

LONE COLOSSUS OF THE AKOLOUTHOS SINK

Resolute and alone atop a limestone knob, the verdigris covered remains of an Imperial municipal siege unit, a bronze colossus, the 'Akolouthos', 3,200 years old and first operational in the service of the Imperial legions, surplused to the Styllus family until only three years ago. The Colossi was the bastion of Styllus dominion over five hundred miles of prime Central Province vineyards and grain, but without it the family has been nearly run under by their neighbors, the Comizius clan. Largely intact, the Akolouthos may even be operational. If the war machine can be repaired or salvaged, the Colossus' value is immeasurable, and even if destroyed many valuable bits of its arcane workings a likely to be salvageable from the almost intact Colossus.

Like all destroyed Imperial war machines the bronze colossi exudes rotten magic, creating a sink around it of foul arcane corruption. The sink is not as deep or as large as some, but the hillock that the Akolouthos stands atop is bare of life, and now the rock itself bleeds a bluish black and the birds in the area speak in the voices of sobbing children. The Colossi's own radiation is compounded by the nature of its destruction, and the ancient arcane fluids corrupted by deep forest shadow magic. Spending longer than twelve hours in the sink requires a save vs. spells to avoid minor magical corruption.

D6	ODDITIES OF THE SINK
1	<u>Owlbears</u> (1d4) A parliament of owlbears, ill made things of mismatched feathers and long ivory claws. They are devouring the fragments of moss and lichen infused by the Colossi's sink. <u>HD 5, AC 5, ATK 3*, DAM 1-8, 1-8, 1-8*, SV F3, ML 9, MV 40'</u> *If the first two claw attacks hit, the final beak attack will be +4 to hit and inflict 2-16 points of damage.
2	<u>Weeping Birds</u> (Flock) A flock of small blue and brown birds wheel above the party, they are not dangerous, but the gyre above the characters for 1D4 turns and cry incomprehensible gibberish in the voices of terrified children.
3	<u>Animal Skeletons</u> (4D6) An unnatural baying comes from all around and a pack of skeleton beasts bursts from the woods at the edge of the sink. The skeletons are a mixed lot of forest animals such as deer and wolves. The creatures are vicious and ravening, but they are unthinking horrors. <u>HD 1, AC 7, ATK 1, DAM 1D6, SV F1, ML 12, MV 30'</u>
4	<u>Hex Mark</u> - Spontaneously carved by the magical emanations of the colossi, this magical mark pulses in the naked rock of the knoll. It causes pain confusion to its viewers who will suffer a -2 on all rolls for 1D6 turns after seeing it.
5	<u>Blue Slime</u> (1) A pool of blackish blue crud that shines like oil. A creeping hunter, the slime will not attack immediately and will remain quiescent if unmolested. The slime hunts humanoids by tracking their scent and waiting until they rest, then dropping on a single sleeper, or guard and draining their blood. <u>HD 5, AC 5, ATK 1, DAM None*, SV F5, ML 6, MV 30'</u> *Save vs. Paralysis, drains blood in 1D4 turns is unmolested.
6	<u>Trap Moss</u> (1) A bed of thick green moss atop the naked rock, a few large black flowers grow in its center. Animated into a killing carpet by the sink's pollution. The moss will close on any creature over fifty pounds that walks onto it. <u>HD 8, AC 9, ATK 2, DAM 1D6 or*, SV F5, ML 12, MV 10'</u> *surprise attack on 1-5, hit to entrap, 1D6/round, suffocate in 1D4 rounds.

THE COLOSSUS

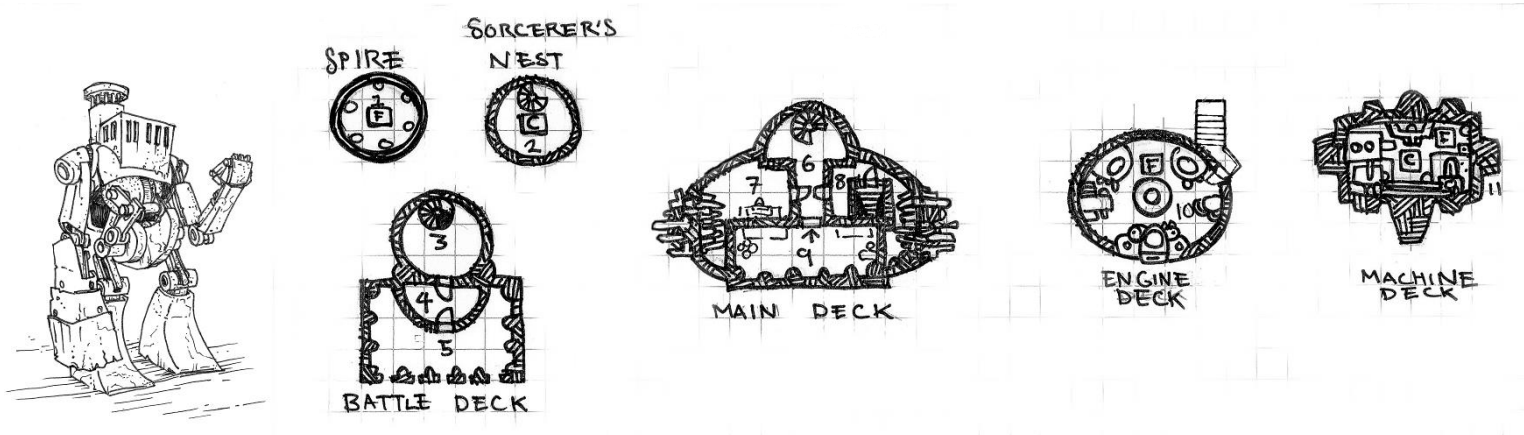
Almost 100' tall, the Colossus still looks impressive, a conglomeration of huge plates of bronze, massive gears and monumental struts. While the ancient war machine looks forbidding and powerful, it is battered, scarred, and marked by the fading heraldry of the Styllus family. To the uninformed eye the colossus may still appear

