

LAMENTATIONS
of the
FLAME PRINCESS
ADVENTURES



GOING
THROUGH
FORBIDDEN
OTHERWORLDS
ZZARCHOV KOWOLSKI

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Introduction

This is quite literally a gateway adventure. It is a nice quick jaunt into a new setting that you might be unsure about running or perhaps are only looking for a small mini-campaign set there. This adventure is about a connection between worlds. This is written to assume your characters are coming from Early Modern Earth, but you could fairly easily swap it to be from your own world without too much effort. Without any change at all you can have it use your own custom world if you make Early Modern Earth the destination you want your players to explore (perhaps to use some of the other fine adventures from *Lamentations of the Flame Princess* in your game with a very different setting).

Background

The adventure centers around Luigi Marino, a Jesuit priest who broke away from the Society of Jesus due to a belief it was stifling his important studies. He delved deep into the arcane and the occult, including many blasphemous texts. Through his cooperation with the Inquisition and his connections to high ranking officials of the Holy See who felt the ends might justify the means, he escaped the sort of backlash that normally follows such proclivities.

Luigi believed that there were many different worlds beyond Earth, each also populated by races of men who would need to hear the word of God. His increasingly maniacal plan to reach them involved fragments of a spell pulled from

a burning wheel that fell from heaven when the oceans took Atlantis. It spoke of a web underneath our reality that an ancient race of gods had built to travel among the worlds. This network was inhospitable to reality and was overrun with horrors. Luigi rationalized this story as heathens describing fallen angels building Pandemonium in Hell.

Although it involved powerful magics, his plan was straightforward. First, open a portal into “hell,” have slaves build a fortress of stone and brick inside it, and finally open a portal to other worlds from within hell so that missionaries might be sent forth. Funding was secured along with reliable manpower. Every week there seemed to be new problems, but the endeavour seemed to be working during the first year. Reports indicated that, while loss of life was guaranteed, the operation would be stable provided men and materiel were both kept in high supply. Two weeks have now gone by without contact. There is a strong suspicion that things have finally gone terribly wrong.

The Nature of the Dimension

The dimension has a slightly different set of physics than our own: rather than the dimension being inherently hostile to life from Earth, the reverse is true. Our universe is toxic to it, and thus our incursions are treated like an infection. Thought and consciousness have powerful effects here. Telepathy is horrifically dangerous and even dreams have pretty strong risks. Creatures who dream have a tendency to merge with other nearby dreaming creatures, and with telepathy, this occurs merely by presence. Anything

requiring rest or sleep in the dimension is incredibly risky. Anyone asleep next to another sleeping being has a 2 in 6 chance of subconsciously shifting towards them and merging into a single being once they touch (the minds will take a few hours to merge, usually causing insanity). Being blackout drunk reduces the chance to 1 in 36. Fears, anxieties, and nightmares also interact with the dimension’s “immune system” by creating representations of those terrors who seek to eradicate any foreign bodies. Animate objects (living things usually) will be broken (killed) and then encased in a field that is functionally similar to a cyst. Fire is something that the dimension also seems to interact negatively with, being treated as if it were alive. Flames will periodically burst in intensity, creating dangerous issues with oil lanterns and any sort of timed fuse. These fire-related incidents are handled primarily through random encounters, but if the players concoct some plan that requires reliable use of flame you should adjudicate some form of random failure whose risk is between 1 in 6 and 5 in 6 depending on how long they need to keep the flame reliable.

The Mood to Emulate

This adventure can be run with one of two overriding moods: a black comedy or a cautionary tale. As a black comedy, the dark humour comes from all of the “scientific” precautions Luigi took. He invested in silver bullets, witchmarks on the doors, plague doctor suits, and holy water. Those are all hilariously useless against an extra-dimensional force, a mirror on how any attempt to use modern technology in a similar endeavour is just as naive and foolish. If things like holy

water, apotropaic marks, and crucifixes are effective against denizens of this dimension in your game, then the tone becomes a cautionary tale of hubris blinding one to the dangers of treading in fell places. It is a tale of improper risk assessment rather than nihilistic doom.

Hooks

Not to be too on the nose, but all of the hooks really need to be pointing the characters to the same point. The characters need to be equipped with a spell (*Signs of Power*) to enter into the hellish complex. The differences should be based upon what knowledge and resources they can be supplied with ahead of time, as well as any external rewards.

