

Tombs of the Adamant Colossi Players' Guide



A Player's Guide to the Tombs of the Adamant Colossi

Welcome, once again, to the North. The Tombs of the Adamant Colossi is a series of interconnected adventures meant to showcase the systems at work in the Game of the North – as well as to highlight the versatility & adaptability of the game to meet your needs as a player and as a referee.

The Tombs of the Adamant Colossi follows the exploits of adventurers who have become stranded in a bizarre corner of the North – a fresh, new landscape just being revealed by the retreat of massive glaciers. Glaciers a mile high that nevertheless could not eradicate from the world the last remnants of an ancient society.

In the very first adventure in this series of adventures the PCs find themselves newly arrived & newly stranded in this strange, fresh landscape – comprised of deep coniferous woods, cold highland moraines and massive tarn lakes all surrounded by the receding glaciers and the massive mountains that fed them. Fjords and grassy steppes coupled with icy badlands & frozen tundra complete this image. And littered throughout are the Tombs of the Adamant Colossi – massive structures conceived in a bygone epoch – the sepulchers of sleeping titans. Which of these Colossi shall be revived, and which shall face final death is ultimately your decision.

For Player Characters

This Campaign is for dedicated characters – Characters you have played elsewhere in the North are not suitable as adventurers in the Tombs of the Adamant Colossi. You'll need to create a new PC.

How to Begin – as with most Game of the North campaigns you must choose what type of adventurer you want to play – Human, Elf, Orc, Dwarf, Goblin or Halfling. Your Referee may have other types of adventurers on offer – but this campaign is based around these choices in an unaltered form. If you're uncertain you can randomly determine your race by rolling d6.

Generating Statistics – You'll use the usual array for generating your character's statistics based upon your character's race:

Statistic	Adventurer Race					
	Humans	Elfs	Dwarfs	Halflings	Orcs	Goblins
Charisma	3d6*	4d6	3d6	3d6	2d6	2d6
Constitution	3d6*	3d6	5d6	2d6	4d6	3d6
Dexterity	3d6*	4d6	3d6	5d6	4d6	4d6
Intelligence	3d6*	4d6	3d6	3d6	2d6	4d6
Strength	3d6*	3d6	4d6	2d6	5d6	3d6
Wisom	3d6*	3d6	4d6	3d6	3d6	2d6

This campaign has a bit of difficulty and you can, if you so choose, substitute one of your D6's on each of your statistic rolls for an automatic '4'. You can only substitute one die, and you can choose to take the '4' or not for each statistic in turn.

