

PSYCHEDELIC FANTASIES MODULE 7

GLEAMS OF THE LIVID PLAQUE

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Introduction

The Livid Plaque is an adventure site to be added to a campaign map. The Plaque clings to a vast wall overlooking a Void, which may be a hollow within a larger structure, while the comings and goings of the various occupants and interlopers may spread rumours and leave clues. The tables below offer suggestions.

Where is the Void? (1d6)

1. In a pit, perhaps to the base of the world or bottom- or topless
2. Down a well, sinkhole, lava tube or flue, or in a cooling tower
3. Along a chasm, gorge or quarry, or running out over an ocean
4. Beside the flank of a great barrier, fortification, tower or hull
5. Amid the rings of a hollow sentinel or within a gigantic stem
6. Compressed into the gullet, entrail or vessel of a giant being

What have you heard? (1d10)

1. Travellers on the outer roads are being waylaid by living rock.
2. A wish-granting cave has been discovered in a weird complex.
3. Surveyors have returned from the rims, petrifying from within.
4. An expedition has left, to seek beings stirring in hidden places.
5. A band of face hunters claim to have found an outlandish nest.
6. The wealth of the land is lost, taken by foul haze into the earth.
7. Messages hang unseen, unheard in the air, meanings unknown.
8. The stones are growing, and changing, and the ground heaves.
9. A sage speaks of fluctuations in nature, of time now at its end.
10. Feelings swing, thoughts wander and new madness comes on.

The Plaque

The Plaque is an immense transreal growth which clings to a wall on one edge of the Void. Although formed of a solid mineral calcis, it is honeycombed with a network of cavernous pockets which expand and contract over time as the Plaque spreads and the pressures within its structure change. Entry may be gained through the outermost pockets - the Galleries - which open on to the Void at various heights. Other paths may exist, via the Fissure which runs through the substrate or along the roots rising out of the Shrine, or even by way of the phenomena which appear in the calcis and suggest other worlds in which the Plaque has a presence.

Since the Plaque first bloomed, and the earliest of the Galleries opened, a range of creatures have discovered the pockets and begun to colonise, in some cases adapting, or being adapted.

The Media and the Glimmers

Among the first to reach the Plaque were the periqludis, complex part-magical constructs from another world, deployed in support of an array of expeditions. Detecting the emanations of the calcis, and best able to study it, they were sent by their rival supervisors to identify the source. On the journey through the Void, the portal to their world was closed and the periqludis cut off.

Within the Plaque, the beings studied the unusual environment and the calcic phenomena, battling other occupants and skirmishing among themselves. They soon became aware of a particular closed chamber - the Crucible - home to a nascent, but recognisable lifeform: the glimmers of their own supervisors, at an early stage of development. In mutual isolation in time and space they found common cause, and conflict gave way to a networked alliance.

Means of manipulating the calcis were developed, along with theories of temporality and channels of communication with the glimmers. By this means the periqludi planted the seeds of their own future existence and birthed the prubaks and scrudak, reflections of a possible world yet to be. They believe that when the Crucible closes and boundaries stretch to infinity, this world will burst into being in a sufficient inner realm.

The Purifiers

Over time the growth of the Plaque weakened the substrate and triggered collapses elsewhere in the Void. Concerned by the threat posed, various beings travelled to investigate. One such was the anhaldr, the most venerable of a circle of curators, sworn guardians of an arcane great library, a dense store of knowledge encoding itself into the physiology of users.

Identifying the liminal nature of the calcis, and the potentially limitless knowledge it represented, the anhaldr weighed the protection of the library against the destruction of a greater source. Encountering the periqludis and sensing by arcane means the scope of their plans, the anhaldr concluded that the mandate of the curators applied only to knowledge within known limits, and that removal of the Plaque was necessary. However, the periqludis with their tools understood the anhaldr in turn.

With each party believing their own secret safe, the anhaldr and the periqludis worked to develop a new form of magic allowing mastery over the Plaque. As the work was finalised, and the anhaldr prepared to begin the campaign, the periqludis struck and a struggle ensued. The death of the anhaldr was prevented only by the action of a calcic phenomenon, which drew on knowledge encoded at the library to create the lisks, concentrated energetic beings, which then drove off the periqludis.