The Inquisition is willing to overlook a transgression: If one of the characters (especially a cleric or magic-user) has run afoul of the inquisition, this could be her chance to avoid burning on the pyre. The Inquisition is willing to forgive and forget past transgressions if the party can accomplish what is considered a suicide mission. Enter hell, figure out what happened, and either regain control of the facility or destroy all traces of the sigil to our world from inside before returning. The Inquisition supplies three minders: two soldiers and a priest with some magical training. All three have plague doctor outfits, which they will wear prior to entering the complex. They offer no such gear to the party nor any reward beyond amnesty. Unless specifically indebted to someone in the party, they will gladly take any safe opportunity to leave the characters behind to die and escape themselves (unless doing so jeopardizes the main mission).

A raving lunatic holds an authentic magical scroll: Poor crazy old Maurice. He's wandering the streets proclaiming how he's a secret Jesuit marine from an expedition to hell. He says they messed up and the gates are left open. He has a scroll that would let someone go back in, but he refuses to do so himself. He will sell the scroll for a bottle of wine. This hook is ideal if the party has no real reason to go on this adventure. It is a pretty obvious hook after all, and if it isn't you might want to be less subtle about how likely this is to just be a crank with a piece of paper inscribed with a crude dick versus an actual magical scroll. Or be subtle. Whatever, you do you. For a cheap bottle of wine, the characters gain a magic scroll (*Signs of Power*) and some insane gibberish.

Investigation into travelling to other worlds points to Luigi being ahead of you: If the party is already investigating otherworldly (or extra-planar) travel, this becomes quite easy. Anywhere they go, have references to someone (Luigi) having gone there before them. If they go to a monastery to see a rare book, the abbot might ask why so many people are now interested in this book. If they are exploring an ancient burial mound, signs of a recent excavation predate them. Townsfolk would speak of selling supplies to an Italian priest. It would be simple to then follow that trail to this adventure. Perhaps they arrive in Luigi's home town and run into Maurice, the raving lunatic from the hook above? They could also break into his rented room and find the basic notes they need in his desk. The characters gain a small spellbook containing the spell to open the portal and

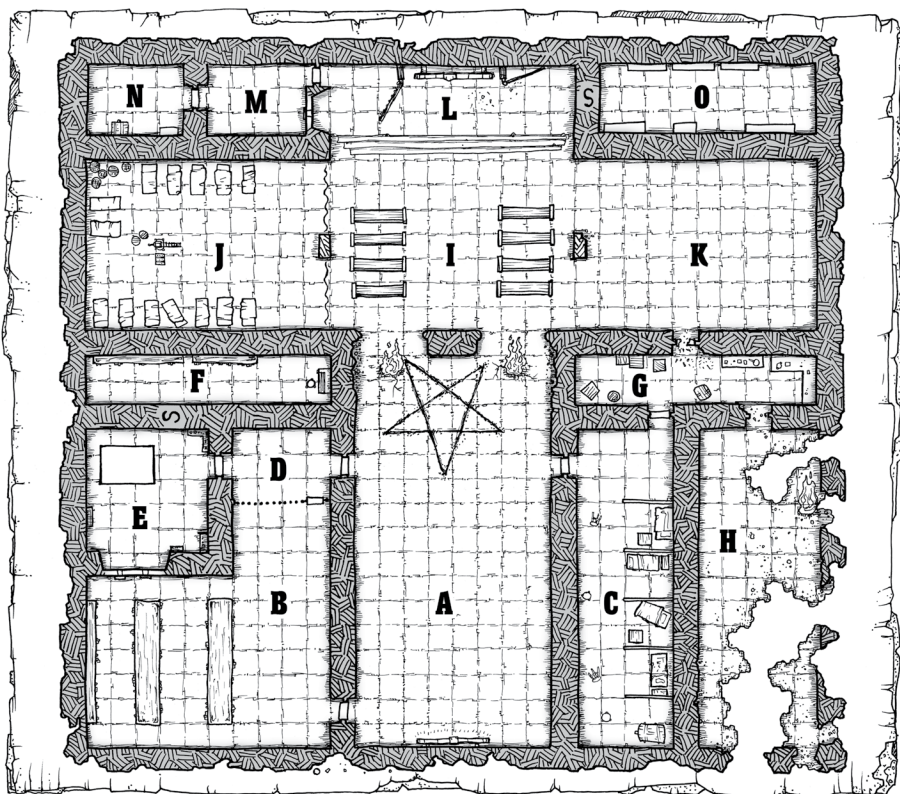
an overview of Luigi's work (largely the information in the background). Luigi's landlady would note he hasn't been seen in a few weeks, but that he is paid until the end of the year.