operational (A successful intelligence check by someone with knowledge of Imperial sorcery will reveal the Akolouthos' condition) but its works are fused and its sigil lines are melted beyond the point of contemporary thaumaturgy to repair.

THE FATE OF THE AKOLOUTHOS

The colossus was destroyed in the rivalry between two noble families, a private feud over imagined slights. The Comizius were responsible for the machine's destruction, but thwarted in their original intention to capture it. In support of their effort the family hired a shadow-hexer, a deep pines wood shaman from high in the Northern ice hells. The Hexer and a squadron of Comizius uhlands began to burn the farms at the edge of Styllus land and soon the Akolouthos marched out to repel the raiders. Above burning fields and slaughtered farmers the Hexer's shadow hunters slid up the legs of the ancient colossus. Its wards weakened by thousands of years of inexpert repair the Colossus was unprotected, and phantom hunters surged upward into the crew quarters, killing the Styllus armsmen. The wards protecting the

sorcerer captain of the Colossus were intact however, but with the machine unmanned it could not move, and the Shadow Hexer gained entrance with his walking altar, a puissant construct filled with the spirits of the Hexer's victims. While the Hexer was able to physically circumvent the protective wards, the Styllus Sorcerer Captain used the time to overload the Colossi both burning it out and killing the Hexer. The Hexer's construct and shadow demons quickly slew the exhausted sorcerer, and while the shadows eventually dispersed, those killed by them have been transformed by the magical seepage. The walking altar also still haunts the Colossus, growing steadily more independent.



THE AKOLOUTHOS

EXTERIOR

The Exterior of the Colossus shows no sign of the kinds of the heavy ancient Imperial weapons normally required to bring down a colossus. The legs of the enormous machine are 70' tall masses of struts and plating, with corroded fused machinery within. Careful examination of the Colossi's underside reveals an access hatch on the rear left. There are plenty of hand holds to climb, but it is still a long ascent and the transition from the legs to the hatch area is dangerous even for a skilled climber. A

climbing roll is required to access the hatch. Near the hatch is a narrow rickety catwalk and metal stairway that also provide access with a successful climbing check. The hatch itself is not locked but it is stuck and will require force to open, which may be made difficult because of its location. Climbing to the commanders' cupola atop the colossi is also possible but will require multiple climbing checks, or magical assistance.

INTERIOR

The interior of the colossus is surprisingly roomy for a war machine, its walls are made of heavy bronze plates riveted and welded together. Along the walls the machine's sigil veins were inscribed on bonewhite inlays, now molten and scorched. Strange machinery dominates the working spaces, gears, switches, smoke stained crystals and dials. The machinery shows the scuffs of eons of hard use and the fusing of sudden catastrophic overload. The fixtures and decorations within the ancient machine are an odd juxtaposition of modern

opulence and ancient utilitarian working parts. Scroll work on dark wood, tapestries and marble accents, most decorated with the dancing bear heraldry of the Styllus family. Chambers within the colossus are rather tall, generally about 30', though shortened by sagging wooden panel ceilings in some areas to 8' or 10'. Many of the walls are covered in pipes or even obvious handholds and ledges that provide maintenance access to various machines, presenting no difficulty to climbers.