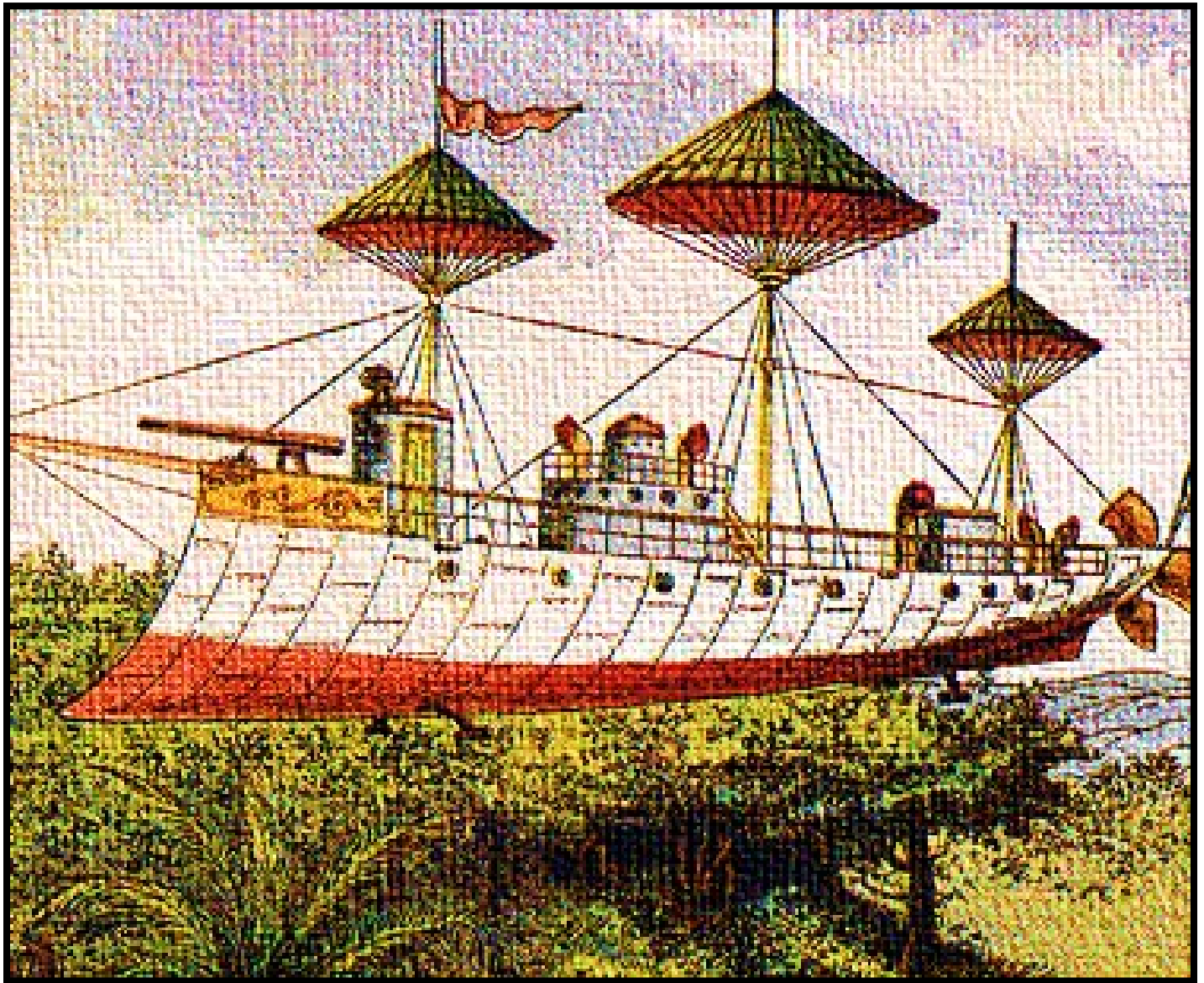
Applying Modifications – Your statistics modify all of your adventuring skills save for the *Foraging* skill. This skill is specific to this setting and is unaffected by any statistics. All PCs start with one rank of Foraging. All other skills are still modified by INT & DEX as usual.

Generating HP – All PCs begin with the maximum HP for their HD modified by their CON score.

Spending Xp – PCs in this campaign begin the game with 1,400 discretionary Xp which is modified by a high or low WIS score as usual. These Xp can be spent on any modifications or improvements to your character. Any added HD offer a new Maneuver as usual, but unlike the starting HD which is always set to the maximum value – any HD purchased prior to the game's beginning must be rolled as usual.

Generating Gear – Owing to how the campaign begins – with stranded adventurers scavenging from the wreck of their conveyance – individual PCs do not generate their own equipment. Instead- every player should create a complete list of starting gear, filling in the 20 slots on the provided sheet. When the time comes for PCs to receive their starting equipment – each player will randomly select one of the pre-generated sheets – choosing items to keep & to take. A PC can only carry a number of items equal to their CON score – modified by other abilities & a high STR as normal.

Choosing Languages – Every PC automatically gains the Kenahr language for free. All other language proficiency is gained in the normal way.



Modifications to the Rules as Written

Bonus Damage – In this campaign characters add bonus damage to their attacks based upon their DEX & STR scores. DEX applies bonus damage to ranged attacks & STR applies bonus damage to melee attacks. An 18 in either of these statistics adds +4 damage. A 16-17 adds +3, a 13-15 adds +2 & a 11-12 adds +1.