The Church reaches out to worldly heroes in an hour of need: If you have *that* kind of group, there is a righteous option. When things looked like they might be turning south, the details were reported into the official channels. A powerful bishop is aghast at the hubris involved and seeks a group of worthy heroes to lead the charge. The mission is to enter the complex and destroy all traces of the sigil to our world, burn all books and artifacts present, and in general wreck the place before returning home.

The bishop can supply ten trusted men (6 soldiers, 4 priests), two magical scrolls (one to enter and one to leave), 6 barrels of gunpowder, and 2000 silver pieces worth of supplies (with any unspent portion becoming a reward for success).

A strange portal has been observed in ancient ruins: This is the hook you would use if you want the player characters to come from a strange world and wind up in early modern period Earth. Conquistadors spilled out of the portal and were driven back by a potent wizard, robot, or whatever you have in your setting. One of the dead priests that accompanied the conquistadors has a magical scroll containing *Signs of Power*.





Entering the Complex

To enter the complex, the party must cast the first-level spell *Signs of Power* with the correct rune. This will allow them to open a one-way portal to the main hall (location A). If the party are from the destination world, they will arrive at L.

Universal Complex details

Walls: Red brick coated by white plaster with large cracks and patches of exposed brick.

Ceiling: Vaulted red brick with remnants of white plaster still clinging to portions.

Floor: The floor is also brick, with each brick containing a large iron nail. A web

of wires link all the nails into a grid. The wires and nails are fairly flush to the floor.

Doors: The doors are sturdy rowan with mechanical locks (including sliding lock covers). They fit tightly into steel door frames with raised thresholds bearing witchmarks (apotropaic marks). The edges are slathered with thick grease to form a mostly airtight seal. The doors are hung on a slight angle so they will naturally swing shut. Unless noted otherwise, all doors begin locked.

Ambience: There is a faint smell of sulfur and the sound of rippling flames (from A and H), which also produce flickering red light.

A) This is the main hall. To the “south” is a stone moongate set against the wall. The keystone on the moongate is inscribed with the sigil for home. Two fires burn in the “north” end of the hall, around a pentagram of dried blood. The fires are actually orbs of energy that are converting the brick floor in which they are embedded into goutts of flame and radiation. They were fired through the moongate in L during “the incident”. The pentagram was drawn by the sole survivor in a fit of madness. The energy orbs have created cracks in the floor and demons can materialize here as the result of a random encounter.

Approaching close to the flames will make it apparent there is an unnatural and dangerous heat. Attempting to cross by them will deal 5d6 damage. Going through the center will deal 8d10 damage. Again, this isn't a trap; unless the characters take a running leap, they will have time to pull back before taking damage.

Doors: *B (barred), C, D*

B) This is the library, which is visually dominated by rows of bookshelves that extend almost to the ceiling. The shelves are full of heavy tomes that are attached to the shelves by lengths of iron chain with brass locks. A shelf could be tipped over with an open doors check, potentially pinning someone under it. If the falling shelf could hit another shelf, it has a 1 in 6 chance of tipping over that shelf. If someone is trying to purposefully knock over both shelves, the second shelf instead has the normal open doors chance of whoever forced over the first shelf, since it would have more force than mere gravity. The

books here have a library value of 2000 sp and there is a single blank spellbook (100 sp) mistakenly locked in with the rest of the collection.

There are two currently closed gun ports leading to E. They are simple iron sliders. A hook on the wall holds a bandolier of pistols, including the powder and 12 silver bullets in a satchel.

Iron bars separate B from D, and two halberds lean against the wall, specifically in case they are needed to stab something which has gotten loose in D.

The **SOLE SURVIVOR** huddles in this room between the shelves, muttering to himself and rocking back and forth. The library cat has merged into his chest, a mouse has merged into his leg and several flies have merged onto his face. He cradles a crowbar, but will use any of the weapons in his room if alerted by noise that someone is in the complex. He will attempt stealth and will only attack if discovered.



C) This is the dormitory. There are a series of small cots with itchy wool blankets and wooden end tables, separated by dividers made from wooden slats. There are also several two-legged stools strewn about the floor next to three bloated bodies that seem to writhe. The corpses are covered in masses of maggots that have melded together into one immobile swarm. A tapped keg of hard liquor with a funnel resting on top of it is tucked into the corner under a sign in Latin reminding people never to let a friend sleep sober. If the beds and end tables are searched, the following valuables can be found: a silver locket (25 sp), a bottle of fine wine (10 sp), a deck of cards with 232 copper pieces and some IOUs, a small bag of coffee beans (2 sp), an ivory pipe with a full tobacco pouch (50 sp).