1D6	DANGERS WITHIN THE AKOLOUTHOS
1	<u>Mana Shadow</u> (1D3) A drifting echo of one of the Akolothous' crew, this shadow form sparks with blue and purple when it attacks. <u>HD 2+2, AC 7*, ATK 1, DAM 1D4**, SV F3, ML 8, MV 40'</u> Immune to all magical attacks & weapons *Temporarily (1 session) Drain 1D4 Int.
2	<u>Razor Finches</u> (flock) Songbirds, half ethereal and warped and twisted by decaying magic. A flock of these sports nests here and will defend their home violently. Within the nest there is a 50% of treasures (gold wires, crystals, coins) worth 1D4x100GP. <u>HD 3, AC 2*, ATK 1**, DAM 1D6, SV F3, ML 8, MV 60'</u> *Swarming tiny birds, any physical attack does 1 point of damage. ** Automatically hit any target within 10' of swarm
3	<u>Gas Pocket</u> - Decaying magic has filled the next uninhabited chamber with a pocket of arcane gas. While the room appears slightly hazy, the gas is invisible (except to any who can see the ethereal or detect magic, in which case it's red), and highly combustible. Each round an active magic item or spell (detect traps, a flaming sword or unseen servant for example) is in the room there is a 3 in 6 chance that the gas will explode into a storm of freezing magical energy for 4D6 (save vs. magic for ½ damage) HP of damage to any in the room.
4	<u>Psychic Echos</u> - The sudden sounds of panic and battle, a cacophony that startles the explorers erupts suddenly. Shadowy shapes rush past, intent on unknown tasks. The past and present are loosely connected aboard the Akolouthos and this echo of ancient events is harmless if disturbing.
5	<u>Shadow Revenant</u> (1D6) The shadows of a dead men creep along the floor, seeking the warmth of the living. Sorcerers can hear their pitiful pleading, but to all others they are just freezing death. <u>HD 3, AC 5, ATK 2*, DAM 1D6/1D6, SV F3, ML 10, MV 40'</u> *Attacks cause fear (save v. spells or flee for 1D4 turns)
6	<u>Arcane Slurry</u> (1) Dripping arcane esters creep about and subsume any they touch. Swirling blue sludge that drops from the ceiling. <u>HD 2, AC 9*, ATK 1, DAM 2D6, SV F1, ML 12, MV 10'</u> *Immune to non-fire.

1. THE SPIRE

Light & Smell	Outdoors. The oily reek of spoiled magic that fills the Sink is less pronounced here, high above.
Dangers	<u>Shadow Fetish</u> within 10' save v. spells or age 4D10 years and lose 1D4 STR and CON.
Treasures	None

The commander's cupola atop the colossi's tower, heavy bronze columns beneath a sigil inscribed roof. There is a trapdoor in the floor of the cupola sealed by the Sorcerer Captain's wizard lock, as cast by an 8th level magic-user. To prevent the escape through the hatch, the Comizius Hexer placed a Shadow Fetish in the cupola, an ugly mass of bones and raven feathers tied with purple died sinew in the shape of an accusing hand and nailed to the top of the hatch.

SHADOW FETISH: The fetish will expend its curse if the hatch is opened without removing it. A flash of purplish-black light will engulf a 10' square area around the hatch. All within the blast must Save vs. Spells or age 4d10 years and suffer enfeeblement, losing 1d4 points each from Strength and Constitution. If a victim is

elderly (over 80 for humans) after the trap's effect they must also Save vs. Death to avoid dying from old age. A victim whose Strength or Constitution drops below '3' will die instantly. Examination of the fetish will give the viewer an uneasy feeling, as dark magic radiates off the item in waves, a magician will be able to recognize it as a trap with a successful Intelligence check, as will a thief with a successful detect traps roll. The trap may be disarmed by removing the shadow hex from the hatch, though some degree of magical protection is required to do so without triggering it. Protection from Evil is the simplest spell that will prevent the hex from triggering, though dispel magic or exorcism will also work. Once displaced the hex will be a useless tangle of feathers and bone.

2. SORCERER'S NEST

Light & Smell	A dim blue light from the Geist itself. The sweet oily smell of rotten magic.
Dangers	<u>Mana Geist</u> (5+5 HD – spell caster), <u>Trapped Hatch</u> within 10' save v. spells or age 4D10 years and lose 1D4 STR and CON.
Treasures	<u>Spellbook</u> , <u>Regalia</u> (2,500 GP), <u>Crowned Helmet</u> (3,000 GP)

A battle between sorcery and eldritch horror was fought here, and its reverberations still linger. The room's rich furnishings are destroyed, burnt by magic and torn by phantasmal talons. Ancient tapestries reduced to

scattered bits, and antique furniture burnt and shattered. A marble lectern remains unharmed along the room's Southern wall. Behind the lectern stands a figure in an elaborate robes and crowned helmet.

MANA GEIST

HD 5+5 (32 HP), AC 3*, ATK 2, DAM 1D6*, SV MU 8, ML 8, MV 40'(fly) *Immune to magical weapons and spells **Does 1D6 HP of damage, and equal damage directly to INT. If INT is depleted to 0 it causes death, lost INT is regained at the rate of 1 point a day. Casts Spells as Wizard level 8 SPELLS: Protection from Good (will provide a save v. spells v. turning attempts) (1), magic missile (4 missiles) (1), sleep (1), Mirror Image (2), Magic Mouth, (2) Web (2), Lightning Bolt (3), Phantasmal Force (3), Confusion (4), Polymorph Other(4).

