of the Hellcaller rince

Welcome to the Dungeon

This is a straightforward little adventure that should take only one or two sessions to run. It's a fair starting adventure for new characters with only 1 or 2 HD. It has a variety of encounters that can play out in multiple ways. These are noted with the following symbols.

- Materials Loot, treasure or the need to sacrifice

Talking A social or diplomacy based encounter

T - Crafting A creative encounter

- Statistical - a challenge of attributes

Combat – a fight

₩ - **Duel** - a one-on-one battle

> - Spiritual - a vision or prayer

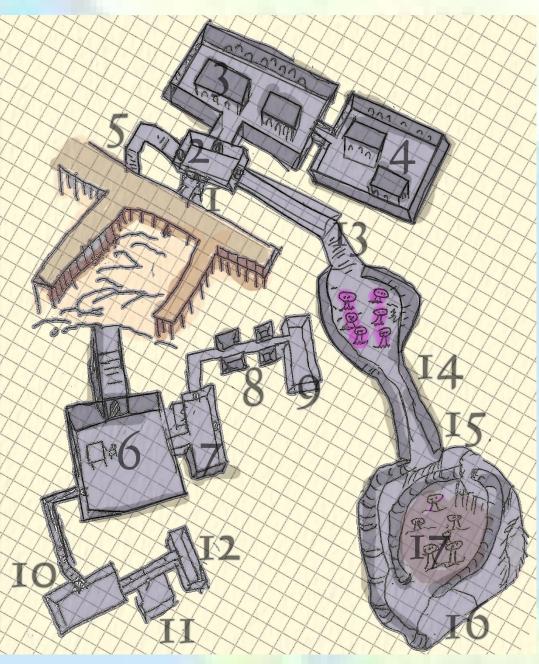
※ − Skill – Stealth & subterfuge

💠 – Terrain – a survival challenge

Some of the scenes described below include more than one of these encounter types – in general the players should be extended agency to allow them to choose the type of the encounter if multiple sorts are available & are more a suggestion than a strict rule.

The map to the right shows the locations described in the adventure. You will want to familiarize yourself with the layout of the dungeon & read through the various scenes at least once before running the adventure.

No specific scale has been added to the map, but you can figure each square as a 'space' equivalent to a meter, a cubit or whatever unit of measure you find most useful.



Where the Roads All End

This adventure takes place at the disused port of a city by the sea. If you've got your own setting / city to work with – this adventure should occur during a time of year when the port is undergoing maintenance. The dungeon has a small footprint & can exist in most port cities. If you prefer not to devise your own setting you can use the city of **Eas** as the setting for this adventure.

Eas is a fallen city – once a great metropolis & the pre-eminent port on the continent, it has fallen into disfavor & disrepute. Now, only a shadow of its former status, the city is geographically large, but sparsely populated so that individual neighborhoods have the character of small villages. One such village stands at the docks & it includes, mainly a work-camp, a teahouse-inn & shipwrights' factory all built upon an antiquated boardwalk at the edge of a faded metropolis. The inn is called **The Merry Hare** and has as its proprietor Pennyscale – a lizard-person with some missing scales compensated by copper pennies jammed in the voids.

Player characters find themselves at the Merry Hare with essentially no prospects. The port has closed & travel from the city by sea is right out for the rest of the season. The roads lead out into the interior, but through adventure-bereft realms of bucolic farmland. The city has many options for exploration & looting – abandoned structures abound, but these are often held by desperate cultists & rival adventuring gangs. Begin the story at Pennyscale's bar.

It's the height of summer & the teahouse is barely cooler than standing out in the noonday sun. A breeze comes over the ocean & it carries the sounds of the workmens' song. They are outside dredging the port & making it navigable. One day in the next few months a ship will be able to sail into Eas port. Until then, you can only sail the barstool. Pennyscale's look is inscrutable – the lizard pours tea & laces it with light doses of aromatic drugs. You are poured a cup. "Try your hand at some cards?" You and your fellow stranded set to deal the cards when the workmen break from their midday siesta – they're shouting in alarm & besides their alarm a woman's keening cry rises up above. "My Baby!"

Outside the inn is the boardwalk which has a pair of long piers jutting from it. These piers have been sandbagged off so that workers can enter the port & dredge the mud. They've been at this for some time. What has happened is this: While walking along the boardwalk a young mother's eldest child has fallen into the mud & startled by the crocodiles that bask there during the noonday siesta, has hidden under the boardwalk. People are looking for this kid. A good-hearted adventurer could really make a name for themselves here, rescuing a child...

I - Under the Boardwalk

The uncovered patch of mud between the piers is a maze of excavating equipment, drying mud-piles & large basking crocodiles. The crocodiles are dozing in the sunlight and none too bothered by anyone approaching, you've seen firsthand the workmen driving them off with clattering tools & shouts. The recessed area under the boardwalk is where the child seems to have retreated.

It's trivial for the Players to get into the pit, and easy enough to find the child – he's crying loudly. The crocodiles aren't a danger if they aren't provoked. If they are provoked, they can be fought & defeated in a relatively straightforward way – though there may be losses. What is interesting about this rather mundane scene is what the child has uncovered.

Underneath the boardwalk the child has dug out a hiding place & this hiding place is the entrance to a stone passage with a sealed steel door. It is marked with ancient runes which beg an expedition.

The rescue of the child can be performed with any amount of gusto & grace. If the Players refuse to offer assistance some workmen do the job themselves – gaining all the glory. They in turn report on the strange door hidden in the mud.

So – presuming the players can be badgered into looking into the strange door they will find this:

The steel is only lightly rusted which is a wonder as it's been buried under the sea for centuries, at least. The 'writing' on it's more a series of straight lines that defy easy understanding as they lengthen & shorten & twist ever so slightly under scrutiny. The door is 3 feet wide & 8 feet tall. It has a confusing wheel like mechanism at its center which seems to be the only means of operating it.

The door is opened by twisting the wheel which requires a d20 STR check. Opening the door thereafter requires a lot of heavy pulling & intense effort which entails a d20 CON check. Once these checks are passed the door stands open & won't be easily sealed again. The writing can be deciphered by anyone who knows the Vada language, but a d20 WIS check can reveal that the writing, whether or not it is understood, does not convey an urgent warning of any kind. In Vada the door says:

Apocalypse S<mark>helter Des</mark>ignate 9

The door does indeed lead to a hidden shelter meant to survive an apocalypse.

Players who don't succeed at their checks can sacrifice a pry-bar or similar tool to gain entry.

Once inside:

The cool, stale are washes over you & the heavy shade of a thousand lightless days is a clammy comfort in the deep summer heat. The door stands at the end of a bare hall, floored in muddy tiles that extends a few dozen paces forward – everything beyond is lost in darkness.

Lighting the way reveals:

There is a room which opens up at the end of the hall some thirty feet beyond. The walls & ceiling of the tunnel are bare & rough concrete with empty torch sconces every ten feet on either side.

The room at the end of the hall is of similar construction but fairly large & within it you can see a door lying opposite you & extensions to the east & west suggesting more doors still.

2 – The Crossroads of Nations

The room is a vestibule that allows entry into the 3 other branches of the dungeon – known as *Nations* by the dungeon's weird denizens. The sections are roughly divided into north, east & west.

Read: The north door is wide-open – it is similar to the hatch that allows access into the dungeon but more visibly rusted so that any writing upon it is now eradicated. It is also open & its mechanism mangled, as if tremendous force had been used to wrench it open. The Western door & eastern door are both closed but are similarly rusted, though their mechanisms appear to be intact.

The West door is both locked & trapped. (*Trap deals 1 HP & inflicts a d8 Maddened condition after d4 minutes on anyone trying to open the door*). It requires a d8 check to detect the trap & a d8 check to open the lock. Entering the room at the north undetected requires a Move Quietly check of d8 – though this is spoiled by the inclusion of a torch or lantern as the dark-attuned denizens of the dungeon are alarmed by any light. A Find Traps roll of d8 reveals that the vestibule has been used recently – footprints cross from East to West & then fewer footprints go from West to North.

3- Uncanny Catacomb

The darkness of this room conceals a pair of creatures which wander in a circle around the two pillars in its center. These creatures are easy to hide from – provided no light is carried. They are drawn instantly to any light source.

This chamber is about 60 feet wide & 40 feet across standing in the middle and offset from one another are a pair of colossal pillars, each 20 feet square. The 30 foot high walls are covered in steel hatches each scribed with a glyph in an unfamiliar language.