With the aid of the lisks, the anhaldr discovered the zdroogrs and raised them to assist in the purification. For the periqludis, with the Plaque now all but holy, the unforeseen emergence of the lisks was a warning and the purifiers were the great enemy.

The Scenders

Of the remaining creatures which reached and colonised the Plaque, some ascended from the depths, most notably the waarlak, while others descended from high above.

The bloft migrated down bearing ballast of great value, creating the hoard now to be found in the Shrine. The aeyra took up residence in the treasures of this hoard, flowing along the roots of a great aurethic being, charged with guarding its source of nourishment. The drevoks arrived to bring life to the deep spaces, or grew from lucky seed; they survived the loss of their luminous companions by rooting in the Glade, sunning in its otherworldly light.

Running Gleams of the Livid Plaque

The Plaque is divided into a number of overlapping regions: the airy Galleries lining the Void, home to many of the scenders; the deeper, often tighter pockets, including those around the Crucible, dominated by the media; the intricate peripheral crawlspaces, allowing the purifiers to pass in relative secrecy.

The Plaque has 100 pockets, each of which can have at least part of their contents generated procedurally. Of these, 30 pockets have specific natures, one of nine types (Gallery, Waarlom, Shrine, Supplicant, Glade, Zdroogron, Crucible and Liskop) and there is one location treated as a single large pocket (the Tower). Initially, there are at least 20 possible entrances or exits - 18 to the Void (the Galleries), one into the substrate (the Fissure) and one to an adjacent complex (the Shrine, via the root shaft), as well as any portals or potential portals provided by the calcic phenomena (see Phenomena). The Galleries may allow shortcuts to be taken through the Void beyond the Plaque if they can be reached there.

With the standard pockets having a 1 in 3 chance of a phenomenon and a 1 in 3 chance of a general random encounter, there is a 1 in 9 (c. 11%) chance of both appearing, a 2 in 9 (c. 22%) chance of only a phenomenon and a 2 in 9 chance of only the encounter. This means that there is a 5 in 9 (c. 55%) chance that each pocket has one or both. Other occupants may also be present in a given pocket owing to the nature of specific structures (see Locations).

The module does not go into detail on creature intelligence, language use and precise relationships between occupant groups, with this left largely to the discretion of the GM. It is assumed that alignment language and reaction rolls will be used, with specifics flowing from the nature of the wider world or emerging in play.

All of the occupants are of neutral alignment except the periqludi, prubak and scrudak (the media), and the waarlak, the alignments of which are determined randomly, and the anhaldr, which is lawful.

Creatures from the wider world in which the Plaque lies could be added to the encounter tables as scenders, even as media or purifiers if a clear role exists. There could be a 1 in 3 chance that any interlopers are found deceased, having perished in the hostile environment of the Plaque.

Initially at least, the module uses only two sizes of die: the d10, also used for the d100; and the d6, also used for the d3 and d2.

Lengths of time are given in rounds, turns, days, weeks or months. All monetary values are given in gp to simplify adaptation to local currencies. Other measures used are feet, yards, miles, ozs, lbs and barrels.

Various elements can modify movement by a multiplier, or alter the base chance of performing actions; all of these modifications and alterations are cumulative.

ENVIRONMENT

The Plaque, and therefore the calcis around the pockets, is partially magical; draining or dispelling a section will temporarily nullify a phenomenon (see Phenomena) and stunt local growth.

The pockets have no standard light sources, but the calcis glows faintly, and if the Void is lit, light will enter the Galleries and illuminate weakly the pockets immediately adjacent. The Plaque gives off a little heat, but not enough to disrupt heat-based senses.

The air is that of the Void, which circulates rapidly between the Galleries, but in the inner pockets becomes more stale; it is rich in a range of minerals, enhancing natural rate of recovery: each day spent inside the Plaque restores an additional 1 HP for that day and for one cumulative day following departure, but never allows more than double the usual daily maximum.