Doors: *G, E*



D) This area is a killzone to prevent any attempted escapes from the laboratory. Iron bars separate this area from the library, and there is nowhere in this killzone that someone in the library couldn't reach with a polearm shoved through the bars. A plague doctor suit is hung on a series of hooks next to the laboratory door. Looking up reveals two glass bottles of holy water and two glass bottles of Greek fire hanging from the ceiling, all of which can easily be smashed by halberds.

Doors: *A, E, B (no mechanism on this side)*

E.) This is the laboratory, doubling as an operating room in emergencies. There is a large marble operating table in the center of the room which currently contains the partially dissected remains of a stereotypical grey alien. Cupboards and shelves around the room are filled with chemicals, candles, and herbs with a laboratory value of 3500 sp. If the operating table is examined there is a set of silver surgical tools worth 200 silver pieces left strewn about amidst viscera. A loose brick on the "north" wall can be pressed to open a secret door to the secret library (F). Gun ports are along the "south" wall which would allow anyone in the library to fire into the room (they cannot be opened or closed from this room). The door out of the laboratory has no mechanism on this side. You have to be let out from someone in the killzone (D).

Doors: *D (no mechanism on this side), F(Secret!)*

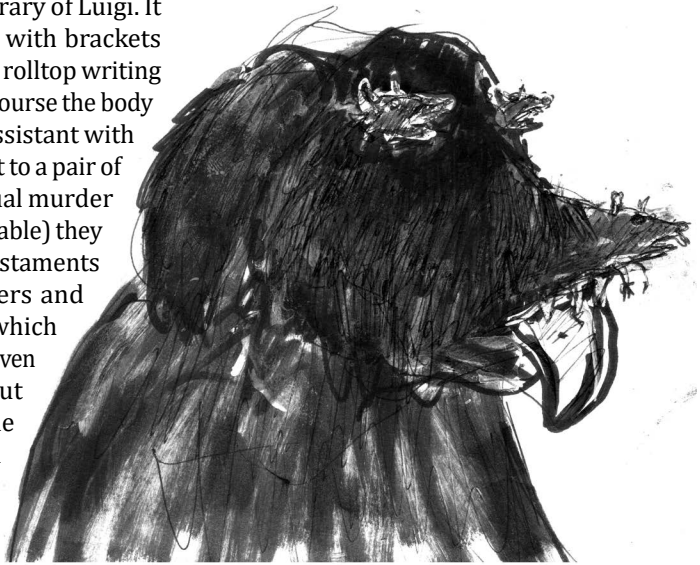
F.) This is the secret library of Luigi. It has a few simple shelves with brackets set onto the “north” wall, a rolltop writing desk that is locked, and of course the body of Luigi and his medical assistant with their brains blown out next to a pair of pistols. Before their mutual murder (suicide would be unforgivable) they wrote their last will and testaments on a series of loose papers and placed them in the desk, which also contains Luigi’s diary. Given the frantic preamble about approaching death, and the jittery hand writing, even a poor forger could easily alter their wills using the same ink, quill, and additional paper found in the desk.

Luigi does have a fair amount of assets listed in his will (stable investments worth 5000 sp). Luigi’s body has the master key to unlock all the books in the library, and a second key which unlocks the door to the treasure room (N).

The shelves contain Luigi’s spellbook, a copy of the Book of Mormon with a “Kilroy was here” doodle on the front page, and a book of rubbings of Norse runestones with various notes of similarities between slightly different designs. The rune for Midgard is very similar to the rune for home.

Doors: E

G.) This was the kitchen and general pantry. There are a large number of barrels and crates, mostly broken open or chewed into. Four DEFORMED DOGS (in that they were 7 and some rats before merging), are trapped in the room. The



door to the warehouse (H) is boarded shut with planks covering a burn hole. There is also a burn hole through the door to the east wing (K). The angle of the holes will point towards the portal gate (L), indicating something emerged from there and burned through both doors.

Most of the food and water in the room has been eaten by the dogs. There are several small copper pots and kettles strewn about, along with a large number of partially eaten candles. There is a countertop which was obviously used for food preparation which has a manifest for the back room casually laying on its surface. It indicates there is a large amount of coffee and tobacco in H, with a ledger indicating its purchase cost was 1250 sp.