The glyphs are all in Vada & are listings of names – the chamber is a catacomb, of sorts. Opening a hatch requires time & materials (principally fire & a chisel) as they are all sealed with lead. A pair of

the hatches have been opened & a ribbon of lead lies at the foot of each of these. The people interred here are skeletal, just bones wrapped in thin sheets of withered flesh – so it's hard to tell much about their natural state – however, they are somewhat alien. Investigation of any of the bodies reveals them to have six fingers & toes upon their left hands & seven of each upon the right as well as a second knee & elbow on their respective right limbs. The bodies are interred with few possessions – but a total of 1,600 bodies are interred here. Exhuming 10 bodies will dull a chisel, end the usefulness of a torch & consume 4 hours of a player's life. Every 10 bodies has a single piece of jewelry – either a ring, earring or pendant

worth d% \mathfrak{S} . Every 10 bodies also has a 10% chance of producing a 'living' being – a **Vadam**. These creatures are detailed at the end of this adventure but are found throughout the dungeon. Indeed, there is a pair of them wandering this room which will mindlessly attack anyone they are able to catch. These Vadam are Spore-Cursed & cannot think.

2 Spore-Cursed Vadam (50 Xp)

4- Uncanny Catacomb Part II The Wretch

This room is structurally very similar to the chamber #3 – the Uncanny Catacomb, however, it is populated with many more monsters. There are **2 Spore-Cursed Vadam** for every PC present & a single **Ulimamr** present which commands the Vadam. The Ulimamr isn't innately hostile, but it is deeply alienated & quite frightened. It attempts to approach anyone who enters the chamber in order to communicate – an action which is likely to be taken as hostility by players.

The Ulimamr has exhumed the bodies of all the Vadam that serve it & it has accumulated their belongings into a small pile that serves as a kind of nest comprised of leathery flesh, bone fragments & grave goods. The whole area is covered in spores which cause nightmarish hallucinations in those who inhale them (Save vs. Death or suffer a d8 Maddened effect in d4x10 minutes). The treasure is easy to find & includes 5 pieces of jewelry worth d% \male each, a Scroll containing a Magic Spell & a sealed container containing a Magic Potion.

The Magic Spell contained in the scroll is a spell of *Harmonious Movements* which is a *Motion* school spell that affects a character's grace. The Spell is a 3rd Circle spell which grants +3 to AC & Movement & improves initiative dice by 1 step for any 1 character for up to 1 hour. The spell can be scribed to a spellbook & requires 3 pages.

The Magic Potion contained in the sealed vial is a *Personal Augmentation* potion which grants an effect based upon the character drinking its best statistic. The effects last for the duration of the adventure.

CHA - Can create a mirror illusion of themselves.

CON - Improve HP by 10

DEX - Improve ranged attack & AC by +2

INT - Gain knowledge of all languages

STR - Improve hand-to-hand attacks & damage by +2

WIS - Improve saving throws all by 2

Talking to the Ulimamr – it is difficult to understand as it communicates via weird expressions & what amounts to hallucinogen-aided puppetry. However – it does reveal the story so far through a convoluted display. It is eager to talk & tell its story but is difficult to motivate or befriend. The Ulimamr's story:

The prince-of-princes was unhappy in the Nation of Ulim & learned to speak to the unseen presence in the darkened corner by shifting perception & peeling them away. This allowed him to come into contact with the wider world. Such communication was forbidden & the Prince-of-Princes was banished by the Ulimalik. He took his leave & entered the nation of the Vadam where his worship of the things beyond bent corners drove him mad. He exiled 'me' – the portion of himself that feels fear & joy & so I am here, experiencing fear & joy now, for speaking to you.

Fighting Ulimamr – Since it cannot make sounds & its communication is based upon face-to-face interactions involving hallucinogenic spores – it's reasonable for the Players to want to fight this guy. 1 Ulimamr (100 xp) & 2/PC Spore-cursed Vadam (50 Xp each).

5- In Darkness A Voice Cries Out

The door to the West is Locked & trapped – these are measures taken by The Ulimamr-Prime, who fled to this region of the dungeon & wished to thwart any followers. Beyond the door is a broken staircase that leads to a landing which lies near enough to the surface for sounds to be heard from the Merry Hare's patio. From there it descends in a steep grade for a great distance. The hallway's descent is enough to cause a popping in the ears as players go far, far below the city. The stairs are very dark & steep – tripping is possible & anyone attempting to run up & down them should save vs. devices or trip & fall d6x5 feet. Taking d6 HP for every 10 feet fallen.

The stairs end at an open archway leading into a large chamber. Characters carrying unshielded light sources will be detected by its denizens. Characters attempting to sneak through this area must make a d8 Move Quietly check.

Failing this check or neglecting to sneak at all rouses the interest of **Camio** an invisible presence which attempts to communicate with the Players. Camio is a demon of the Black Qlpth who seeks to spread discord & strife through deception. It was Camio who persuaded the Ulimamr to depart his nation & to invade this area – the Vadam nation. The Vadam beyond this area are in a tough situation because

of Camio & the Ulim are near extinction for the same reason. Camio – sensing that the Players can provide even more amusement will attempt to persuade them to help him. If they demand he show himself, he appears in the form of a tiny snake trapped under a loose stone.

Camio will attempt to betray the players at his first opportunity – he is too impatient to play a long con with them – however, if the players are either very bloodthirsty or very cowardly – he will try to stay with them in the hopes that he can be taken out of the dungeon & into the wider world to sew dissent there.

Help me travelers – I am a kindly one trapped by the wicked deeds of the vicious & mad prince. He's come here & spread corruption & me and my children are in terrible danger! Please, oh please help me!

6- Vile Doings In the Depths

This large chamber is the home of the extant Vada nation. Currently it is inhabited only by 2 of those beings – both of whom are being destroyed by the demonic beings which have been summoned here. The room's eastern door is held fast by many broken & melted iron bars which have been welded into a barrier, the south-western door is barely visible in the shadows. The floor of the room is comprised of steel gratings over shallow troughs – like a drain. These troughs formerly were the beds & homes of the inscrutable Vadam. Currently the room is inhabited only by infernal & horrid beings. Read:

The stair opens into a large & low-ceilinged room. Its floor is a series of grates overlaying shallow pits & in the southeast corner these grates have been ripped away. Wedged into the floor are several emaciated beings resembling humans, they lie still & are covered in brightly colored dust. However your attention is dominated by their apparent captor-tormentors – a dozen oily-skinned creatures looking like short-limbed, greasy gibbons with pig-like faces hobble about. They flatulate visible clouds of noxious gasses & then attempt to bite one another's emissions. This grotesque ouroboros continues, interrupted only occasionally by gales of awful guffawing.

These child-sized demons are called S'Burrch & are very aggressive.

Fighting the S'burrch – A sensible conclusion. **12 S'burrch** (300 Xp).

The Vadam that are captured are a lost cause – dead as all hell they are afflicted by the Spore-Curse & will animate into Spore-Cursed Vadam in d12 Hours. There are 5 of them.

Beyond these captives & demons the room contains a large steel table with a single chair made of bones which have been somehow fused into a single object. The table has a great deal of scribbling on it, some writing & partly destroyed stack of vellum parchment totaling more than 1,000 pages. While valuable in themselves the pages contain the

Recursively Created Scriptures. This is the holy book of the **Necropolitan** – the god of the Vadam.

7- Into the Nation of Weirdos

Another large chamber – this one has been used as a jail for the extant Vadam who have been imprisoned by their nascent adversary the Rogue Ulimamr-Prime & his demon allies. Though imprisoned they are fairly harmless- indeed they may be helpful to the Players. They are, however, awfully horrible & could provoke a hostile reaction. If Camio is present he does everything he can to persuade Players to execute these beings. There are a total of 15 Vadam trapped here & they plead for release – this pleading resembles nothing so much as a zombie infestation though as their weird arms & ugly heads protrude through the ersatz cell door. Read:

The creatures in the room beyond vaguely resemble humans.

They have the same rounded heads, the same long limbs. On close inspection the resemblance fails though. Their heads are too big, their ears are shriveled horn-like protrusions, their eyes are like pools of milk and their limbs have odd numbers of digits and uneven numbers of joints. They plead for release using halting imitations of the common language.

These are the Vadam – weird beings from a bygone epoch, a time when death & life & sleep & wakefulness were much less clearly divided. They appear to be dead because they basically are, and they appear to be alive because there is some energy within that animates them still. They have learned the common languages by listening at area 5 – most of their talking resembles barroom patter.