The Geist's Spellbook is a heavy leather-bound tome with the Styllus heraldry on its cover in raised gilt. Spells within include the Geist's memorized spells and: Erase(1), Charm Person(1), Wizard Lock(2), Knock (2), Strength (2), Haste (3), Monster Summoning I (4), Hallucinatory Terrain(4), Wall of Ice (4).

The Geist's Regalia is covered in silver beads and tiny opals, worth 2,500 GP, the Geist's Crowned Helmet is made of bonewhite, covered in blackened silver and includes a large opal, it is worth 3,000 GP.

MANA GUEST: The robed figure is what remains of the Akolouthos' commander, transformed by the leaking magic of the machine and his death at the hands of shadow demons. The creature is a Mana Geist, a spectral horror formed of pure magic and a capable spell-caster.

The Geist appears as an emaciated man formed from spectral planes of bluish magical energy with a sneering noble bearing. The Geist's eyes glow with puissance and his voice chimes like a breaking glass. This specific Mana Geist will parley on a neutral or better reaction roll and give intruders a gruff warning and chance to flee on any reaction other than violent hostility as it recognizes the party as something other than enemies. The creature is merciless, insane, and cunning, but will present itself as Esquire Styllus, commander of the Akolouthos. The Geist remembers its life fairly well and believes it still represents the Styllus family so it will demand the exaggerated respect given to a member of the Imperial nobility. If the characters are reasonable, and seem to be useful to the creature, it will encourage the party to destroy the Walking Shrine, calling it an "abominable beast" so that it can return the Akolouthos to operation and complete its mission (it cannot). If

pressed the Geist will grudgingly promise all sorts of wealth from the Styllus lands (wealth that is largely gone now) but it will never allow the party its spell book or 'control' of the Akolouthos.

In combat the Mana Geist will levitate out of the reach of melee weapons, trying to eliminate dangerous fighters and clerics with its spells, before diving at the weakened party and draining INT. If turned or reduced to under 10HP the Geist will retreat along the ceiling into a corner and plead with the party for aid. It will offer to draw a map to a Styllus cache of imperial armaments, or a letter authorizing the family to pay the party vast sums (neither of which is likely remotely useful).

TRAPPED HATCH: The hatch leading to AREA 1 will set off the shadow hex there if opened. Close examination of the bottom of the hatch will discover a purple crust of shadow magic (identifiable by a wizard with a successful Intelligence check as dark magic), and any thief successfully checking the hatch for traps will find no obvious traps but will feel deeply uneasy and have a strong sense that the hatch is dangerous. From this side of the hatch, it cannot be disarmed, but if triggered it will result in the hex discharging (see above).

3. CONTROL CHAMBER

Light & Smell	No Light, A scent of old ozone and metallic slag
Dangers	<u>Warded Regalia</u> curses first to touch regalia with Int or HP loss and spell loss.
Treasures	<u>Hex Rod</u> , <u>Distillate of Shadow</u> (800 GP), <u>Arcane Lenses</u> (400 GP)

A regal bronze throne, cast with fluted columns and other architectural flourishes, stands before the narrow bronze stairs that wind upwards into the Colossus' tower. Above the chair hangs an array of articulated bronze and crystal rods, each of which ends in strange devices and a variety of colored lenses. Around the room are three other obvious control stations, banks of shattered crystal and adjustable tumblers of bonewhite carved with warped and fused sigils, that once controlled the Akolouthos. The Arcane Lenses that provided the colossus commander with senses beyond the hull were delicate instruments and most were shattered by the force of the Akolouthos' dying. A few smaller lenses and a single shielded 6" scryer in orange crystal remain undamaged, and the collection, which can be removed

with two turns of careful effort with small tools, such as those in a set of thieves' tools, is worth 400 GP to any sorcerer or artificer.

The sigil lines in this chamber are slagged and melted into a worse mess than in almost any other part of the war machine, with one of the control consoles puddled into an oddly pleasing lump on the bronze decking and fragments of shattered sigils carpeting the floor or lodged into the walls, decking and furniture from the force of the explosion that overloaded the Akolouthos' systems. It is obvious that at least one victim was caught in the blast of the exploding sigil lines, as a pile of crumpled robes, stiffened with feathers, beads and bones slumps near the control throne. This is the corpse of the

Shadow Hexer, and still carries his valuables. The mummified corpse is that of a man with several facial tattoos indicative of his ice hell tribal origins. His stinking robes are a mostly black wolf pelts, stitched with pine needles, bones and small glass beads.

