes that disappear into the underdark. The remains of strange monstrosities litter the area (rended bulbous fleshy sacks, dismembered eyestalks, crushed chitinous claws, etc).

If the party enter this chamber, 1d6 *Void Gropers* (2 ft tall albino aberrations with three drooling faces, hooved feet and flapping, oily tentacles; they make baby like cooing noises as they attack) emerge from each of the sinkholes at the end of each round. After the latest round of gropers appear, there is a 25% chance they stop

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emerging. Blanketing the sinkholes with fire, acid or a cave in increases the chance to 75%.

*Void Gropers*, AC 12, HD 2, 3 Tentacles (special) and 3 Bites 1d4+1, 19: another Void Groper crawls out of the sinkhole, S9 D13 C9 I2 P12 W9 Ch3, L5, Mv 30 ft. Void Gropers are *Aberrant Terrors* with the usual benefits (LFG p.98). A tentacle attack imposes the *Void Sloth* curse (fumble chance increases by 1, up to a maximum of 5, lasts 1d6 days, Will check resists).



### Area 8 - Dumping Cavern

This 15 ft by 20 ft cavern is situated in the centre of the catacombs, used as a dumping ground for Three Moons' victims. Piled against one wall are the decaying bodies of numerous beastmen and barbarians, their skulls broken open and brains removed. Looting the area turns up 1 x Carry Loot and 1 x Valuables (LFG p.136, 147).

There is a 50% chance of 2d4 *Plague Worms* feasting on one or more of the corpses.

*Plague Worm*, AC 17, HD 3, Batter 2d4+1, 19: special, S17 D10 C13 I3 P10 W10 Ch5, L6, Mv 30 ft or 5 ft burrowing. On a 19, the target suffers *Worm Fungus* (skin hardens and cracks painfully, causing one random limb to become unusable for 1d4 weeks, per *Injuries & Setbacks* table, entry 2 or 3).

### Area 9 - Centipede Nest

This enormous 30 ft wide cavern has a 25 ft ceiling and extends north into Area 10. In the centre is a 10 ft wide sinkhole that disappears several hundred feet into the earth, branching out into smaller tunnels and winding passageways.

A nest of 3d12 *Giant Centipedes* lives in the hole, for the most part studiously avoiding the recent influx of aberrations. They have been sustaining themselves on smaller insects and the bodies dumped in Area 8. A party of juicy humans however will quickly lure them out.

*Giant Centipede*, AC 13, HD 2, Bite 1d3 and Stinger (*Luck* (Con) save or suffer 1 Con loss), 19: extra strong dose of poison requiring two *Luck* saves instead of one, S14 D14 C10 I1 P10 W10 Ch2, L5, Mv 30 ft. An adventurer has a 25% chance of harvesting one dose of poison from a dead centipede.

### Area 10 - The Rift

This 50 ft by 50 ft cavern has a high 30 ft ceiling, and is decorated with six sulphurous columns, each 3 ft wide, that extend up into the ceiling. In the centre of the columns is a 10 ft shaft that descends 100 ft before coalescing as the ink black rift to Three Moons' home dimension.

Around the edge of the hole are 2d6 pink, pulsating brains (*Rift Anchors*), with curling tentacles that extend around the shaft perimeter and into the depths. The tentacle spawn maintains the portal by feeding the rift anchors a

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steady diet of foreign emotions, leeches from its humanoid victims.

The portal may be closed by (i) destroying the rift anchors, (ii) slaying Three Moons (if the tentacle spawn is killed, the rift anchors starve within hours), or (iii) successfully casting *Dispel Magic* on the anchors.

Jumping into the shaft without a rope or other means of restraint, prior to the rift being closed, causes a PC to pass through the portal, requiring a *Luck* (Con) save to survive the journey. The specifics of Three Moons' home dimension are left to the GM to determine.

*Rift Anchor*, AC 10, HD 4, Tentacle 2d4 + special, 19: the target is helpless, constricted by a tentacle, spend an action to break free (Str contest), S15 D13 C6 I4 P11 W17 Ch3, L7, Mv immobile. Rift Anchors are *Aberrant Terrors* with the usual benefits (LFG p.98). Their tentacle attacks have a 100 ft reach, but take 1 action to detach from the rift before they can be used. A successful tentacle attack causes *Confusion* (as the spell).

*Three Moons*, Boss Monster, AC 13, HD 10+2 (87 hp), 2 Tentacles 1d8 + special, 19: psychic blast, target loses next action (*Luck* (Will) save resists), S13 D16 C14 I19 P19 W19 Ch15, L10, Mv 30 ft. Tentacle Spawn are *Aberrant Terrors* with the usual benefits (LFG p.98). If both Tentacle attacks hit, the target must make a *Luck* (Con) save or die on the monster's next turn (brain devoured), unless the two are somehow separated. Spend an action to project a mental blast of abject horror in a 60 ft cone, 20 ft wide at the base, causing 1d4 Int loss and imposing a serious madness (*Luck* (Will) save resists, 30% recharge chance). Spend an action to produce each of the following spell effects once per day: *Charm Person*, *Blindness*, *Charm Monster*, *Telekinesis* and *Telepathy*.

Three Moons has a genius (if alien) intellect and will attempt to fight in a manner most advantageous to it. If a PC is rendered helpless by an anchor, the spawn will attempt to eat their brains while they are helpless. If Three Moons is wounded, the Morg-Tor in Area 6 immediately senses this, and comes to help if possible.

If battle goes poorly, Three Moons will attempt to flee through the rift, or into the sinkholes in Areas 7 or 9. Depending on the circumstances, it might attempt some kind of telepathic parlay with the party, or Keeper Eldenee's agents if they are present; offering some manner of alien technology, extra-terrestrial metal or other desirable item in exchange for a truce or retreat. The precise details are left to the GM to determine, and might be of interest to Captain Rutger/contrary to Feldren's/PCs' interests.

### Rift Closure

If Three Moons is killed, or no living anchors have tentacles attached to the rift, it closes with a deafening sucking noise (*Luck* (Con) save or suffer effective deafness for 2d6 days).

As the portal closes, any humans in the vicinity momentarily connect with Three Moons' world, experiencing a dark and dreadful vision (manifests telepathically as tables of tentacle spawn in a gigantic hall of emerald green stone, where compliant Midlander humans shuffle out and sink to their knees before their alien masters, prior to having their brains extracted). Whether the vision is true, and/or past, present or future, is for the GM to determine. At the GM's option, a Will check may be required to avoid a minor madness (LFG p.91).

### Aftermath

If Feldren lives and the rift is closed, his fellow druids hold the party in high esteem and offer free anti toxins, healing herbs and other support in the future. The party garners a degree of fame as word spreads, particularly amongst Soliri's faithful.

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If the party incapacitate or otherwise frustrate Rutger's band, they may make an enemy of Keeper Eldenee, depending on whether there are any survivors.

If Three Moons is not killed or driven back into the rift, it continues to explore the underground catacombs. As a tentacle spawn, the creature is overwhelmed by wide open spaces, and cannot leave via Area 1. Given sufficient time, and assuming Eldenee learns about the creature, she eventually strikes a deal with it, supplying brains in return for alien technology (perhaps mind reading or suggestion effects), vastly increasing her personal power and order's political clout. Over time, the tentacle spawn draws more of its kind through the portal, excavating an outpost in the depths of the cliffs.



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