The Foraging Skill - Foraging is rolled to collect enough food & water to survive for 1 day – so most PCs will need to roll it daily in the harsh environment of this setting. Difficulty is based on the terrain type that the PCs occupy when using the skill. Glaciers & deserts use d10 checks, Mountains & Steppes use d8s and Forests & wetlands use d6.

Starvation, Dehydration & Exposure – This campaign takes place in unforgiving terrain with very little in the way of settlement or habitation. You're on your own in a massive expanse of cold & arid steppes & mountains.

A PC can go 1 day without any one of the following – Food, Water, Rest, and Shelter. Going one day without one of these add to a tally of your ongoing desperation. This tally resets when you have all 4 of these in one day. When you are deprived of more than one of these items per day – each adds separately to your tally.

When your tally of privations is equal to your CON Score you must begin to make d20 CON checks each day. For every day that you fail the check you lose one HD permanently – unless you voluntarily roll on the *Defeated* condition table.

Knowing The Colossi & Ignoring the Stars – Instead of generating your astrological signs PCs in this campaign will choose to *Know* one of the Colossi. Each of these ancient beings grants specific benefits based upon how closely a PC follows, and thus *Knows* the ways & meaning of that Colossus. This is demonstrated & revealed through the course of play, so for now, don't bother generating your Signs.

Overland Movement – PCs without any modifications to their movement speed – as gained from the *Woodland Strides* or *Traveler* abilities always move at a persistent rate based solely upon the difficulty of weather & terrain in this setting.

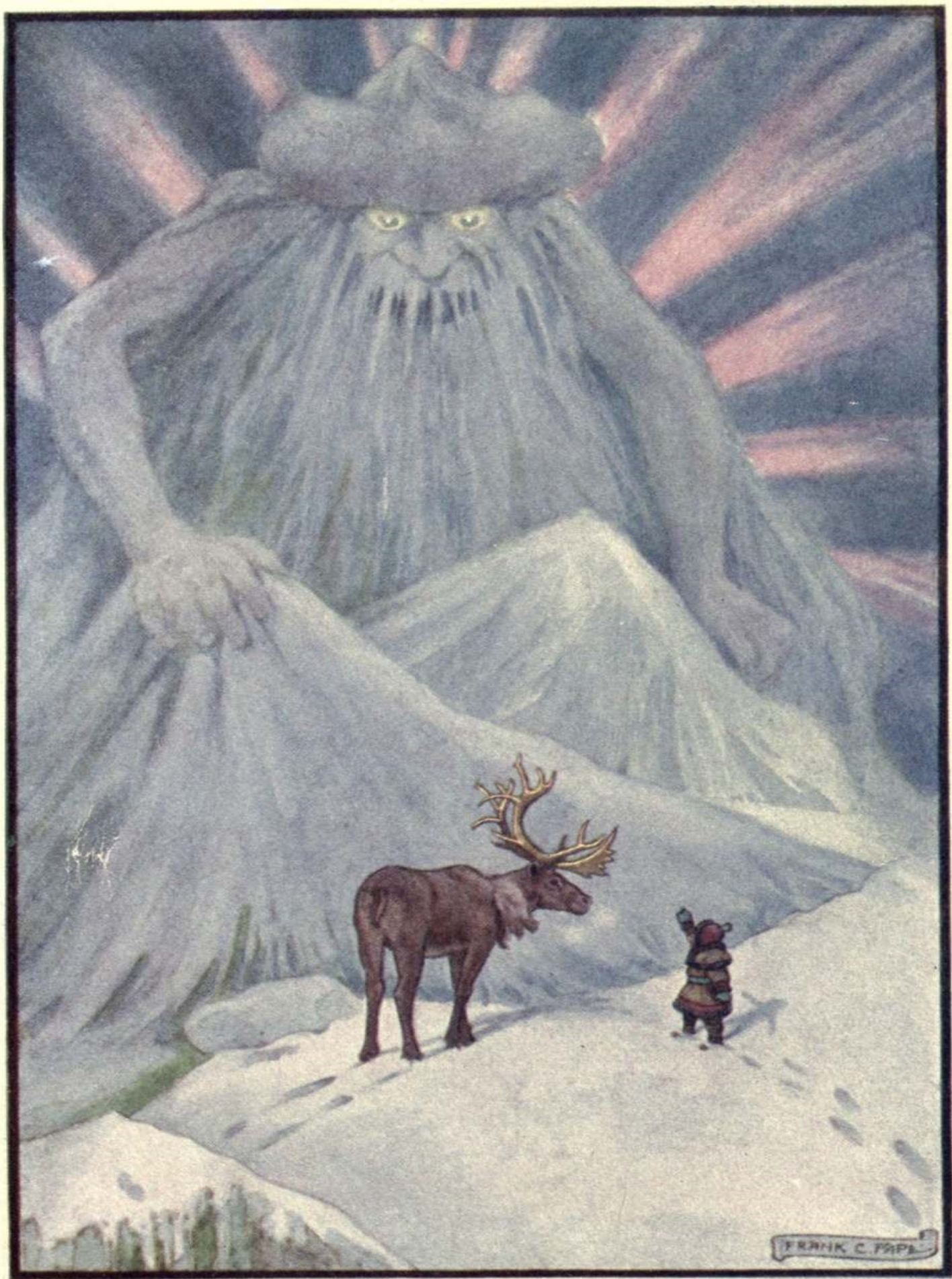
At a Full Run PCs can traverse 6 hexes per day. This causes them to require double the normal food & water however. PCs at a full run are automatically surprised by any encounters they come upon.