Doors: C, H (Boarded over), K (Gaping hole).

H.) This room was the warehouse but it has suffered a major structural failure. Parts of the walls and floor are crumbling away. Beyond them is a pulsating and vaguely shimmering glow that the human mind can't quite comprehend. A burning radioactive fire illuminates the room and shows vast amounts of expensive dry goods (stimulants) are still present. There are 940 sp of goods remaining in 14 small crates strewn among other more mundane items (such as rope, canvas, a couple rowboats, etc). The 8 crates of coffee are worth 50 sp each and the 6 crates of tobacco are worth 90 sp each.

This room also has a clear pathway to the dimension itself and will constantly create DEMONS based on stray thoughts. Any time the players say anything that is not a direct character action (such as "I grab the most expensive thing" or "I check for traps") and have conversations to make decisions (such as "I think we should focus on taking the coffee first" or "do we really think this room is worth the effort?") a demon will spawn and aggressively attack.

Getting within a few feet of the radioactive fire will deal 5d6 damage, while falling directly onto it will deal 8d10 damage.

Doors: *G (Initially boarded over, but probably now open)*

I.) This area was where service was held. There are a dozen mangled bodies covered in masses of merged maggots. Three of them are "alive" and quite insane (MAGGOTTED MEN). They will lurch forward to attack and devour if anything damages the other bodies or

walks near those three while injured. Otherwise they will simply exist, even if moved. Brass rings set into the ceiling hold tattered bits of cloth that would have once blocked this room off from the rest of the compound, except for a partition to lead to D. Curtains still block access to J, though there is a big hole in the cloth due to the firing a swivel gun loaded with grapeshot. Careful inspection would reveal that bits of silver coins are embedded in many of the pews on an angle which suggests the swivel gun in J was loaded with silver coins. There are stairs leading to the raised platform which contains a podium and the moongate at L.

Doors: *Largely open, curtains obscure J. half stairs to L.*

J.) The west wing is full of occupied cots and served as a medical overflow, and also had some heavy firepower (a naval swivel cannon) in case the compound was breached. The swivel cannon is not currently loaded but there are two barrels of gunpowder and two chests of shot. The top box contains large solid lead balls, the bottom munitions box contains 250 silver pieces to be used as grapeshot. 12 maggot ridden bodies still cling to life among the cots (MAGGOTTED MEN) and will wake if light is brought into the area or loud noises (such as gunfire) occur in the complex. One of them has enough mental faculties to reload the swivel gun. There are several wicker baskets full of bandages, tinctures, and other basic medical supplies in the corner.

Doors: *Curtains obscure the path to I.*

K.) The east wing is barren except for the charred body of a conquistador holding a lantern with charred bits of cloth still tucked into it. He had been attempting to use a glass oil lantern as a Molotov cocktail when it exploded early. He's dead Jim. He still has a silver crucifix about his neck worth 25 sp and a perfectly usable rapier.

Doors: *G (Gaping hole), open egress to I.*

M) This was a guard post. It has a gun port that opens only from the inside and allows the guard to fire towards L. In the room is a healthy GUARD DOG, the mostly eaten remains of a guard, a two legged stool, five arquebuses, and a plague doctor suit crumpled on the floor which the dog has obviously been sleeping on. The guard died early during "the incident".

Doors: *L, N*

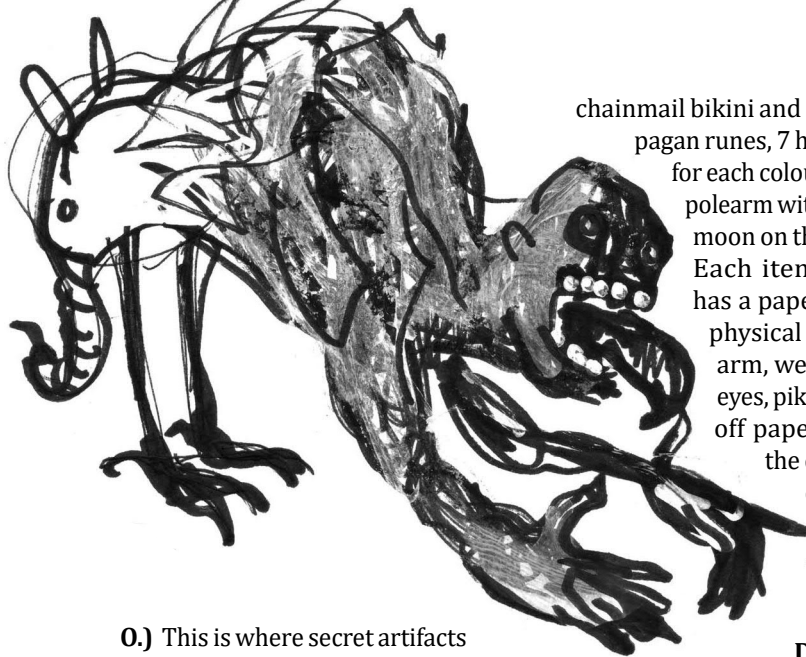
N.) This is the treasure room. It contains a pay chest with 520 sp, a silver monstrance (worth 100 sp), sacramental wine, unconsecrated hosts, and a small cabinet with contracts for the services of the conquistadors at the compound. The cabinet also contains 4 scroll cases, each containing a magic scroll of *Sign of Power*.