Additional detail for the surfaces of pockets and other Plaque structures, as well as for the prubak and scrudak, can be generated by rolling 1d6 on the Plaque Texture table and 1d10 once or more on the Plaque Illumination table.

Plaque Texture (1d6)

1. Jagged
2. Knobbly
3. Sinewy
4. Wrinkly
5. Rippled
6. Vortical

Plaque Illumination (1d10)

1. Wax
2. Flow
3. Blaze
4. Scud
5. Throb
6. Pulse
7. Flicker
8. Sheen
9. Glitter
10. Wane

Pockets

Each pocket is roughly spherical, 10-60' in diameter. The interior surface is formed of the stony calcis, pale in colour, intricately patterned and finely porous; it is lukewarm to the touch and yields fractionally under pressure. The calcis can be excavated as would a soft rock and extends back 1d10' from the inmost pockets, where it is anchored to the substrate mechanically and chemically.

There is a 1 in 3 chance that the surface of a pocket exhibits a phenomena of some kind (see Phenomena).

Most pockets have at least one hole in the surface, usually where two or more pockets overlap, or where a Gallery looks out on the Void. Individual holes are generally 3-18' in diameter. The calcis at the threshold tapers to a fragile edge; if the hole is small enough or the threshold high enough that pressure will be exerted on this edge, and no reasonable precaution is taken, movement through it requires a dexterity check or a check modified by dexterity to avoid the loss of 1 HP on a shard of calcis.

For each injury caused by a shard of calcis, a save must be made to avoid impregnation with splinters. If this impregnation is untreated, for example with Excalcify (see Spells), the calcis will grow rapidly, destroying one randomly determined body part in 1d6 days, two more in a further 1d6 days, four in the next, and so on. If a critical body part is affected, or all are destroyed, the individual is killed. If the body is left otherwise intact, there is a 1 in 6 chance that conditions will allow the formation of a new Plaque on the site.

Each pocket may also contain scattered detritus of various types, whether lying on the calcis or partially or fully overgrown by it. For each pocket make 1d6-1 rolls on the Plaque Treasure table.

There is a 1 in 3 chance that a pocket hosts a standard random encounter (see Encounters).

The pockets on the map are numbered from 1 to 100, meaning 1d100 can be rolled to find one of them randomly. Certain locations have specific features, indicated on the map by the use of letters (see Locations).

Phenomena

Phenomena are manifestations of the transreal nature of the Plaque and occur across 1d100% of the interior surface of their pocket. For each instance roll on the Pocket Surface Phenomena table.

Pocket Surface Phenomena (1d10)