At a Brisk Pace PCs can traverse 4 hexes per day. This doesn't require additional food or water but it does mean that PCs have trouble avoiding encounters. Increase the search die by one step up when determining surprise.

At a Regular Pace PCs can traverse 2 hexes per day & test for surprise normally.

At Half Pace PCs reduce the difficulty of their foraging checks by one die and decrease by one die the difficulty of their checks to avoid surprise.





Guide for the Referee

The Tombs of the Adamant Colossi is an ongoing & intermittent campaign. Each module is intended a standalone event & is designed so that you can run the modules multiple times with variable results. Running the same module over and over can become tedious, so every effort has been made to allow you to have a unique, and still player driven experience each time.

The Campaign & the setting it occupies are presented not as a whole, but as a series of episodes, individual modules that you can run or ignore. There is no overarching guide to the campaign itself – no larger scale handbook for the setting. Rather, the intention is to provide specific adventures for you to run while providing you with some tools for creating your own interstitial scenes in the setting.

As a note to players – reading far beyond this point may spoil your experience.

The Setting

History & Prehistory both inform the features of the setting. This region has been civilized and depopulated a few times in its past and each of the layers of habitation inform current events.

First Peoples – The first people were not actually people, but a single massive creature – an immense colonial lichen which covered much of the landscape. This being had an impressive albeit alien intellect & it infected the land with its consciousness. This consciousness was powerful enough to persist even after the death of the creature that served as its host. At present the ancient plant intellect exists in a fossilized substrate that undergirds much of the region. Effectively any area on the map that contains vegetation is part of the ancient plant-deity's range. This being functions nowadays as a kind of Lore within the Land – a soul or spirit of place that can manifest as a ghostly mycelial being that grants magical insight & guidance or ruthless opposition.

Next Colonists – Colonists from the White Moon came to this part of the world long, long ago – drawn by the peculiarity of the conscious landscape. These colonists were not alive in any typical sense – rather they were the animate angels of the moon's own deities. These golems were sent to explore and to make contact and in turn broke away from the rigid castes & orders that prevail on the White Moon. Joining & befriending the Moss-Consciousness, these Scholar Golems forged their own peculiar societies based upon self-replication & self-determination. Their refusal to bend to the mind of their god led to revolutions of a kind – a refusal to obey their rightful masters. In turn they chose to create new gods for themselves.