Doors: *M*

L.) This is the embarking point. To the "north" is a stone moongate set against the wall. The keystone on the moongate is inscribed with the yellow sign and would lead to Carcosa. Replace the yellow sign with a different rune if you wish it to lead somewhere else. There are a pair of ironbound timber gates which could cover the moongate but are broken open. Three holes are burned through the gates and point to the main hall and the warehouse. A loose brick on "east" wall can be removed to allow one to unlock a latch and open a secret door to O. A gunport allows the guard post (M) to fire on this location. There is a priest's podium facing the pews in I and stairs beside it that lead four feet down to the main level.

Doors: *M, O (secret!), Stairs to I.*





chainmail bikini and a belt adorned with pagan runes, 7 handheld lasers (one for each colour of the rainbow), A polearm with a glowing crescent moon on the end of a long haft. Each item (or set of item) has a paper tag giving a brief physical description (metal arm, weapon, armour, light eyes, pike) and there is a torn off paper tag brushed into the corner which would only be found with careful searching that reads "heretical text?".

O.) This is where secret artifacts recovered from distant worlds are stored pending further study. The current inventory is as follows: The mechanical arm of an industrial robot from dim Carcosa, A Soviet Cosmonaut's gun (unloaded), A

Doors: L

Every turn, or every time the party makes a particularly loud or obvious action (such as firing guns) make an encounter check on the encounter table.

Encounter Table Roll 2d6. The lowest result is the encounter.

- | | |
|----------|---|
| 1 | A loud noise like static on a dead channel permeates the complex for a half second. +1 on next encounter check. |
| 2 | All flames flare up in intensity, lanterns explode for 2d6 damage. |
| 3 | The sole survivor barricades himself in the library, or places a trap for the party there. |
| 4 | A demon emerges from A to hunt the party. |
| 5 | The maggot riddled men in J arm themselves or begin to hunt the players if already armed. |
| 6 | A greater demon emerges from H and will soon break through the door (killing any dogs left in G.) on a mission to hunt the party. |
| 7 | The entire structure shakes as per a mild earthquake. Unattended items roll everywhere and any delicate task being undertaken fails horribly. Roll 1d6 for an additional encounter immediately. |

Appendix

Monsters

Sole Survivor

This is the last semi-sane survivor still in the complex. He is a short Portuguese conquistador with a bowl cut and handlebar moustache. His shirt is torn open and the orange furred mouser from the library has its rear and right side of its body merged into his chest. It's head and forepaw are still able to claw and vocalize. Similarly a mouse has merged head first into his ankle and several flies that landed on his face have merged into his cheeks and nose, vibrating their wings when he is angry. He still wears a helmet and wields a crowbar (though he has access to pistols and halberds in the library).

Armor 12, Move 90', 3rd level Fighter, 17hp, Attack with crowbar doing 1d4 or other weapons, Morale 4.

Maggotted Men

Humans are remarkably resilient creatures. It can take some time for one who is fatally wounded and incapacitated to actually die. Maggots will often have time to hatch and begin eating necrotic flesh. The horrific danger of dreaming in this dark realm has merged whole swarms of maggots with the dying conquistadors. This has destroyed their minds but allowed them time to heal with the support of the maggot hosts. They are animalistic with just enough muscle memory to dangerously use human implements and weapons. They still wear helmets and bits of conquistador armour.

Armor 16, Move 50', 2 Hit Die, attacks with rapier doing 1d8, Morale 9.

Deformed Dogs

Dogs dream, dogs sleep in dog piles if not kept separate. One of them has three heads and 10 legs, one has a screaming rat for a tongue. They are hungry, hideous, terrified, and in great pain. This makes them very aggressive to anyone approaching them or moving swiftly.