WARDED REGALIA: The Hexer's robes are warded with biting shadows that will latch onto and drain life energy from anyone who disturbs them. Even poking the corpse with a pole without dispelling the wards will cause a weasel quick, snake-like shadow to dart out and latch onto the nearest living creature (Up to 50' away). A Save vs. Spells will negate the shadow's attack but otherwise it will rip a chunk of vitality away from whomever it bites, permanently draining (remove curse will reverse the effects) 1D6/2 HP (or CON if the PC receives a HP bonus from CON) from the victim. A looter protected by the Spell Protection from Evil will be immune from the shadow's bite.

Hanging from the corpse's belt is a large calabash filled with Distillate of Shadow, a fluid made from the essence of night. The liquid shadow may be sold for 800 GP to a magical practitioner or smeared on like grease paint to provide a bonus to any stealth checks (+1 in 6 or 20%) for the next three turns. There is enough distillate for three applications, if drunk the shadow fluid will poison the drinker on a failed magic save, killing him and causing 1D6 shadows to burst from the corpse. A Hex Rod rests near the body, dangling black feathers and bone charms. If wielded in a magic-user's weapon hand the rod can be used as a magical cudgel (1D4) and increases the potency of malignant spells (-1 to opponent's saving throws).

Careful listening to at the foot of the stairs has a chance of hearing an occasional mumble from the Mana Geist in Area 2.

4. ARMORY

Light & Smell	No light, Musty air and the scent of armor polish
Dangers	<u>Trapped Chest</u> 3D6 chemic fireball
Treasures	<u>Bonewhite mail</u> , 1 suit of <u>plate armor</u> (2,500 GP), 3 suits of <u>plate mail</u> (1,500GP). 12 <u>sabers</u> (240 GP), 10 <u>heavy crossbows</u> (450 GP), 1,200 <u>bolts</u> (120GP)

The walls of this room are thick and have many hatches, round plugs of heavy bronze that screw open to reveal the inner workings and fused sigil lines of the Colossus. Prior to the machine's destruction this chamber was clearly the vehicle's armory. Stands and shelves cover the Western wall and contain a fluted suit of silver etched full plate armor fitted to the machine's battle commander and three suits of adjustable, stamped steel garrison Plate Mail (AC 3) All the heavy armor is enameled with the Styllus' dancing bear crest. The Plate Armor provides a base AC of 2, but would require a skilled armorer and 1,000GP of work to have refitted. It can be sold for 2,500 GP in its current state. The plate mail is meant to fit any human of roughly average size and is worth 500 GP a suit. The wracks and shelves are still full of weapons, enough Sabers and Heavy Crossbows to outfit a small squad. A huge crate, broken

open and filled with bundles of steel Bolts sits in the room's center.

TRAPPED CHEST: Near the armor is a heavy bronze locker. The locker is both locked with a simple lock and trapped with a glass sphere of combustible binary chemic that will burst into a fireball doing 3D6 damage to anyone within 5 feet of the locker if it is opened without a key. The trap can be disarmed easily enough if detected by shattering the bisected sphere to drain one of the two liquids within. The check contains a suit of Bonewhite Scale armor in late Imperial style and seemingly cobbled together from more than one suit of ancient armor. The medium armor provides an AC of 3, and grants a +1 to saves vs. spells as well as a 1 point per die damage reduction to fire attacks. The armor will remain undamaged by the explosion of the trapped chest.

5. BATTLE DECK

Light & Smell	Narrow window slits, and the twinkling light of the Shrine's ever burning corpse candles. The oily smoke of the candles has a sweet charnel stink
Dangers	<u>Walking Shrine</u> (10 HD – Immune to most weapons, life drain aura, regeneration)
Treasures	None

WALKING SHRINE

HD 10 (50 HP), AC 6*, ATK 2, DAM 2D8/2D8*, SV CL 6, ML 12, MV 30' *Immune to all non-cutting weapons, Immune to cold, poison and mind effecting spells **In combat the smoke from the ever-burning candles atop the Walking Shrine creates a cloud of life sapping shadow that drain 1HP per round from all within 20' and targets anyone casting a spell, pulling 1D6 worth of life energy from casters any time a spell is cast. This syphoned life force heals the Shrine at a 1HP for 1 HP rate.

In combat the shrine charges forward on its five tree trunk limbs and tramples enemies often stopping to finish off fallen or injured foes before attacking others. The enchanted tree trunks and bundles of sinew that form the majority of the Shrine's construction provide protection against most weapons, with the exception of heavy cutting blades like axes and falchions.

Once the main fighting compartment for the Akolouthos, this room's embrasures allowed the colossus's crew to rain fire down on ground forces while protected by the machine's armored hull. Originally outfitted with tripod mounted flame casters and arcane ballista, by the time of its destruction the ranged offense of the Akolouthos had been reduced to a pair of light ballista firing steel javelins, the crew's crossbow's and the colossus captain's sorcery. The ballista huddle smashed into piles of wood and iron in the corners of the room, pushed there along with various other detritus (cracked bones, broken armor and slag from the colossus' sigil lines).