Characters can access the chamber to the east by breaking down the barrier. The captives trapped beyond the barrier actually plead with the players to do just that. A d12 INT check reveals that these beings are something between alive & dead. A d20 WIS check reveals that they are not dangerous. 3 separate d20 STR checks & a d20 CON check are required to pull the barrier apart.

Talking to the Vadam – The Vadam will happily speak with the players & describe their situation. They will offer whatever help they can – though they claim that in their current mode they are not capable of fighting. Talking to them reveals that they enter different modes – states of being for different tasks. Currently they are in a worshipful state which allows them to attempt to worship their god The Necropolitan – which intermittently communicates their gospels to them. They can be provoked into their War state or made to slumber in their Sleep state through conversation. They name themselves after the jobs they do – they have no names & do not understand them. The leader, or at least the one who will talk most competently is The Ambassador. The Minister is also available to talk – if characters are interested in his religion.

Fighting the Vadam. This isn't particularly wise & certainly isn't good, but it makes a certain sense. **12 Vadam (300 Xp)**

The Vadam have information regarding the rest of their nation & can speculate about what caused the problem. If left alone they may decide to attack the Ulimalik in vengeance – this opinion is championed by Camio – if he's available to do so. Such a course of events will cause the Vadam to enter their War state – which will cause them to fight everyone – Players included.

Beyond the naked, unsettling prisoners this chamber contains a hidden room that can be discovered only on a search roll of 1. It is locked and needs a d0 Open Locks check to open. Within can be found much. The treasure of the Vadam consists of a large book bound in fused bones which relates their history which is worth up to $1,000\$ \$ - to the right collector or scholar. As well, there are 5 bonewoven garments worth 25 \$\ \\$\$ each and 3 ivory carvings made to resemble skulls. These are each worth $100\$ \$.

8- Wells of Woeful Wonder

The Vadam aren't normal people. They're monsters. This location is all the evidence one needs of that! Here are the sarcophogeal pits in which the Vadam inter their 'dead' for later consumption or reanimation. The Vadam, in their current state, do not reproduce – rather their mentality drifts between 'units' and these become animated. When they hunger they feast on the flesh of their fellows. Read:

The hallway ahead seems to branch off – but as you approach you can see that it is in fact just a bridge over a pair of deep chasms. These are lined, as far as your light illuminates, with sealed mausoleum hatches, all inscribed with the Vada characters that pass for names. Many of these are broken open & you are taken aback by the sight of partly eaten remains scattered nearby.

This area can be 'mined' by particularly greedy & industrious players. It isn't difficult to negotiate these 10' X 10' X 1,000' pits all full of corpses & comas. There's a 1% chance that any given tomb in the place (there are 10,000 tombs here) contains a bauble or a trinket worth a few coins. What's more, the Vada don't mind looting—as long as the bodies are kept intact.

9- The Osseus Cathedral

Read: This long chamber is lined with bones – ridged with innumerable skeletons all fused into what almost looks like plaster or concrete. Formed into a shape rather like a ribcagebeing inside this room feels almost like being inside of a massive skeleton – albeit one with its head detached – for across the room is a skeletal face formed of numerous skulls in a pointillist nightmare. Within the eye-holes of this horrid altar lie a pair of lecterns from which scrolls of sinew & sewn flesh overflow. These scrolls are written in black tar & unfurled are many yards long.

Here is the worship-area of the Vada. In their periods of lucidity they come here to attempt to draw the attention of their god in the hopes of it granting them sanity & normalcy. Naturally this will never

happen for they lose their minds to hunger & fear whenever the deity draws too near. (Naturally). What remains is a grotesque temple that contains most of their worldly wealth – treasures made of bone & flesh.

Looting the Cathedral is possible – the Vadam aren't at a particularly religious portion of their cycle right now – but the Minister, one among them, is close to causing a revival, so its possible that he will resist looting, but commonly will do so by offering bribes & assistance in compensation. Should the place be looted it contains: 10 large scented candles made of fat. 2 - 9 - 10 candlesticks made of ivory. 10 - 9 - 10 - 10 A half-mile long scroll of weird history & broken theology made of flesh & rolled around ivory. 10 - 9 - 10 - 10 A pair of large gold rings of impressive design. 10 - 10 - 10 - 10 A jeweled hosen made of gold & ivory 10 - 9 - 10 - 10 - 10

It is possible to attempt to bring about a new religious feeling among the Vadam. They are very ready to receive the teachings of a new god (any god will do) or to experience a re-awakening of their spiritual selves through invocation of the Necropolitan – their divine inspiration. The Necropolitan is a god of cities which traces the coincidence of civilization with the internment of the dead. If the Necropolitan is conjured using spiritual devotion, prayer, fasting & invocation – it will return & grant the extant Vadam true sentience & the ability to take on names. What is more, this cathedral will become a holy place for their worship. Consecration of the cathedral will cause its basins to fill with holy bile which heals d6 HP & d10 HP to those who are devoted to the faith.

10- The Scribbled Hideaway

The hallway here is narrow & crumbling – rather than being formed by concrete & tile like the rest of the dungeon – it is carved from bare rock & is crumbling with age & neglect. The hallway is long & difficult to traverse as it contains many tight squeezes & numerous regions of broken rubble. It can be negotiated – but doing so for anyone larger than a Halfling will take excessive time & effort causing exhaustion upon achieving the other side.

Getting through the hallway is difficult & can result in a collapse & flooding. Players attempting to traverse the passage must check vs. Exhaustion owing to its arduous nature. Traversing the hallway provokes 2 exhaustion tests (d20 CON). Conversely characters can take a long time to make the traverse & suffer only 1 exhaustion test provided they provide good description of their efforts to avoid it.

On the other side of the hallway is this:

Darting around this large, low room is another of the wood like spore-men. It hastily traverses the room seemingly studying a large volume of text which is scribbled all over the walls. This rushing to & fro is silent & unnerving.

This is the Ulimamr prime – the fallen scion of its kind. The creature is wholly caught up in the demoniac visions of the Black Qlpth & will attempt to do real harm to anyone it encounters.

Fighting Ulimamr prime is probably unavoidable at this point. It has specific actions that it performs using its scribed magical formulae. On Turns 15, 10 & 5 – though it also acts on its normal initiative turns.

- 15 The Ulimamr casts a spell of protection causing the words from the wall to peel off & surround it in a whirlwind of letters. It gets +2 to its AC while in the room.
- 10 The Ulimamr sends the words of its spells to attack. Characters must save vs. spells or suffer a silencing effect – though they can speak they only say incomprehensible gibberish. Spells that require speech cannot be cast by them, in this room.
- 5 The Ulimamr summons a S'burrch ally which immediately rolls & resolves its own initiative.

Note that if Camio is present he aids the Ulimamr & betrays the party. **1 Ulimamr Prime (200 Xp)**

The room contains the Ulimamr's mad writings which could be used to create 3 spells which replicate its actions – *Words of Defense* a level 2 spell, *Words of Confusion* a level 3 spell & *Summon S'burrch* a level 3 spell. The room otherwise contains nothing of value or note.

II— The Whole Sad Story

This is a secret room that isn't easily found. Characters must search the hallway & even then they must score a 1 on their search die. The room, is thus optional. You may wish to alter its contents to suit your own campaign, if not – this is where the story of the Vadam is told.

The wall opens just a crack under the lightest pressure upon the secret handhold in the ceiling. This crack in the wall is nearly invisible, but the wall swings open slowly & steadily exposing a hidden room. The chamber is pristine. Though it is of the same reinforced concrete as the rest of the area it is polished to a high shine & is not faded with use or age. The walls of the room are further covered in rusted steel plates, each larger than a large man.

The steel plates hang on a system of rollers & wheels which allow them to be manipulated along each of the walls. They are scribed with the Vada script & seem to retell a particular story (if they can be deciphered). The story can be rearranged – the elements on each of the steel plates are modular so that the tale of the Vadam can be retold in a few different ways. Their story though is a tragic one which can be distilled down to:

We had a city & then it was destroyed by trouble.
We hid in this vault to save ourselves.
We became mushroom-people -cannibals
We fell to feral madness
We emerged from feral madness & recovered our voices
We called out & a god listened & gave us inspiration
We reformed ourselves into a society of persons

We became mushroom-people-cannibals We fell to feral madness.... & Etc...

The Story can be reconfigured or retold in any number of ways – but in the end the Vadam remember, then forget, gain & then lose themselves, over & over.