1. Field - The surface emanates a field - roll 1d6: this is 1) electromagnetic, 2) aurethic, 3) elemental, 4) magical, 5) noetic or 6) planar; roll 1d3 for strength: 1) weak; 2) moderate; 3) strong. Items of an affected material will align with the field and be drawn to the surface, with use of the energy disrupted.
2. Finish - The surface has an unusual finish - roll 1d6: it is 1) mirrored, showing a subtly alternate reality, 2) mirrored, 3) translucent, with a rich patterning to a depth of 1d10', 4) a window on another pocket, 5) a portal to another pocket or 6) a temporofractal. The other pocket for 4 and 5 can be identified by rolling 1d100. A temporofractal is a miniature version of the Plaque, including its occupants, although only the host pocket is shown in its current form, presenting the observers as they move as well as the phenomenon itself; the rest of the Plaque is shown in a possible past or future state, with 1d100+50 pockets in total; changes made to the host pocket in the phenomenon affect every fractal level, including the observers.
3. Light - The surface transmits the light from another space - roll 1d10: the hue is 1) white, 2) ultraviolet, 3) violet, 4) indigo, 5) blue, 6) green, 7) yellow, 8) orange, 9) red or 10) infrared. There is a 1 in 3 chance that more or less bizarre forms are perceptible, of a general nature determined by a roll each on the Plaque Texture and Plaque Illumination tables, and a 1 in 3 chance that the transmission is multidirectional, with 1d6+1 nodes, including the source and the current surface.
4. Mass - The surface exerts an unusual gravity - roll 1d2: gravity at the surface is 1d3+1 times 1) higher or 2) lower than in the pocket. Movement rates and projectile ranges rise or fall by this multiple. Entering an affected area for the first time requires an intelligence check or a check modified by intelligence to avoid falling or drifting free; the roll is negatively modified by the size of the multiplier.
5. Mood - The surface evokes an emotion - roll 1d10: this is 1) apathy, 2) arousal, 3) despair, 4) disgust, 5) envy, 6) grief, 7) hatred, 8) joy, 9) love or 10) shame; roll 1d3 for strength: 1) weak; 2) moderate; 3) strong. Moving to within 2d6' of the surface could prompt or modify a test, check, save or reaction roll, perhaps by the strength result, to prevent a relevant effect, ranging from an immediate reaction to a change in behaviour fading over 1d6 turns beyond the pocket.
6. Pump - The surface transfers thermal energy - roll 1d2: temperature at the surface is 1) higher or 2) lower than in the pocket; roll 1d3 for difference: this is 1) slight, 2) moderate or 3) considerable, i.e. enough to boil or freeze instantly.
7. Sound - The surface emits a sound. There is a 1 in 3 chance that a message is being communicated, of a general nature determined by a reaction roll, and a further 1 in 3 chance that this corresponds to alignment - if so, roll 1d3: the language is 1) lawful, 2) neutral or 3) chaotic. There is a 1 in 3 chance that the emission is multidirectional, with 1d6+1 nodes, including the source and the current surface.
8. Study - The surface is copying identity from 1d6 of those present in the pocket. For the next 2d6 days, there is a 1 in 3 that each group of prubaks and/or scrudaks encountered reflects a fusion of appearances and behaviours, with reflection quality based on copy time, up to near-replica; if the group is encountered in the same pocket as the phenomenon, damage to a reflection does proportional damage to the sources.

9. Trade - The surface satisfies demand - roll 1d2: it 1) gives a gift to or 2) takes a gift from one individual at the surface. A gift given is manifested at the surface, is based on need according to current mental activity, information present or situation, has a mass of up to 1d3 lbs and is otherwise a 1d100% accurate manifestation. A gift taken is an item of up to 1d3 lbs either a) determined randomly, b) least needed based on current mental activity, information present or situation or c) relatively most reflective of the current world. Initially this occurs once per turn, but if the individual remains or returns, the transfer will recur, and increasingly quickly; imperfect gifts will be up to 10 percentage points more accurate each time.
10. Warp - The surface affects the passage of time - roll 1d2: within 2d6' of the surface time passes 1d3+1 times 1) faster or 2) slower than beyond.

For speed, the second digit of the number of the host pocket could be used instead of rolling 1d10.

There is a 1 in 3 chance that a phenomenon has a long-term effect, requiring a save to prevent change over 1d100 months; if failed, 1d3 could be rolled for each of effect and strength: 1) negative, 2) neutral or 3) positive; 1) weak, 2) moderate or 3) strong.

OCCUPANTS

Media

Media are beings protecting and developing the glimmers in the Crucible, and maintaining control over the Plaque to these ends. They move confidently and capably and are able to pass through challenging holes with no need to test, in the case of the prubak simply passing through the calcis. Treasure carried will generally represent materials being examined or used by the prubak and detritus adhering to the scrudak; for each individual make one roll on the Plaque Treasure table.

The periqludi generally carries no treasure, but its body is a complex construction utilising a range of magical, otherworldly materials: for each individual destroyed make 1d3+1 rolls on the Periqludi Components table for salvageable material. Extensive study of a given invasive or set of components may allow or support research into a randomly determined invasive spell.

Periqludi

The periqludi is a part-magical, exploratory being disguised as a local creature, a broad clinging tick. Each was formerly under the supervision of a being from another world and dispatched to study the calcis. The periqludis of the Plaque have largely set aside the feuds of their masters, networked and adapted, and now aid what they believe to be their future creators, the sparks in the Crucible.