There is no concealing the inhabitant of this room, a 7' tall mass of carved pine trunks, bones and black feathers, wrapped around a carved river-stone altar and topped with an array of ever-burning, smoky, corpse pale candles. This is the Walking Shrine, the automaton bodyguard of the dead Shadow Hexer in **Area 3**. It is trapped within the Akoluthus, following its last orders to prevent access to the door leading into **Area 4**, and is a

violent and destructive entity, animated by tortured and evil souls.

The Shrine will attack immediately on a negative reaction result, charging forward spiderlike on its pine trunk legs, and even if it does not it will stomp around the chamber menacingly, as if trying to move behind the party, and then follow them at a short distance if they leave **Area 7**, waiting for the adventurers to become entangled in another dangerous situation (when it will attack from behind). It cannot speak, though anyone skilled in the arcana of shadow magic, illusion or the scholarship or necromancy may be able to communicate with it. The shrine doesn't desire anything except to inflict pain, a blood sacrifice of a friend or companion, or proof of the destruction of the Mana Geist. A sacrifice or the Geist's destruction will satisfy the Shrine as these will allow it to leave the Akolouthos and weave a path of cruelty and mayhem across the Central Provinces.

6. TROPHY HALL

Light & Smell	A single flickering sigil still burns in the ceiling, while the scents of slag, milew and must fill the air.
Dangers	None
Treasures	<u>Black Fangs</u> (1,800 GP)

A narrow set of bronze stairs spirals up to Area 3 at the rear of this hallway. The walls and drop ceiling are paneled in orangish burl wood, once finely polished, but now seared with the arcane acids released by the exploding sigil lines, and moldering from neglect. Various faded banners, scraps of banners and battle honors are mounted on the walls and hang from the ceiling. Most notable among the trophies is a bundle of cracked, glossy, Black Fangs (six of them each 5' long) from the mouth of a demonic war titan, undoubtedly dating from the succession wars and the collapse of the Great Empire. The teeth alone are valuable, worth 300

GP each and suitable for arcane crafting into magical weapons or armor. The other past glories of the Akolouthus are valueless and decayed, though plundering any of the trophies (including the teeth) will curse a thief (and his companions) with a +1 to all damage rolls made against them while aboard the Akolouthus.

Also intriguing is the door to AREA 9, a heavy oval hatch of steel plated bronze that is sealed with a fused lock (which will require a force check or spell to bypass) and which slides upward into the wall to open.

7. ENGINEERING

Light & Smell	A lone blue sigil glows on one of the machines, the smells of corrosion, ozone, oil and rot
Dangers	<u>Door Charge</u> 3D6 damage 10' radius explosion
Treasures	<u>Arcane tools</u> (200 GP) <u>Arcane mechanisms</u> (3x300GP)

DOOR CHARGE: The door to the Engineering chamber was locked and mined by the Engineer within when he heard the shadows slaughtering the crew in AREA 9. The lock is a simple enough mechanical affair, but the door will remain wedged after it is picked. The door's resistance is caused by trigger wire of a crude sorcerous explosive, a canister of volatile arcane esters filled with bolts and washers, shaken and then sealed. The wire will drop the canister on the floor, denting it and releasing the force within as an explosion of flying metal and magical blue fire. The trap may be detected normally (revealing the presence of the wire or an odd quality to the door's resistance) and disarmed by cutting the wire or opening the door a crack and covering the floor with soft items to keep the canister from breaking when it falls. The exploding canister (either as a trap or if taken and thrown later) does 2D6 normal damage and 1D6 magical damage to anyone within 10'. A Save vs. Breath weapons will halve the damage.

Beyond the trapped door is a workroom and engineering space, filled with ancient arcane machines

of brass, crystal and bronze. In the rear of the chamber is a huge array of arcano-mechanical devices, surrounding a sort of niche or man-shaped indentation. This is the auxiliary control bed, and main control for the Akolouthous' right arm (its primary weapon, an enormous fist of bonewhite studded alchemically treated bronze capable of smashing city walls). The colossus' engineer was incorrect in assuming his door trap would stop the borders who attacked his machine, and the hexed shadows simply slipped into the Engine Room under the door, devouring him while he was trying to activate the auxiliary controls.

The Engineer's drained corpse still dangles within the control bed, held upward by straps and dangling conduits of telescoping brass that wrap around his limbs. He wears a leather coverall with the Styllus heraldry on its chest, and his pockets are full of small bronze and crystal Arcane Tools (200 GP to a worker of ancient artifacts). If the corpse is removed the crèche can be entered and a character may attempt to hook himself into the machine. Trial and error will accomplish this on

a successful INT check, but given the colossi's current state, it is unadvisable. The arcane backlash from trying to activate the shattered colossus (requires another Intelligence check) will wipe any spells from memory and cause debilitating pain for several days (-1 to all rolls for the rest of the session). Worse, if the afflicted character fails to make a save vs. spells the devices will permanently drain 2D6 spell levels from the memory of a caster, along with any memories of childhood or home.