Characters who interact with the steel plates can have a religious vision. This is a vision of people wandering upon a plain -hunters who have nothing but what they carry with them. Steadily – through the vision the hunters navigate through the world, crossing many of the same places season after season. As they go a person in the troupe dies each time the hunters pass the same locale. Eventually they carry their dead with them & begin to inter them in a single location. Eventually they lay so many bodies & monuments there that it becomes visible in the distance. Then there are those who remain there throughout the seasons - they grow in number & soon the place is like a mountain into the sky that the hunters pass by – seeing their former fellows transformed into farmers, writers - the civilized who worship death. The hunters flee & the wise dwellers in the necropolis persevere. This vision grants those who wish to use it the **Prayer of the Necropolitan** a level 2 Invocation that grants those who speak it a free re-roll on any INT or WIS check made once per session (this includes rolls to learn languages or gain skills).

There is nothing more to this chamber.

12- The Troubled Prince's Shrine

The hallway ends in a large chamber that's partly collapsed & slightly flooded. A gruel of mud sprays down the hallway & the walls of the room are tumbled down creating a jumble of boulders that stand opposite the entry. Upon one of these boulders is a small statue.

The statue is a crude replica of a demon made of stacked up coins & gems. There's a total of 350 & another 400 Can be got out o the 3 Citrines, 2 Jaspers & 1 Ruby here. There's also a sealed copper jar that contains 2 potions. One is a potion of health that restores d6 HP & has 3 doses. The other is a potion of growth that causes anyone drinking it to grow to double their normal size for 1d6 days. They are identical.

"The devil statue can be studied & the secrets that maddened the Ulimamr can be learned. By studying the room & the statue undisturbed for 1 hour a character can attempt a d20 INT roll – or they can use magic of detection or communication to gain this information. If they are successful they can make contact with the malign intellect **Camio** of which the locally appearing demon is only a facet. Camio of the Black Qlpth is a poor choice of patron & does not give good familiars. It does teach magic of the school of Animation & of Summoning – though it tries to trick people into summoning demons. Characters who use this connection can add up to 10 levels

worth of spells of the schools of Summoning or Animation to their spellbooks.

13- The Provisioned Cavern

The hall to the east descends as it goes & ceases to be a hallway & becomes a cavern as you go. The natural surfaces all seep water & a cloying, rotting scent fills the air – as do many millions of tiny insects & mites which hover in dense clouds. The tunnel opens into a large cave which is overgrown with massive toadstools, some larger than a person, some akin to trees in size.

This area was conceived & created as a kind of larder for storing & growing provisions against an eventual societal collapse. As a disaster shelter it has not succeeded – but over time it has accidentally created a new form of sapience – the Ulim. These creatures have no real sense of the world beyond this cavern complex & they regard this zone as their nation – though it is only two medium sized caverns.

There are a few dangerous creatures within the mushroom cavern. Some of these creatures – the **Spore-Bombs** & **Thrashers** are stationary & don't do anything unless they are approached. Some – the **Mulix** are guard-beasts that rush upon anyone who enters the area. These creatures all know of anyone entering the room & they act on initiative turns 10 & 1.

6 Spore-Bombs, 4 Thrashers & 8 Mulix (1,000 Xp)

Sneaking Through the room is a wise maneuver to attempt. It requires a d8 Move Quietly check & a d6 Hide in Shadows Check as well as a d6 Scale Walls check. If these rolls are all successful the characters have crossed the cavern to the other side without alerting its denizens.

To the right person the whole cavern is effectively a treasure. The huge mushrooms are useful as building materials, food & recreational substances. Finding the right buyer is a serious issue though as the value here is principally to Magicians & Subterranean people. Magicians & alchemists can gather up to $1,000^{\circ}$ worth of reagents & those accustomed to using these types of materials for construction & culinary endeavors could offer up to $2,500^{\circ}$ for the materials present here. The cavern provides up to 300 days of rations if properly harvested & cured.

14- The Mucky Passage

The Wall to the east has been broken open & a crude tunnel has been opened by unskilled hands. The tunnel extends some fifty feet at which point you can see strange & bright illumination barely revealing an opened area at the tunnel's end. The passage is slick with water & coated in thick, flowing mud.

Traversing the passage is tricky – it's slick with mud, overgrown with dangerous mushrooms & full of insects. Crossing the room entails 3 separate checks. A d20 DEX check to cross without falling & sliding through the mud. A d20 INT check to choose the right way through & a d20 CON check to avoid breathing in spores & clouds of gnats. Failing any of these checks provokes a saving throw vs. devices. Should that save fail the characters fall down & slide to the edge of the pit at area 15 – taking d6 damage. There, they must save vs. devices a second time or fall the entire 60 feet to the bottom of the chasm – taking a total of 7d6 damage from the fall.

15- The Inverse Tower

The muddy hall opens into a large chamber – a cone shaped pit that descends some 60 feet. You stand at the top lip of this hole which is at least another 60 feet across though it is impossible to see the opposite side. The faint illumination provided by many grape-like bunches of faintly glowing mushrooms provides only vague illumination that is tricky to the eyes.

Night-Vision is spoiled by the diffuse mushroom light & other abilities that allow vision in poor lighting are only half-effective as the haze of yellow-green light in this conical pit is effectively a screen.

The pit is most easily descended by following the ridged path around the edge. The cone has a ridge around its interior which circles the pit & descends like a corkscrew. It is supplemented here & there by logs & platforms. Navigating the ramps is fairly easy but rushing up and down is potentially dangerous.

Scaling the walls or attempting to sneak through the chamber using skill checks uses d8 checks. It's not easy & the descent itself is treacherous. The Ulim are cagey about sensing people using their preternatural mushroom senses. Require at least 4 checks of scale walls, move quietly & detect traps to descend the pit through stealth. This will get the characters to area 16 undetected.

The area has a few Spore Bombs which aren't aggressive, but which characters may choose to fight. **3 Spore Bombs (150 Xp)**

16– The Mushroom Mezzanine

The Wall to the east of the inverse tower has a wide platform jutting from it – the path you are upon descends to it & another path made of fallen mushroom-logs descends yet further down.

The platform provides a decent place to stop & gain one's bearings. It provides a good, if obstructed, vista of the area below – potentially allowing astute or observant characters the chance to get the drop on the creatures there. It also overlooks another ledge – lower down the wall which is hard to spot but which lies in the southeasternmost edge of the chamber. This platform contains an optional encounter with a very dangerous mud elemental. The creature sleeps & simply oozes mud out over the bottom of the chamber- granting life & giving

sustenance to this closed underground ecology. Without it – the whole place will perish as a living world. The elemental sleeps fitfully – bubbling up & becoming briefly aware before sleeping again. It is roused by noises & will demand silence (in Beheman) before attacking if provoked. The creature is more than a match for most parties of the expected HD – so let players know that they don't have to fight this thing. If they do – well. It's a pretty spectacular combat.

The Mud Elemental bursts its hardened shell & sprays hot mud intermittently. It also, as the source of the dungeon's life, commands a certain number of allies. If the Mud Elemental is harmed – it calls for aid & any number of Ulim to appear & lend aid.

The following things occur programmatically in this combat:

On Initiative turn 20 - the Mud Elemental sprays mud striking at +5 vs. AC & dealing 1d6 damage on a hit.

On Initiative turn 10 – the Mud Elemental sprays hot steam over the area. Characters must Save Vs. Devices or be scalded for d6.

On Initiative turn 0 – the Mud Elemental calls for aid & 2d6 Ulim are added to the encounter.

On each round the Elemental repeats its actions on 20 & 10. It still takes whatever actions it ordinarily would on the initiative turns it rolls.

The Mud Elemental is separated from the Mezzanine by a 30' horizontal & 20' vertical distance. It's very difficult to jump to its secure location from area 16 – but even harder to approach from are 17.

1 Mud Elemental (300 Xp)

Scaling the walls or attempting to sneak through the chamber using skill checks uses d8 checks. Require at least 2 checks of scale walls. Require a further 2 checks of move quietly & detect traps to descend the pit through stealth. This will get the characters to area 17 'undetected'. Note: Arriving in area 17 causes the Ulimmateria, which comprises the whole region, to become instantly aware of a PC's presence.

17- The Nation of the Ulim

At the bottom of the Inverted tower you can see by the flicker of torchlight a serene & eerie vista. Stalks & caps of large mushrooms spread out in a queasy kind of bucolic scene. Phantasmagorical clutches of button-sized mushroom caps grow upon walls & an earthy gust of cold wind emanates from the visible respiration of all of these mushrooms. A haze of spores hangs over the whole little realm, concealing the motion that you can only vaguely sense from below.