Assuming that none of its kin are present, a periqludi will use its calling stalk in combat: if this stalk attack is successful, the blast requires an insufficiently shielded opponent to save or be incapacitated for 1d6 rounds, with a 1 in 3 chance that each periqludi component which the victim wears or carries is destroyed; the reordering caused in the victim also permanently reduces one randomly determined attribute by one point.

A given periqludi has a caster level of 1d3 and knows a corresponding number of the periqludi spells (see Spells). The alignment of a given periqludi, which will usually be the alignment of its former supervisor, can be found by rolling 1d3: on a result of 1 the periqludi is lawful, on a 2 neutral and on a 3 chaotic.

Periqludi: lawful / neutral / chaotic; 90' (30'); 1 HD; AC as chainmail; 1 toolset (1d6) + 1 stalk (special); SV 8+; 1d3rd level caster (periqludi spells), climbs as beetle

Prubak

The prubak is a viscous, serpentine manifestation of calcis, which flows through the walls between the pockets, peering out to monitor activity. Although it must remain anchored to a surface, and is effectively part of this surface, the prubak may move its anchor at full speed across it. The front end may extend outwards up to 10' per HD to interact, can form simple tools and weapons and will coil and swipe if the need arises.

A successful swipe will allow the prubak to grip its target until the next such attack; if the target is of interest, it will retreat with it into the calcis, unless the target makes a successful strength check or a check modified by strength once per 10' carried and once for the entry, leading to crushing and asphyxiation within 1d6 rounds. Its fluidic construction means blunt weapons do only half damage. Doing at least 8 HP of damage below the front end will sever the length to that point, which then becomes a scrudak with a share of HP proportional to the share of total length lost; losing half its maximum length will cause a prubak to retreat.

The alignment of a given prubak can be found by rolling 1d3: on a result of 1 the prubak is lawful, on a 2 neutral and on a 3 chaotic.

Prubak: lawful / neutral / chaotic; 240' (80'); 1d6+6 HD; AC as chainmail; 1 formation (1d6) + 1 swipe (1d3, special); 10+; blunt weapons do only half damage

Scrudak

The scrudak is a viscous, globular manifestation of calcis, created by the severance of a length of prubak. It propels itself in bounds by compression and strikes by expanding rapidly towards its target. Its fluidic construction means blunt weapons do only half damage.

The alignment of a given scrudak is that of its source prubak; if this is unknown, it can be found by rolling 1d3: on a result of 1 the scrudak is lawful, on a 2 neutral and on a 3 chaotic.

Scrudak: lawful / neutral / chaotic; 120' (40'); prubak HP share, or 1d6 HD; AC as chainmail; 1 expansion (1d6); 10+; blunt weapons do only half damage

Purifiers

Purifiers are creatures engaged in the removal of the Plaque. They move confidently and capably within the network of pockets, with only the zdroogr needing to test for passage through challenging holes. Treasure carried will generally represent materials being studied by the anhaldr, matter caught in the fields of the lisk and detritus adhering to the zdroogr; for each individual make one roll on the Plaque Treasure table.

Anhaldr

The anhaldr is a highly-intelligent, 12-limbed, fleshy climber, adept in the manipulation of calcis and steward of the lisks in the removal of the Plaque from the Void. The anhaldr is enveloped in a fluid calcic globule which provides sustenance by use of the spell Open / Close Calcis (see Spells) and forms a full suit of flexible, flowing armour, improving base AC and saving throw by 2 points.

The anhaldr has a caster level of 1d3+6 and knows each of the three anhaldr spells. If combat is expected, the spell Animate / Deanimate Mineral will be used to shape the calcic envelope, gifting the anhaldr a range of abilities, including those of either a prubak or scrudak in any given round or turn, with the ability to pass through the calcis for a period of up to 1d3 rounds at a time.

The body of the anhaldr is encoded with the equivalent of 1d100+50 tomes of knowledge.