By disassembling the auxiliary control bed, a skilled scholar with knowledge of ancient Imperial magic and artifice may (by passing a regular skill check or an intelligence check with an 8 point penalty) successfully remove valuable components from the device. There is a wealth of ancient Arcane Mechanisms here, and looters may make three checks. For each check passed 300 GP worth of arcane mechanisms are recovered.

8. LEFT ARM

Light & Smell	Daylight from the stairway and the smell of dust, with the tang of ozone and the sweet smell of rotting magic.
Dangers	None
Treasures	<u>Copper wiring</u> (40 GP)

Hanging Copper Wires (40 GP and 40 lbs) have been blasted through the ceiling of this narrow passage when the overloaded sigil lines burst. The room is dominated by wrecked machinery: burnt wiring, cracked crystals, slagged bonewhite, fragments of brass, bent instruments and a large bronze cage containing a narrow stairway.

The heavy bronze door leading to the stairs is locked with a simple mechanical lock. A small control bed or crèche is set in the Eastern wall of the room, but has been fused into a single mass of molten brass and smoky cracked crystals.

9. BARRACKS

Light & Smell	Lightless with the sweet stench of rotten magic.
Dangers	<u>Blue Oil Horrors</u> (8)(2+2HD, destroy weapons and infect targets with caustic slime)
Treasures	None

BLUE OIL HORRORS

(8)HD 2+2.AC 5*.ATK 1.DAM 1D8*.SV F 3.ML 12.MV 20' *Any melee weapon that strikes an Oil Horror will be corroded and destroyed unless the wielder makes a save vs. spells *On a successful attack the target will be splashed with arcane blue oil, which will eat flesh, armor and clothing at a rate of 1D6 damage per round, eventually transforming the victim into a Blue Oil Horror. Fire will burn off the oil, but do at least 1D4 points of damage to the patient per application.

Vaguely humanoid lumps of hardened indigo tar cracked and oozing vibrant blue slime. They move in a slow stuttering manner but attack with great strength, are immune to pain, and hard to damage, even with a successful strike. They try to grab and rend their foes and the dripping oil from their bodies sizzles and pops when it hits the ground.

Once the crew barracks of the Akolouthus, holding bunks for 20 soldiers, engineers and artillerymen. The military style bunks in this room, clash with the rich paneling and ornately carved wooden fixtures. The exotic hardwoods and various bear themed sculpture are

now peeling away from the bronze plating beneath and all the various chairs, bunks, chests and tables have been melted, twisted and burnt by the caustic magical esters released in the when the Akolouthus overloaded. The entire room is a tangled wreck of crushed furniture and

mangled wall hangings, all bedecked with encrustations of hardened blue oil. Anything that was once of value has corroded and rotten to worthlessness, submerged in magical slurry.

The eight crew that were resting in this room when the Shadow Hexer attacked died here and their bodies have

returned as nightmare beasts animated by the vile magics and shadow demons that flow through the war machine. These Blue Oil Horrors cannot be reasoned with and seek only to smother and consume living creatures. The horrors are however, slow and terrible stupid, incapable of opening doors or detecting traps.

10. SORCEROUS ENGINES

Light & Smell	Sorcerous light leaks through cracks in central power column of the engine, while the scents of old bronze and rotten magic predominate.
Dangers	<u>Unstable Engine</u> 10D6 Explosion, plus mutations to any in room, Save vs. Breath for ½ damage.
Treasures	<u>Dynamos</u> (1,500 GP)

A bronze door leads from a narrow catwalk and stair from Area 8 above. The room is filled with a gigantic operating panel covered in levers and a trio of prodigiously sized psychic engines, huge crystals caged in bronze. While the two engines against the Northern wall are intact, grey and burnt out, the central engine is cracked and leaks dangerous magical power. If the three engines are examined closely by a sorcerer or other with sufficient understanding of ancient magical technology they will discover three large crystal and brass Dynamos (500 GP each) embedded in the engine's machinery. The two on the Northern engines can be easily removed, while the one in the central engine is still attached to the unstable device. Removing it will require very nimble fingers and knowledge of ancient devices to avoid a massive explosion. The dynamo may be removed successful with both an intelligence check

by a magic-user (or appropriate skill roll for antediluvian technology), and a slight of hand or pickpocketing check by a thief or specialist. Attempts to remove the damaged engine's dynamo without these skills (they need not be from the same character) or failure with either skill will result in an explosion as if the engine were ruptured.

UNSTABLE ENGINE: The cracked crystalline column leaks bluish light and produces a droning hum. The entire engine is highly volatile and if it's jostled significantly (jabbed with a 10' pole or hit with a thrown ax) it will rupture and explode. The explosion produced by the failing engine will fill the entirety of AREA 10. Being caught in the explosion causes 10D6 damage, and 1D4+1 mutations from the table in AREA 11. A Save vs. Breath will reduce the damage by half.