This entire region – the entirety of the pit itself is the domain of the Ulimmateria – the primordial consciousness which the various

mushroom-creatures so far encountered are merely part. This being is less a monster & more an environment.

The Ulimmatria, if provoked – is exceptionally dangerous. It will not be innately hostile but – the slightest provocation against the Ulimalik will result in the entire area becoming suddenly quite hostile. If players need to escape the area after provoking the Ulimmateria – they face challenges.

- First it hinders movement movement through areas of the Ulimmateria takes double the normal allowance of speed. After 1 Round of Combat
- Next the Ulimmateria gouts its spores over the whole area immediately & characters must save vs. Death or take the effect of the spores. After 2 Rounds of Combat
- Finally the Ulimmateria attempts to collapse the paths out of the inverted tower & will attempt to collapse the tunnel at area
 14. It succeeds in this effort automatically. After 5 Rounds of Combat

Should players attempt to fight the Ulimalik – these effects begin to be applied as indicated on each initiative turn of 0 & reoccur each turn on 0 after they've begun.

Within this garden of sensory confusion one finds a certain impossible truth - the environment itself seems to sing out - to communicate. The graceful movement of the uncanny Ulimalik seems to suggest something, if not benign – at least harmless. The problem is communication. This is a puzzle for players to work outhow to share communication with the Ulimmateria. Magic can certainly be brought into it. Any type of telepathy will indicate the larger mind of the Ulimmateria & its relationship to the kingmushroom Ulimalik. Also communication through the unity of spore-knowledge is possible - communication via scents & chemistry can happen – given the right ability. In short: There is a high barrier to communication with the Ulimmateria – but once accomplished the being is a soft touch. It's worried about the rogue Ulimamr that was seduced away by Camio & it wants him returned. It has not hostile intentions & has no capacity for evil & no real comprehension of violence. So that is the form of the social challenge here. Reward clever thinking with success & don't give too much away. If the PCs can return the wayward Ulimamr to the fold - the Ulimmateria bonds to the players & tries to get the spore-prince to go with the players as a vassal. If they cannot the Ulimmateria is despondent & begins the long process of growing a replacement

A straight fight with the creatures on the scene is a pretty tough way to go. The environmental effects that characters will face are detailed above – add to these the presence of several combatants.

8 Ulim, 1 Ulimalik & 12 Mulix (1350 Xp)

Rewards are not obvious but they are substantial here. The Ulimmateria doesn't have any real offerings in terms of coin or jewels. It is a good source of alchemical reagents & of psychoactive spores – as well, it provides a good source for exotic culinary mushrooms. Depending upon how the encounter goes a lot of the materials that can be harvested are intact or destroyed. You can simulate this by rolling randomly. If the adventurers can negotiate a peaceful interaction with eh Ulimmateria – give them the maximum rollable amount of each treasure below.

d% doses of psychoactive dust worth $2^{\$}$ per dose. d% pounds of mushroom matter worth $1^{\$}$ per pound. d20 ounces of mushroom delicacies worth $5^{\$}$ per ounce. d20 units of chthonic reagents worth $10^{\$}$ per unit. d1000 rations – provided they are cured & harvested well.

Afterwards

The buyer for the treasures found in the dungeon will be probably be **Pennyscale** or it could be a variety of NPCs present in the Port of Eas. If you don't wish to flesh that city out with more NPCs here is a short list of people of interest.

Mayor Talent - A local halfling boy who talks fast & offers fabulous deals - seeks to get a cut of the action through taxes & enforces his taxation with a coterie of liveried orc bodyguards. He wants 10% but can be negotiated to 5%.

Jeanienne – Old elf lady who's lived in town for almost a thousand years. She recognizes the faces on the old coins adventurers find. She trades in paltry magic items & weird junk (a-la the Book of Ten Trillion Things).

Cook – Laconic ocean-dwarf chef. Principal purchaser of the mushroom foodstuffs. Works anonymously in the Merry Hare & guards some personal secret.

Zera Chules – Competitive dancer & local martial artist. Human & dashing. He's a good customer of psychidelics & has important contacts amongst the psychedelic monastic orders that live in the mountains up-country.

Players who provide a service to the port – such as opening access to strange catacombs – revealing a new or lost religion & population – providing access to exotic food items & so on – may be invited to reside permanently in the city of Eas. Mayor Talent is likely to offer a letter of marque to characters of good account & their reputation will be improved by their efforts. There are further adventures to be had in & around this old city & adventurers are invited to stay.

Notes on The Ulimmateria

A monster that is an ecosystem all its own. Imagine a lush forest of trees & beneath the soil there is a web - a rhizome of fungus. All one massive body an utterly invisible living thing that intermittently pierces the soil with mushroom caps. This is nature. What the Ulimmateria is to this natural occurrence the dragon is to the lizard. The Ulimmateria is a mycelial mat that coats entire dungeons creating a substrate upon which it can build its larger fruiting bodies – these fruiting bodies being the Ulim, the Mulix & variants of same. Though they seem to be discrete entities - they are in fact all of one body - one mind. For the Ulimmateria has & is a mind - a guiding impulse that animates & motivates the actions of its members. It's just not that relatable. It is in fact, extremely alien & weird. It seeks to grow, to remain secure & very little else. It is possible that no Ulimmateria has matured to a state where it develops curiosity or animating passions. For the adventurer the Ulimmateria presents a strange case – it has no apparent motivation besides growing & eating and it cannot be reasoned with, spoken to or understood by any conventional means. It's barely possible to detect! What can be seen are its alien components - the Mulix, the Ulim & the Ulimalik & Ulimamr. These latter two are the most important to the adventurer. The Ulimalik is the brain of the Ulimmateria. It seems to rule over the Mulix & Ulim - but really it is only directing parts of its body. The Ulimamr is the reproductive system of the Ulimmateria. It's a discrete being that can leave the mycelium and travel away to found another colony. As an independent clone of the entire Ulimmateria it functions something like a child - it is precocious, curious & seeking a new locale to settle a new biome.

Some creatures are unaffected by these spores – the Thrashers for example are symbiotic with Ulimmateria & their slime-coating renders them immune, even to detection by the fungus-monster. Other monsters are symbiotic & live alongside & overtop the Ulimmateria such as the Spore-Bomb, which provides defense to the Ulimmateria's members.

The Ulimmateria is a biome – a zone that adventure can take place within & which affects creatures inside of it in a few ways. Dealing with it is a * challenge which may require a great deal of time & planning. Players who wish to not simply overcome the being but to eradicate it completely will face considerably greater challenge as well.

It hinders movement – movement through areas of the Ulimmateria takes double the normal allowance of speed.

It regenerates its members - Ulimmateria linked creatures regain HP while they are inside its zone.

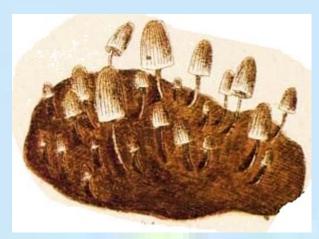
It Senses Movement – The Ulimmateria & its parts cannot be surprised & invisibility or silent movement do not circumvent this.