The Last Gods – The Scholar-Golems turned to black science & demonic magic to create their own deities. These beings, crafted in the golem's image were Colossal & Brilliant & Powerful, and yet, within each was embedded a slight perversity – a remnant of the diabolical powers that were bound to their immortal bodies. Their creators & worshippers included these elements intentionally – seeking to round the minds & develop the morality of their Adamantine Gods – the Colossi that came to rule & govern them.

The Diabolical Cold – As the Colossi contended with one another for mastery over their subjects and the land itself some among them made a fateful & terrible bargain – choosing to call upon the spirits of the air & the waters to freeze the land solid, to bring about a stasis that would cover the land & thus end their endless contending. This cold was led & marshalled by tribes of Devils from the Deep Chasm of space- The Cold Void Which Encircles All. These devils frosted over the land & ended all life there for a time. In their own turn these Devils of Cold & Void dissipated as they gained substance & mass through their own dwelling in the world. As they did so they came to become bestial, ferocious. They are the predators of the landscape now – monstrous beasts of terrible ferocity – to be opposed at last & finally by the waking Colossi or by the most courageous & intrepid of PCs.

The Current Tenants – The Tombs of the Colossi – actually massive complexes intended to provide security in time of stasis – have all become occupied by the mortal retainers that had once been created to maintain & protect these gods. The Scholar-Golems seeing the virtue of Life’s self-replication created life in the form of a quasi-human race. These people were tasked with defending the Tombs of the Colossi generationally, existing in the tomb complexes, burying their elders and raising their children in turn. In some cases this worked. In most cases it did not. The flesh of the Adamant Colossi grants a kind of endless life and most of these servitor people have succumbed to the lure and become Zombies, unliving & undying, they have bizarre civilizations deep in the dark underworld of the setting.

Beyond the native Zombies are local colonists & migrants. Among them are the **Lake Dwarves** with their Shield-Masks & furred cloaks & affinity for wood & bone carving; the **Mountain Elves** with their love for the sand & ice of the high glacier and their access to the fossilized clouds above; the **Steppes Orcs** – contending clans of Orc marauders who fight over the ownership of their nomadic-puzzle-city. There are smaller pockets of people littered throughout the setting as well. The **Frost Gnomes** – a clan of particularly reasonable & pleasant goblins who live in a stable-weather valley far to the north keep to themselves but have many useful arts. **The Road Rabbits** – A few clans of long-eared halflings who follow the long road in an ongoing religious observance dedicated to misinterpretations of the writings of the ancients have proven to be exceedingly militant and wildly successful in their colonial efforts.

Other settlements exist within the region but these all tend to be small & tenuously carved from the forbidding landscape.

The Places You’ll Take Them – Beyond the harsh & terribly beautiful landscape of wide horizons and massive endless skies there are a few important & interesting locales in the setting. First & foremost are the **10 Tombs of the Adamant Colossi**. Each of these constitutes its own adventure & each will be visited in turn with its own published module.

Certain other locations will also be detailed within these modules so here we only discuss the large-scale landmarks – landmarks that exist on the map and which will be described here in bare detail – purely to grant you, as the Referee, the authority to form these features into your own image of what the campaign should contain & what it should mean.

The Dragon Road – Circling the whole setting and connecting the tombs is the Road of Life – a huge freeway like structure that has outlasted the glaciers that otherwise erased the world’s landmarks. The Road of

Life is not really alive – it is the last fossilized remnant of the setting's first inhabitant. It is a conduit of energy – magical & vital. It is a route through the wilderness that provides for those who travel upon it. It is a haven for monsters, for the great snow-devil predators that hunt all along it. It is the religious pilgrimage of long-eared hare-halflings. It is a lot of things but mostly it is very, very large. This is the landmark that dwarfs all others & connects them as well. It traverses lakes & rivers and its construction & form is all but invincible. It has survived being ground under a mile of ice for a thousand years. It may survive the world's own end.