Armor 13, Move 50', 2 Hit Die, attacks with its bite for 1d6+1 damage, Morale 6.

Guard Dog

This is a well trained Cane Corso. It obeys commands in Latin. It has not shown any ill effects of being trapped here, though it did get hungry enough to eat the dead guard in the room (the guard died in the first few minutes of "the incident"). If the party can command it in Latin it will obey, otherwise it will attack anyone who enters the room and bark loudly if they approach the room (triggering a random encounter).

Armor 13, Move 120', 1 Hit Die, 8hp, attacks with its bite for 1d6 damage, Morale 6.



Demon

These are the immune system of this dimension and they are formed by the thoughts of intruders. The previous inhabitants of the complex's nightmares had strongly Catholic overtones and so the demons looked like a Hieronymus Bosch painting or red skinned gargoyles. Use the rules from the *summon* spell to generate 10 3 HD creatures and use them as the results of summoned demons. If any of the party has a clear set of fears (spiders, Christian devils, whatever) consider making a few 3HD demons of that variety and summoning them whenever the player in question triggers the random encounter check.

Greater Demon

These are more potent manifestations of demons. You can either use the rules above but at 7 HD, or if you have a copy of it, you might want to use the "*Random Esoteric Creature Generator*".



Spells

Signs of Power

Magic-user level 1

Duration: 1 round per caster level

Range: Touch

This spell allows the caster to mark any door, window, or similar portal with the sign of their world. If there is a matching symbol carved on a portal in "hell" (or on their world if they are in "hell") they may pass through the portal to the other world. If there are multiple possible exit points in the target dimension, the portal will open to one at random.

Forge Hellmouth

Magic-user level 5

Duration: 1 round per caster level

Range: Touch

This spell allows the caster to mark the ground with the sign of their world. They will either teleport themselves to "hell", or if they are in "hell" they will teleport themselves to the world in question. This spell is required to first open a door into a new world from hell.

Items

Diary of Luigi Marino

This book details the operations of the complex, the history of his work, and lists each world he has sent missionaries to. This book would list any symbols you wish to potentially allow players to travel to with a brief description. I would suggest you have four or five.

Luigi's Grimoire

A simple leather spellbook with a rosary attached. It contains both Signs of Power and Forge Hellmouth and three random spells for each spell level from 1 to 4 and one random 5th-level spell.

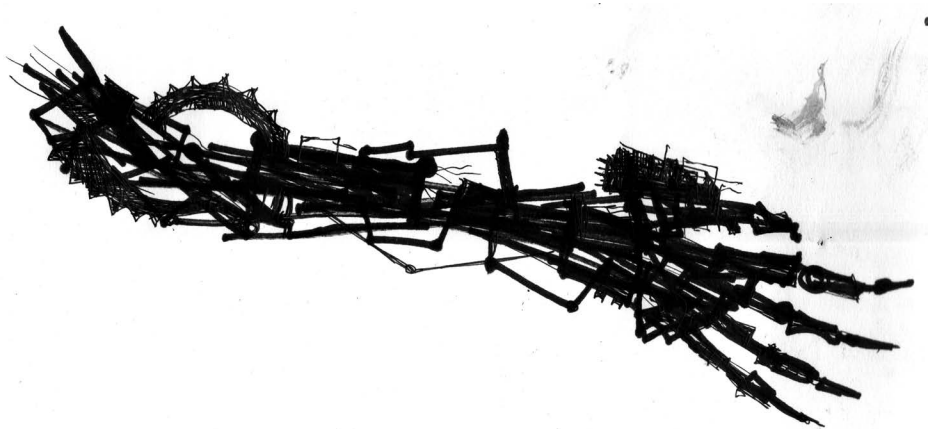
Robot Arm

This artifact is an obviously mechanical humanoid arm with seven fingers and two thumbs. It has a backup AI that could be accidentally toggled if someone tinkers with it. Its default mode is murderous until it enters power saving (sleep) mode. If androids do in fact dream of electric sheep, then when it enters sleep mode it could be merged with someone (or thing) in this dimension. When activated, the arm will attempt to strangle whichever

person is nearest to it (saving throw versus Paralyzation to avoid death) for about 5 minutes, it will then enter sleep mode. It does not have enough power to continue use after merging with another individual but its AI would allow them to roll 4d6 and make their new Intelligence score an average (round down) between their current total and that result. It would also force them to roll 2d6 and average their charisma (round down) between their current total and that result due to the influence of cold machine logic on their brain. The mental stress would cause them to lose 1d4-2 levels (they could go up). If they are reduced below level 0 they are rendered catatonic.