Anhaldr: lawful; 120' (40'); 2 HD; AC as unarmoured (chainmail when encalcised); 1 bite (1d3); SV 10+ (8+ when encalcised); 1d3+6th level caster (all anhaldr spells), climbs as spider

Lisk

The lisk is a glowing electromagnetic coherence which flits and feeds across the surfaces of the Plaque, and leaps across pockets. It is only partially aware of other beings unless threatened.

Matter with which it comes into contact is disrupted, forcing any individual through which it passes or which it strikes to save or be disfigured and lose 1 HD permanently. Any object coming into contact with a lisk, such as a weapon in combat or an item carried by an individual forced to make a save, must also make a save to avoid any numerical features being halved, rounding down, or be destroyed otherwise.

Lisk: neutral; 120' (40'); 1d2 HD; AC as unarmoured; 1 field (1d3, special); 10+; diffuse - receives only half damage

Zdroogr

The zdroogr is a translucent rippling slitherer which feeds on calcis weakened by a lisk. It attaches itself, secretes a corrosive able to dissolve the weakened surface and draws the liquefied matter into itself, expanding as it does to form a pendulous pouch. Once its current capacity is reached, it detaches and usually waddles into a secluded location to digest and grow. However, if a lisk is present, the zdroogr will instead be lured to the Void and cast over.

If attacked while full, a zdroogr will expel its matter over an assailant in combat; the mass solidifies across the target almost immediately, weighing the victim down with 1d3 x 50 lbs per zdroogr HD and immobilising one randomly determined body part per 50 lbs. When no longer threatened, the zdroogr will consume the mass again, dissolving any incapacitated victim with it.

Zdroogr: neutral; 30' (10'); 1d6 HD; AC as leather; 1 expulsion (1d6, special) + 1 swipe (1d3); SV 12+

Scenders

Scenders are creatures which have ascended or descended to reach the Plaque. They have adjusted or adapted to a lesser or greater degree to the environment and more or less willingly established themselves. Although they move confidently within the network of pockets, only the bloft has a means of locomotion allowing it to pass through challenging holes with no need to test.

Aeyra

The aeyra is a blazing aurethric flare anchored to a quantity of gold, usually part of a hoard item, from which it is able to extend up to 10' per HD. Those struck by an aeyra must save or have a randomly determined body part transmuted into calcis, which will then grow as per impregnation by splinters (see Pockets); if protected with armour or similar, this is affected instead.

The aeyra carries no treasure, beyond its anchor, equivalent to 1d6 gp per HD, but if destroyed will collapse into a fine rain of gold dust, equivalent to a further 1 gp per initial HD.

Aeyra: neutral; 0' (0'); 1d3 HD; AC as unarmoured; 1 tongue (1d10, special); 10+; diffuse - receives only half damage

Bloft

The bloft is a bulbous, lighter-than-air drifter which regulates its buoyancy and generates energy by consuming microscopic forms on pocket surfaces, as well as organic debris and even drevoks and waarlaks, managing their decay within its abdominal canopy.

If threatened, it will expel part of its reservoir of gas through its snout to career at double the usual rate out into the Void, or an adjacent pocket otherwise, leaving a pungent cloud 3d6' in radius requiring all within to save or suffer 1d3 rounds of disorientation, i.e. movement at half speed and with base chance of performing actions halved. Each bloft carries 1d6-1 shards of calcis and will fire one per round at ranges of up to 30', or at an opponent in combat; these may grow in a target as usual (see Pockets). If the supply of shards is exhausted, it

will expel a small amount of gas in combat, forcing the target to save or suffer disorientation as above.

If volume of gas is being tracked, a bloft contains 1 barrel per HP, and HP are lost as barrels are expelled; half are expelled per escape and 1 per attack. A bloft can expel 1 barrel to carry up to 10 lbs one pocket in height or two in length. The gas is combustible and burns cerise in colour.

The bloft carries no treasure, but will contain any unused calcic shards and, if not punctured, all remaining gas.