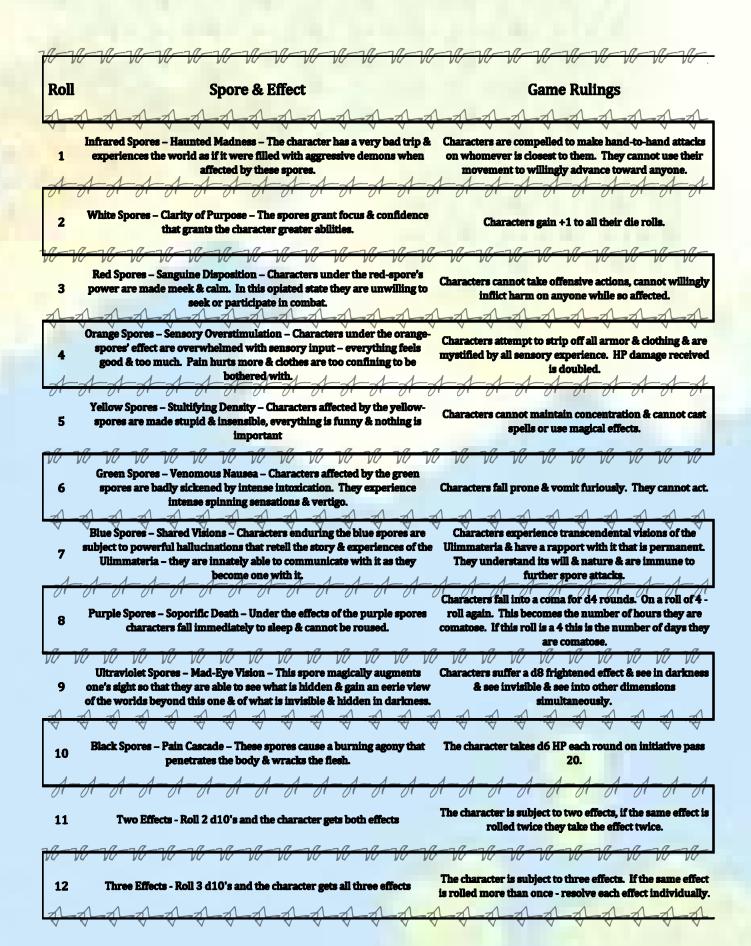
Defenders - The Ulimmateria's organs provide it with defense & protection – it can spontaneously manifest these.

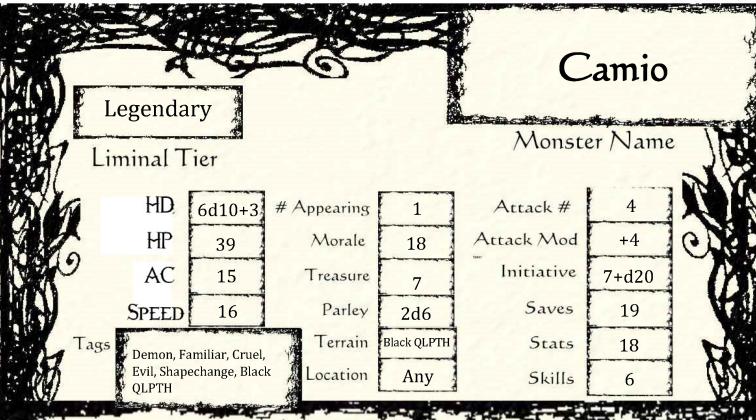
> Each d10 years it can create a new Ulimamr Each d12 months it can create a new Ulimalik Each d20 Hours it can create d6 Ulim Each d% minutes it can create d6 Mulix

These created subordinates are identical to any that they replace in most meaningful ways & they all share the same consciousness.

Spore Clouds - The Ulimmateria's main protection against animal predation is the dispersal of psychoactive spores. These are so abundant in type & jettisoned so freely that their effects are seemingly random. A creature subject to the spores is affected randomly – use the table below:







+5 Stinging Tongue - d4 - Camio's tongue is long & articulated & it has a scorpion sting on its end. Those stung by it take the d4 damage at the beginning of each of their turns until Camio stings another.

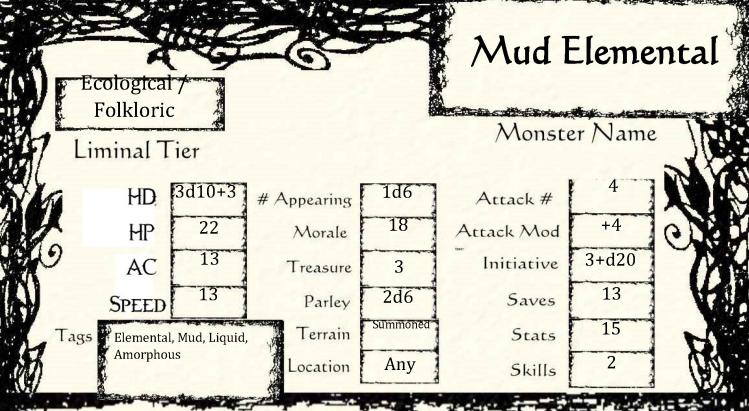
Flying Shadow - Camio can become invisible & flies.

- **+5 Burning Glare d6 -** Camio can stare at a person hard enough to cause them to burn. Camio makes this attack on each of its turns.
- **Shape-Shift** Camio can take the form of a snake, a toad or a bat in all of these forms it retains its Stinging Tongue & Burning Glare attacks.

Named - Those who know Camio's name & say it gain +2 to attack & damage rolls against it.

Description

Camio is a minor noble of the Black QLPTH who is sometimes dispatched to the mortal world in answer to the hapless pleas of foolish people. Camio is a terrible & cruel familiar who torments its master & seeks to bring about their undoing. In appearance it is a baby-like red imp with horns & wings. As with all demon nobles of the QLPTHs Camio has multifarious aspects – these statistics reflect his black – tempter aspect. In this aspect the demon seeks to tempt others toward *Power through Violence*. The Demon may offer grand bargains to remain in the mortal world in order to spread its memetic venom. It can be countered by *Peace through Equanimity*. Displays of cooperation & compassion harm the demon & ward off its power.



Attacks & Maneuvers
+4 Mash d6 - The Mud Elemental uses its mass to crush those who approach.

Slowed by Temperature Attacks - Fire & Ice damage reduces its initiative by the amount of damage dealt. At 0 Initiative it is petrified.

+4 Mud-Ball - d4/d4 Fire - The Mud elemental flings a steaming mud-glob that sears the flesh.

Amorphous - Weapons that pierce or bash deal no damage to the creature. Cutting weapons deal half damage.

Seep - The Mud Elemental generates 1 square foot of oozing mud each hour. Mud is tricky to walk over & characters who move at full speed over it must save vs. devices or be knocked down & slide d6 spaces

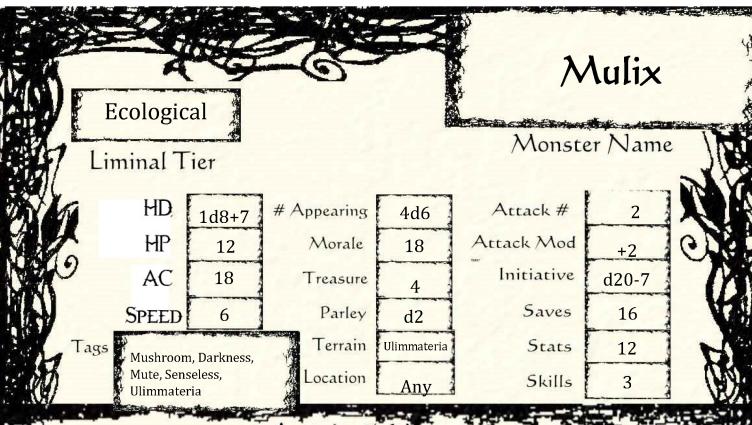
Description

A Mud Elemental is an animate glob of mud. The elemental intelligence that gives animation to the substance is lazy & indifferent to most stimulation in the mortal world & it is a lackluster minion - requiring intense goading to do anything besides lie still & seep goo. Nevertheless - when properly motivated it is a dangerous opponent that whirls & whips mud furiously.

Among the beings of the elemental realms from which the Mud Elemental is born – it is considered a low & uncouth barbarian. Earth & stone elementals disdain the lazy & impious tendencies that the Mud Elemental portrays – while the water & wind elementals consider it to be impure & vile.

Mud Elementals fear Energetic elements like fire & ice – which render them solid & fragile. In elemental realm society the mud elemental is considered the lowest of the low but this seems to be of no concern to the Mud Elemental.





+1 Bite - d8 - Mulix are unsubtle & have only one move - charge & bite. They do not eat with their mouths so these appendages merely crush bone & mash flesh to be added to the roots.

Immunity to suggestions & magical effects that require sight or sound to function.

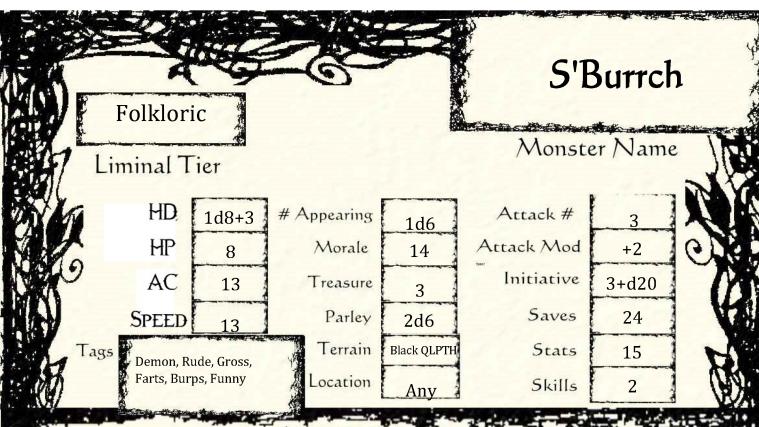
+3 Surprise Bite- d8 - Mulix are very still & hard to detect. They are only discovered on a 1 & usually begin a round with surprise. When they do so they may make this as their first attack.