Cosmonaut's Gun

This artifact is rusted, its joints are caked with blue sand, and it is unloaded. It might lead to some interesting ideas if given to a gunsmith, but those would be the sort of ideas that would lead to minor improvements and take a few decades of work to make practical with current metallurgy limits and industrial practices. It would still be quite valuable on those grounds (1000 sp).



Chainmail Bikini

This artifact has some minor use as armour, but its associated belt gives magically improved strength, equal to that of a human in peak fitness (18). This magic is contagious and will spread to creatures in the vicinity. Animals (and people) will begin giving birth to mutants that will grow to double or triple their normal size at a rapidly increased pace, reaching adulthood at ten times the normal pace. Once these sterile mutant creatures reach adulthood, they must regularly feed off of their own kind to stay alive (at least once a month). The longer the artifact stays in a region the more likely creatures are to permanently have their reproductive process altered. Its effects slowly ripple out for miles in each direction, but are strongest near the artifact. Once the reproductive process of a creature has been altered, the change is permanent. This toxic and contagious magic does not affect the world of its origin.

Rainbow Laser Orbs

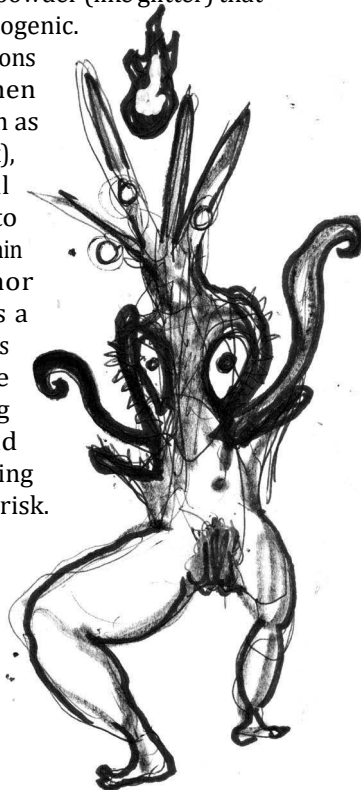
These are seven orbs combined of two rotating hemispheres. One hemisphere is a solid colour (each orb has a different colour of the rainbow) and the other is transparent. The two halves of the orb can be rotated and there are two positions that cause an audible click and change the setting. One setting causes the clear hemisphere to emit a coloured light when lightly squeezed, having the intensity and focus of a hooded lantern so long as there is any charge in the orb. The other setting is a cutting laser that fires from the center of the coloured hemisphere with the approximate power of a modern power drill, unless pointed at a reflective surface or an object of approximately

the same colour as its beam (which it is useless against). Each orb has 30 rounds of charges, but after 2 rounds of use as a cutting laser requires 10 minutes to slowly cool back down. If you do not let it cool, it has a 1/6 chance of exploding each round, dealing 1d4 damage per charge remaining to whomever is holding it. There is no way to tell which setting the device is on prior to using it.

Crescent Polearm

The entire polearm is made of a lightweight silvery metal. The pole itself is hollow which reduces weight enough for it to be buoyant. Striking things with the crescent makes the point of impact emit a faint glow for a few minutes and the target is affected as if touched by the light of the full moon. Touching the pole of the object also brushes off grains of a warm sparkling powder (like glitter) that are highly carcinogenic.

If proper protections aren't used when handling it (such as gloves and a mask), the wielder will quickly begin to wither and die within a season. Minor handling allows a saving throw versus Poison, while quickly washing your hands and avoiding breathing will remove the risk.



GOING THROUGH FORBIDDEN OTHERWORLDS

ZZARCHOV KOWOLSKI

The eternal empire of Velzeal consisted of thirteen cities sheltered from their world's twin suns by the tall shadows of the surrounding Titanfang mountains. This civilization of a reptilian race was ruled by Emperor N'taka the wise.

The gentle Kingdom of the moon of Nibu was in the 15th year of peace with the neighbouring tribes of ice barbarians, its aerial hawk-knights flew only as messengers.

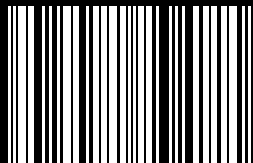
Within a month of each other both polities had been sacked by an army of Portuguese conquistadors. How they did that is the even more terrifying secret contained within...

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