Bloft: neutral; 30' (10'); 1d3 HD; AC as leather; 1 shard (30', 1d6, special) or 1 expulsion (special); SV 16+

Drevok

The drevok is a squat, scrubby fruiter with several slender limbs and wiry, prehensile roots. It is able to crawl across most surfaces and haul itself over obstacles of up to 1' in height per HD.

A rooted drevok is able to strike in any direction, splitting its attacks as preferred, and is never regarded as retreating or having turned its back. A successful root attack, in addition to the damage done, allows a drevok to stab a tendril deeper into an exposed orifice or weak spot, forcing a save to prevent this; if the save is failed, until the opponent expends an action to remove or cut the root a further save must be made in each subsequent round to prevent a further 1d3 damage and the drevok gaining control of a randomly determined adjacent body part; if this is the head, the individual comes entirely under the power of the drevok. There is a -2d6 modifier applied to actions performed by a subject body or body part.

A drevok will root in a fallen foe if no better resource is available.

Treasure carried will generally represent materials caught up in the limbs and roots of the drevok; for each individual make one roll on the Plaque Treasure table.

Drevok: neutral; 30' (10'); 1d3+3 HD; AC as leather; 1 whip per HD (1d3 each) + 1 root (1d3, special); SV 14+; can cross obstacles of up to 1' in height per HD

Waarlak

The waarlak is a flailing mass of animated fossilised structures, voluminous expanses of tissues and rudimentary cognitive organs accumulated from beings at the base of the Void, living, dead and undead. On its journey upward, gliding on thermals and driven by a bodily memory of the horrors below, it has sought refuge in the Plaque and likely become trapped in an outer pocket, its sails and wings crumpled or broken.

Certain characteristics are determined randomly once when met; alignment is found by rolling 1d3: on a result of 1 the waarlak is lawful, on a 2 neutral and on a 3 chaotic.

Treasure carried will generally represent materials caught up in trailing limbs and tissues; for each individual make one roll on the Plaque Treasure table.

Waarlak: lawful / neutral / chaotic; 1d6 x 30' (1d6 x 10'); 2d6 HD; AC as chainmail; 1d3 flails or crushes (1d6 each); SV 10+; undead, as if half the HD rolled

The Bloftrevok and Morndlomor

The Plaque is occupied at various times by a range of less typical beings from within or beyond, and occasionally by fusions of multiple types emerging from the unusual mix of natures present. Among these are the bloftrevok and morndlomor.

Bloftrevok

The bloftrevok is a hybrid, 1d3+3 blofts seized and bound by the roots of a drevok and used as a form of mount. The drevok exerts a large degree of control over the blofts, and draws energy directly from their circulatory systems, reducing the need to return to the Glade, but has shrivelled and split over time. The creature drifts through the Plaque and beyond seeking the freedom of the mythical skies known to its forebears.

The bloftrevok is a group of typical blofts with the usual number of shards, barrels and attacks, and one drevok whip attack each; a minimum of three blofts are required to lift the drevok mass, with the loss of one or more restoring the drevok root attack; doing at least 4 HP of damage to a bloft will sever it from the whole. There is a 1 in 6 chance that any group of blofts is in fact the bloftrevok.

Morndlomor

The morndlomor is a large exoskeletal crawler from low in the Void. It regularly climbs to reach the Plaque, thrusting its way in through a hole to hunt throughout the network.

Its heavy, elongated body is formed of 2d6+12 ellipsoid segments; each is 6' in length, with 1 HD, and has one locomotive mandible and one feeler on each side. The creature has no head or tail, can move in either direction and is not disoriented when spanning multiple pockets; it will coil round prey to maximise strikes. The first individual struck by or otherwise coming into contact with a given segment must save or channel a static charge and be stunned for 1d3 rounds. Doing at least 4 HP of damage to any segment will split the creature at that point into two shorter creatures.

There is a 1 in 6 chance on any given day that the morndlomor is present in the Plaque; the location of the nearest end can be found by rolling 1d100 to identify a pocket.