Regeneration - Mulix regain 2 HP on initiative pass 25 so long as they are in contact with the Ulimmateria.

Description

Mulix are the autonomic defense of the Ulim macro-creature. While the more humanoid forms of the Ulim & Ulimamr & Ulimalik seem to be guardians or controllers of some kind, they are in fact organs of the larger creature. Mulix then, are like antibodies. While mainly docile & not prone to violent outbursts – as the Ulimmateria is a filter-feeder & allows invasion – the macro-being can detect 'hostility' to an extent & instinctively deploys the Mulix against any aggressors.

A Mulix could make a servicable pet as it essentially resembles a dog in its form - a mushroom with 4 legs and a wide large mouth. An individually Mulix is capable of leving the Ulimmateria & living an independent life of sorts, though its regeneration fails it.



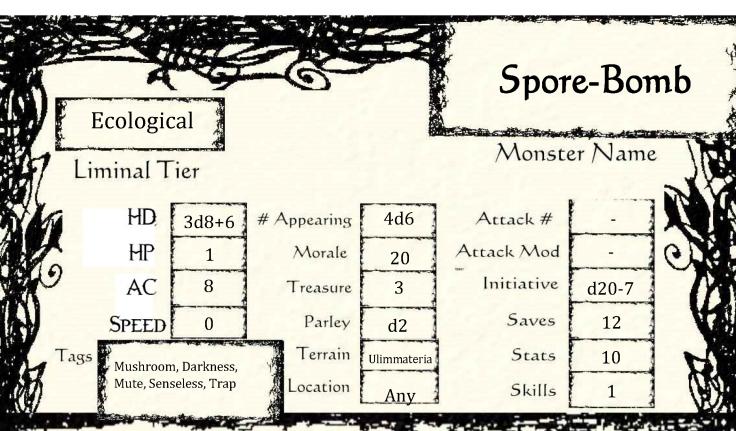
+1 Nipper d4 - The S'burrch attacks with one of its lobster-claw feet. It can use this attack twice on its turn.

Gas Blaster - The S'burrch farts a grotesque greasy green gas that hangs in the air. Any non-Sburr within 10' of the S'burrch must save vs. spells or suffer a d6 sickened effect.

Description

Commonly summoned through reckless displays of poor manners - S'burrch are demons of th Black Qlpth that revel in terrible behavior. Bad smells & funny noises are their preference & they love nothing more than a pleasant evening spoiled by crass behavior. Those who pride themselves on tremendous farts or long belches are sometimes possessed by the spirit of the s'burrch- but just as often they may accidentally summon one of these demons to smell the proof of their crudity.

When manifested the S'burrch look like oily skinned gibbon-pigs – with long unsightly limbs that terminate in pincers. Their tiny-eyed faces sweat intensely & they belch loudly & constantly in place of speech.



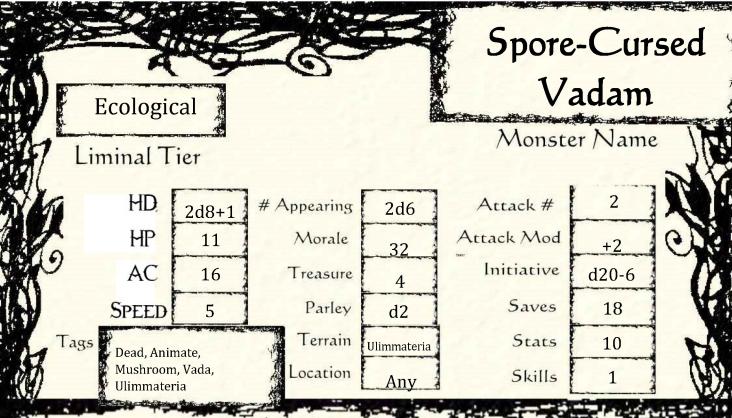
Immunity to all psychological affects including any based upon vision or sound.

Pop - A spore bomb bursts if touched or attacked in any way. When it bursts anyone within 20' must Save vs. Devices or suffer a d10 Poisoned effect & a d10 Sickened effect. Creatures tagged with the Mushroom characteristic are immune.

Description

Spore-Bombs often live in & among an Ulim rhizome but are not actually part of the Ulim-matrix. They are a symbiotic species that grows conguently with the Ulim. Most of the spore-bomb's life cycle is spent as a slime that grows upon walls but when it is ready to reproduce it becomes a baloon-like mass of bioluminescent orbs that cling to walls, waiting for anything to brush by. Typically this is an Ulim of some variety which is in turn coated by the Spore-Bomb's spores which in turn grow as a glowing covering over the Ulim. The Spore-Bomb is highly toxic to most predators & this glowing paint that it applies to creatures provides a protective warning that shields the Ulim.

Spore Bombs appear to be a grape-bunch like mass of green-yellow glowing ballons that are positioned upon walls & ceilings, commonly in areas where an Ulimmateria grows.



+3 Claw - d8 (x2)- Spore cursed Vadam attack with both claws on each of their turns.

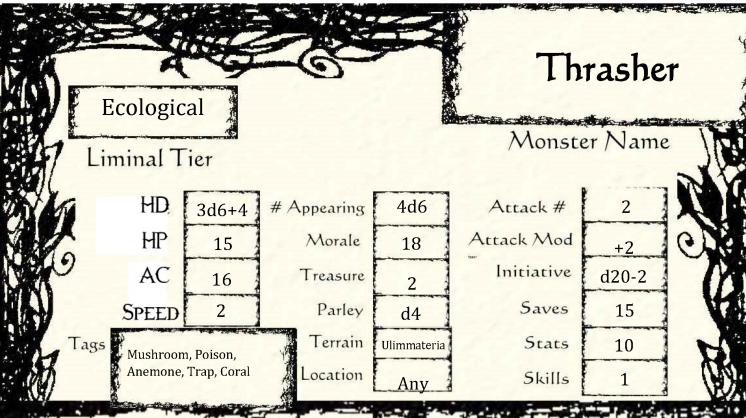
Immunity to suggestions & magical effects that require sight or sound to function.

Description

Spore-Cursed creatures are inhabited by the animating & controlling mycelia created by a rogue Ulimamr. These beings are animate & appear to be alive but are in fact utterly dead, they are corpses driven by vaguely aware mushrooms. They are attracted to heat & attempt to approach anyone that is warm-blooded. They don't fear fire, initially, but are affected by it & quickly recoil once harmed. They are easy to distinguish from ordinary examples of the Vadam & other races because of the toadstool protrusions that grow out of their heads.

Other Creatures can be made Spore-Cursed – provided that they are already dead. The spore-curse animates the dead. In this respect the Vadam are the perfect subjects for this curse as their life/death state is ill defined.





+1 Thrash - d6 (x3)- A Thrasher can attack up to 3 times with its thrashing tentacles on each of its turns. It only attacks those who are within 10' of it.

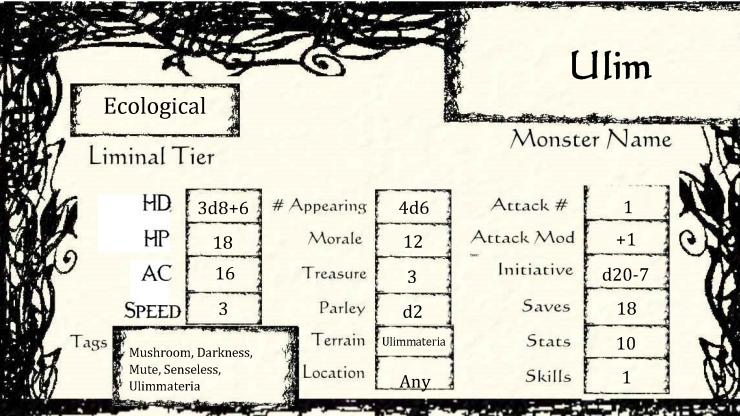
Immunity to all psychological affects including any based upon vision or sound.

Venom - Thrasher venom is a terrible stinging toxin that deals 1 HP to a stung creature each hour for d20 hours.