The Gate of All Fears – Bound in the furthest northern bound of the setting is an ice wall, the parent of the rest of the settings' glaciers. Beyond this maze of Ice & Wind & Rock lies the Mouth of The Winds, the Cave of Pandevildom. It is the place in the world that touches the chill dark of space & from which the ancients summoned the diabolical powers of the icy void. They await there yet, for time means nothing to them. They wait still for the foolishness of mortals to allow them into this world.

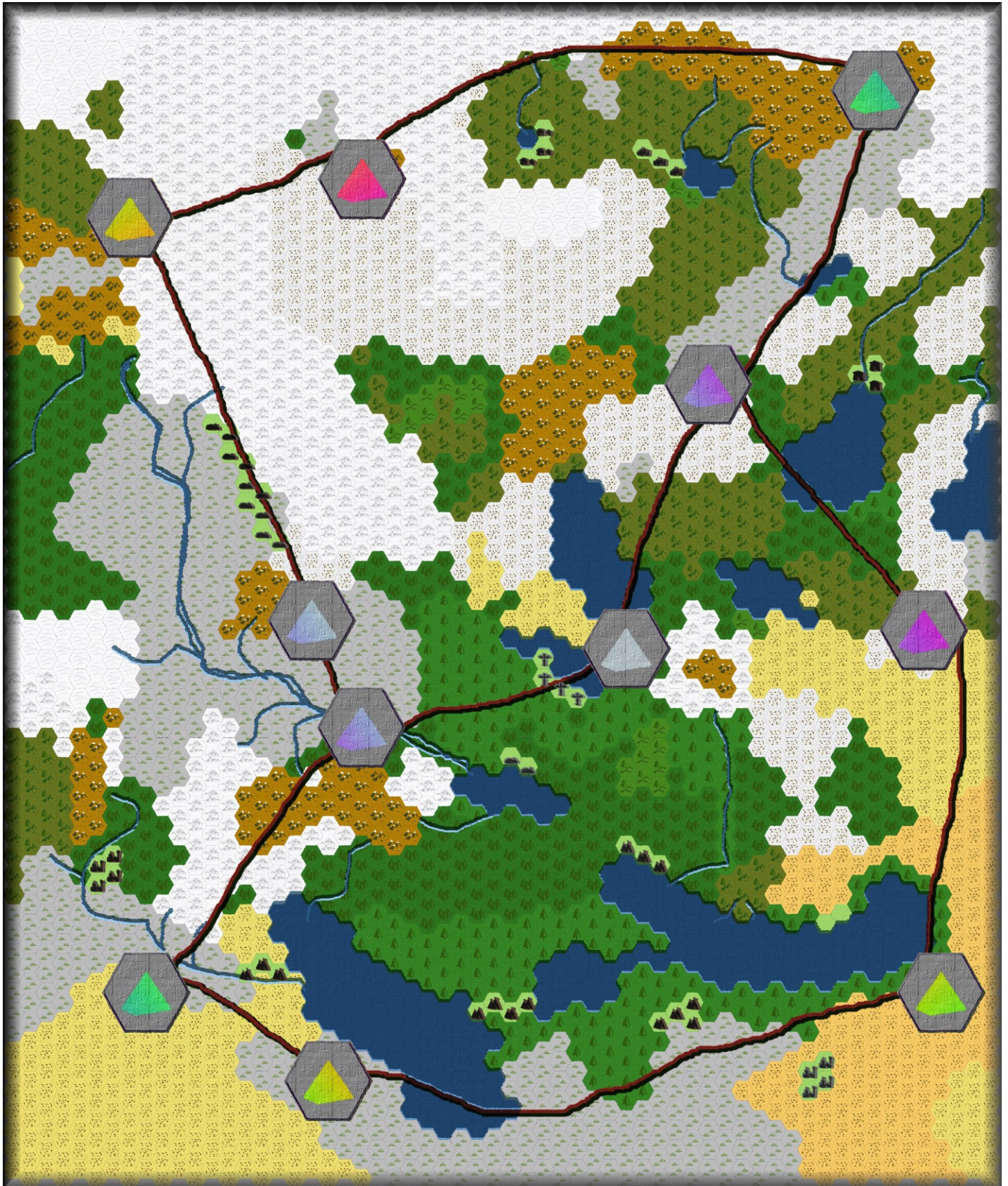
The Well of Plenty – Last ruins of the Scholar Golems – this fallen, destroyed city contains the wisdom & lore of those ancient peoples alongside their tools – for communing with the ghost of the land & for crafting gods of adamantine. These ruins are haunted by the most dangerous guardians of all – other adventurers, parties of treasure-hunters who have built up their own settlements around the well and who contend, mercilessly, with one another over claims to this limitless wealth.