11. MACHINE ROOM

Light & Smell	No light unless the floor hatch is open, and the intense sweet smell of rotten magic almost thick enough to cut.
Dangers	<u>Magical Esters</u> Touching esters with bare skin, or 1 turn in chamber causes mutation. Save vs. Spells to avoid.
Treasures	None

The hatch from below opens with a tired creaking and a puff of foul, oily air. The lower torso of the Akolouthos is a sealed machine room, containing the arcane generators and servos that operated the colossi's legs. The slagged and twisted hulks of the preternatural engines have filled the chamber with toxic magical esters, capable of causing mutation, transformation and death. The machinery in the room, will prove to be mostly heavy bronze gears, corroded, melted and impossible to recover valuables from. A hatch in the

ceiling opens with a bronze wheel that unlocks a pair of hasps deep within the ceiling and allows the hatch to swing down. A bronze ladder rests atop one of the machines nearby (it is coated in toxic magical esters).

MAGICAL ESTERS: Sticky oily sludge covers almost all the machinery, tainted and destructive, any contact with the oils or even a prolonged (more than a turn) requires a Save vs. Spells. A failed save will cause mutation per the following table.

D20 EFFECT OF MAGICAL POLLUTION	
1	Eyes glow and spark, emitting visible blue light. This grants 80' dark vision, but creates a susceptibility to daylight (and -1 to all rolls in daylight).
2	A huge blob of skin and flesh sloughs off over the next several days (-1 CON permanently).
3	Alcohol now acts like acid on the mutant (1D6 damage for a splash, save vs. poison or die if drunk).
4	Face grows a large curved beak (-1/2 CHR and gain a 1D4 natural weapon).
5	All teeth and hair fall out and mutant suffers chronic weakness (-1 STR, -1 CHR, -1 CON permanently).
6	Grows a sensitive serpent like tongue made of brass and crystal. (3 in 6 listen ability based on smell, and -2 to all saves from inhaled or ingested poison).
7	Various patches of skin and flesh squirm and animate, hatching into slug like flesh worms that will follow their parent and if harmed cause 1D6 damage to the character that spawned them.
8	Skin becomes blue and shiny.
9	An ectoplasmic arm grows from the center of the mutant's chest. It's weak, (STR 6) and unsightly, but immune to physical injury.
10	One arm transforms into immobile black stone veined with blue crystal (-1D6 DEX, cannot wield 2HD weapons).
11	Grow blue crystalline antlers (A 1D6 natural weapon).
12	Festering sores that exude ectoplasmic tentacles in the mutant's sleep. The tentacles torment and molest their host, causing poor sleep and an eventual loss of strength and vigor (-1D6 CON).
13	Face and skin start to melt and crumble, running like wax and cracking like sandstone. (-1D6 CHR)
14	Jagged crystalline lattices grow within and reinforce muscles (suffer 1D4 damage at the start of each session from tearing, and Permanently gain 1D6/2 STR).
15	Flesh and organs drip off like burning tallow, causing excruciatingly pain. The skeleton beneath becomes silver (-1/2 HP permanently, immune to poison, no longer needs to breath, eat or drink, x2 damage from electricity).
16	Mutant now sweats blue magical esters with an overpowering sweet stench (-1/20% to any stealth or concealment check).
17	Blood transformed into glowing magical sludge, the effect if generally stupefying (-1 DEX permanently)
18	Eyes melt and crystal visual organ erupts from the forehead (-1D6 CHR, cannot be normally blinded).
19	Pustules and boils erupt on the mutant's back, each eventually becoming an sightless, incredibly sensitive, convulsing eyeball (cannot wear anything other than loose cloth over torso).
20.	Victim disappears in a flash of blue light, returns 1D6 days later, vaguely remembering a horrific sojourn in an otherworldly hell (and suffering a permanent loss of 1D6 WIS).
AFTER THE AKOLOUTHOS	

Surviving the Akolouthos and plundering its treasures won't lead to much in the way of future adventures unless the party releases the Walking Shrine from the Akolouthos most likely by showing it proof of the Mana Geist's destruction or by destroying the shrine and pleasing the Geist. The Shrine will stomp through countryside, slaughtering farmers (what few remain in the hinterlands of the Central Provinces) and travelers while growing in power, attracting worshippers and perhaps even building its own puppets of wood and bone to spread its dominion.

The Mana Geist is a different proposition, as if the party takes its promises of wealth to the Styllus family, it will find a much diminished clan, their lands ravaged and property plundered. The Styllus' desire for vengeance is still alive however, and they will be interested in working with their undead relative for revenge and to turn around their dismal fortunes. The Geist cannot leave the wreck, but it and the Styllus' may still have enough ancient wealth tucked away to hire the adventurers to exact their revenge.