Description

Thrashers are large toadstool-like anemones with articulated trunks that live within regions of large-scale mushroom cultivation. The thrasher, while resembling a mushroom is actually a sort of coral that feeds on airborne mushroom spores. It has no senses beyond touch & no consciousness beyond the will to eat & to defend itself. This last is the source of no small amount of danger though as a thrasher is equipped with envenomed tentacles that it writhes furiously when it senses anyone nearby.





+1 Whip - d4 - Ulim whip with their arm-like tendrils when attacked.

Immunity to suggestions & magical effects that require sight or sound to function.

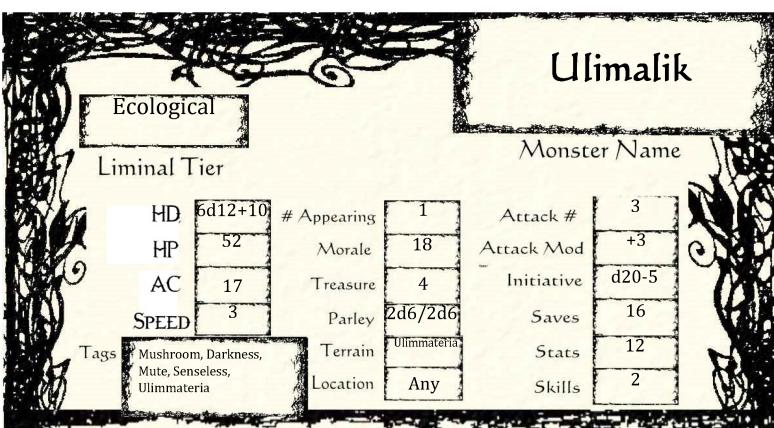
Drifts of Spores - Am Ulim is constantly shedding & puffing out quantities of spores. Anyone in 5 of it must save vs. Death or be randomly affected by Ulim Spores.

Regeneration - The Ulimamir recovers 4 HP on turn 25 while in contact with the Ulimmateria.

Description

Ulim are the base ambulatory form given to the rhizomal conciousness that sometimes manifests in a region in which fungi grow extensively. The growth of Ulims is based around the creation of an Ulimalik - the brain of the rhizomal creature. As this brain forms it is able to direct subjects - lesser forms that grow from the rhizome & work to maintain the same.

Ulim appear as marginally ambulatory mushroom beings sheathed in a fibrous cuticle which gives their amorphous mass form. They conspicuosly resemble the matter upon which the parent Ulimmateria has mostly subsisted. In a tomb it may be humans, in a forest it may be trees.



+3 Thorned Scepter - d8 - The Ulimalik, as a last resort will weild one of its limbs like a thorny club.

Immunity to suggestions & magical effects that require sight or sound to function.

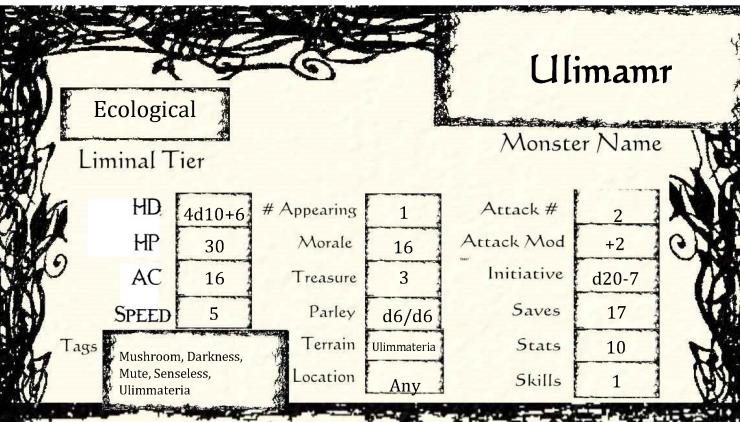
Drifts of Spores - Drifts of Spores - The Ulimalik is constantly shedding & puffing out quantities of spores. Anyone in 30' of it must save vs. Death or be randomly affected by Ulim Spores.

Regeneration - The Ulimalik recovers 4 HP on each of its turns. When it is not in contact with the Ulimmateria the creature looses 4HP on its turns instead.

Description

The Ulimalik - for there is only ever one Ulimalik at a time could be considered the founder or overlord of an imagined Ulim society. If someone were to anthropomorphize the Ulim & assume them to be even a little human. They are not however & the Ulimalik is more like a guiding organ for a complete organism - the brain - if you will of a larger body that is comprised of other Ulim & the rhizomal mat which they occupy. The Ulimalik is more autonomous & does have the capacity to leave the rhizome - as well as the abiity to create one anew. It stands at two meters & seems to be covered in a kind of netting that vaguely resembles a gown. The being cannot speak but can share a common hallucination with those who are affected by its spore cloud.





+2 Scepter-Stalk - d6 - The Ulimamir will strike with this stalk if anyone approaches it in melee combat.

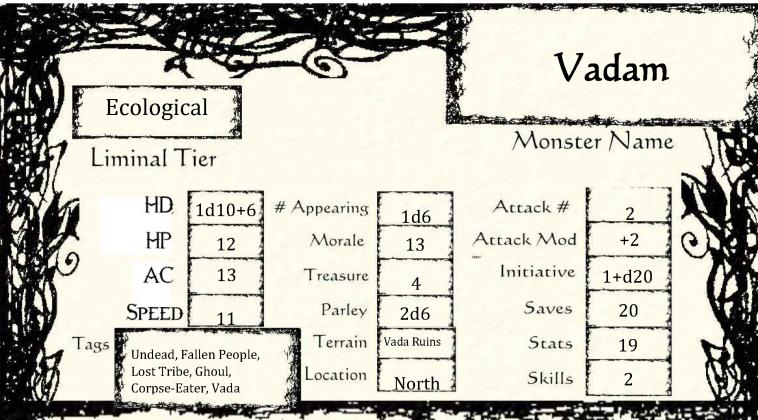
Immunity to suggestions & magical effects that require sight or sound to function.
Drifts of Spores - The Ulimamir is constantly shedding & puffing out quantities of spores. Anyone in 10' of it must save vs. Death or be randomly affected by Ulim Spores.

Regeneration - The Ulimamir recovers 4 HP on turn 25 only when it is in contact with the Ulimmateria.

Description

Ulimamr are the 'descendants' of the Ulimalik - the scion of their regenerative cycle. The Ulimamr is more mobile, more inquisitive & autonomous than the Ulimalik for it has not yet rooted itself. In this phase it is capable of leaving the rhizome & forging out on its own to found a new colony. The creation of an Ulimamr significantly weakens the original Ulmmateria leaving it in a truncated state with substantially less sapeience. The Ulimamr is the cleverest iteration of Ulimmateria beings as it is effectively a densely wrapped & isolated clone of the entire Ulimmateria in a single entity.

Ranging between 2 and 3 meters in height this is a being comprised of soft fungal matter stuffed inside a hard cuticle of fibrous material that roughly resembles the beings upon which the Ulimmateria has most commonly consumed.



+4 Claw - d6 - Vadam attack with their left-claws. They never use their right hands for combat.

Resistance to Death - Vadam are beings of life & death - they are unaffected by magic & other affects that injure either the living or the undead.

Crypt Voice - Vadam can speak from a bygone era, they know, when they can remember, the lore of many lost epochs. When questioned a Vadam may (20% chance) enter a fugue state in which they recall & can divulge their ancient understanding. This is difficult to tolerate & one who wishes to learn from a Vadam will gain much knowledge (Gain a language or ability determined by the Referee) but suffer from the experience (gain a d20 Maddened effect).

Description

Company of the Company

Long ago the Vada were a people of great achievements in many arts. Their material culture yet remains in ruins throughout the North. Their actual descendants though are few & rarely encountered. The Vadam are a broken offshoot of the Vada line - blessed with immortality & cursed with unlife both at once - these beings have grown monstrous over time. Their ears have shriveled & hardened into horn-like protrusions, their eyes have grown milky & white to tolerate eternal darkness & their limbs have been broken & restored so often that their joints are like flapping hinges. These horrors are doubled by the rot in the mind that these poor beings must endure. In cycles they are reduced to maddened cannibal fury which is overtaken by brooding torpor that gives way, slowly to inquisitive waking & finally they achieve reason once again - only to go mad from hunger & darkness to resurrect the cycle. Depending upon which phase of this century-long cycle they are encountered a Vadam may be a friend or foe.