The Font of Peace – A northern lake in which the ghost of the land is particularly potent. Those who live upon the lake & who consume its fish & drink from it are infused with the wisdom & unity of this ancient spirit. The Genius Loci overtakes those souls who inhabit the shores & grants them wisdom, peace & unity. Hence the local clan of goblins who are more civil, more symmetrical, more appealing than other goblins & who are united in their secrecy & the development of their unstated, secretive goals.

The Mechanical University – Hidden in the high mountains this aerie is the repository of the Scholar-Golem's final wisdom. As their gods rose up and overthrew them, a few of these mechanical god-makers removed themselves from the world they'd created – founding in the highest peaks of the land a monastery. This place still exists, unknown to most. It houses the last of the Scholar Golems of the White Moon, and there, they create the mechanisms that impart true knowledge – unlimited knowledge into mortal minds. Minds not quite ready to absorb all this lore. The Mechanical University is spoken of by the mad – people who have attended and come away altered- made insane but also tampered with, physiologically. These folk are made not only of flesh & bone but of gears & wires and circuits. They know & see too much and are thus mad, but they know & see much and are thus brilliant.

The City in the Cloud – Hanging overhead is a very large fossilized cloud. Suspended in air by unseen means, and made solid by a forgotten mechanism – this mountain in the sky is a city of unbelievable size, carved out and inhabited by a population of humans – the City in the Cloud is a mythical, unbelievable and undeniable. The City migrates throughout the North and can be used in any campaigns set there. The people who call it home are people native to the sky, born to the dizzying heights & heir to the bizarre, futuristic lore of their ancestors. This place, difficult to approach, inaccessible at best is a kind of terrestrial heaven – a paradise in the sky that once visited, remains forever in one's heart.

The Land



Here is the Chronicle of an Adventurer

In the Tombs of the Adamant Colossi

Name _____

Abilities

Race _____

Eyes _____ Hair _____

Build _____ Features _____

Height _____ Weight _____

Statistics

CHA charisma
CON constitution
DEX dexterity
INT intelligence
STR strength
WIS wisdom

HP

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AC

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Social

--

Attack

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Search

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Move

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Adventuring Skills

Find Traps
Foraging
Hear Noise
Hide In Shadow
Move Quietly
Open Locks
Pick Pockets
Scale Walls

SP

XP

HD

Saving Throws

Devices
Traps

Breath
Explosion

Death

Petrification

Spells

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Equipment & Encumbrance

Your encumbrance maximum is equal to your CON score & modified by any bonus from STR.

Weapons

Light - d6 damage - 1 Enc

Medium - d8 dam. - 1 Enc

Heavy - d10 dam. - 2 Enc

Armor

Light - AC 13 - 1 Enc.

Medium - AC 15 - 2 Enc.

Heavy - AC 17 - 3 Enc

Shield - AC +2 - 1 Enc

Rations

Each day's worth of food & water counts for 1 point toward Encumbrance

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4. _____
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6. _____
7. _____
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12. _____
13. _____
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15. _____
16. _____

Treasure:

Each 1,000 Sp
Counts as 1 point
of encumbrance