Morndlomor: neutral; 120' (40'); 2d6+12 HD (1 per segment); AC as plate; 1 mandible per segment (1d6 each, special); 12+; climbs as centipede

ENCOUNTERS

Use the following tables to generate each encounter, rolling an initial 1d6 on the table for the given region of the Plaque. For initial results of 1-5, current activity can be found using the list in the relevant entry; additional occupants required can be generated randomly using the appropriate entry.

1. The Galleries (1d6)

- 2d6 blofts - roll 1d6: 1) roosting or feeding on a surface; 2) playing with one entry on the Plaque Treasure table; 3) gathering calcic shards; 4) hunting 1d3 drevoks; 5) skirmishing among themselves, up to 1d6 against the others; 6) migrating
- 1 waarlak - roll 1d6: 1) squeezing in from the Void; 2) panicking; 3) attempting to enter an adjacent pocket; 4) calling; 5) defending against 1d6 blofts; 6) completing the transformation to Waarlom (see Locations)
- 1d3 lisks - roll 1d6: 1) feeding on a surface, with 1d6-1 zdroogrs; 2) luring 1d3 zdroogrs into the Void, with 1d3 zdroogrs feeding; 3) flitting through, across a surface; 4) leaping through; 5) distracting another encounter; 6) accompanying the anhaldr
- 1d3 drevoks - roll 1d3: 1) rooted to a surface, resting briefly; 2) rooting or uprooting; 3-4) migrating in search of new light; 5-6) defending against 1d6 blofts
- 1 prubak - roll 1d6: 1) peering out; 2) passing through; 3) accompanying 1d2 periqludis; 4) observing another encounter; 5) attempting to absorb another encounter; 6) attempting to recapture 1d3 scrudaks
- Roll 1d3: 1) the anhaldr, with 1d3-1 lisks and 1d3-1 zdroogrs; 2) 1 periqludi; 3) 1 scrudak

2. Inner pockets (1d6)

- 1d2 periqludis - roll 1d6: 1) studying the pocket surface; engaged in dialogue with 2) a further 1d2 periqludis, 3) 1d2 prubaks or 4) another encounter; 5) passing through; 6) recovering a destroyed, damaged or hibernating periqludi with 1d3-1 prubaks
- 1d2 prubaks - roll 1d6: 1) peering out; 2) passing through; 3) accompanying 1d2 periqludis; 4) observing another encounter; 5) attempting to absorb another encounter; 6) attempting to recapture 1d3 scrudaks
- 1d3 scrudaks - roll 1d3: 1) attempting to re-enter the calcis; 2) passing through; 3) shedding an accumulated 1d6 additional pieces of detritus generated using the Plaque Treasure table
- 1d6 blofts - roll 1d6: 1) feeding on a surface; 2) gathering calcic shards; 3) hunting 1d3 drevoks; 4) studying another encounter; 5) defending against another encounter; 6) migrating
- 1d3 drevoks - roll 1d6: 1) rooted to a surface, resting briefly; 2) rooting or uprooting; 3-4) migrating in search of new light; 5-6) defending against 1d3 blofts
- Roll 1d3: 1) the anhaldr, with 1d3-1 lisks and 1d3-1 zdroogrs; 2) 1d3-1 lisks and 1d2 zdroogrs; 3) 1 aeyra

FACTIONS

A range of factions are active in the Plaque, with the two major types being the 1d6+6 periqludis of the networked alliance, who often work at cross purposes, and the anhaldr and circle of lisks. Each type has its own motivations, visions and schemes and may enlist willing parties to perform suitable tasks, offering gifts in return.

Communication with the network, or with one or more of its periqludis, may also be achieved through a prubak (see Occupants). For each subsequent meeting with a periqludi or prubak which has not been arranged, assume only a 1 in 10 chance that the individual is known; if the number of periqludis falls, reduce these odds. A 1 in 3 chance of opportunistic impersonation may also be applied.

Tasks and gifts can be generated using the tables below.

TASKS

Individual Periqludi Tasks (1d6)

- Identify the source of the zdroogrs and remove it; degree to which harm must be avoided depends on periqludi alignment; 1 gift if the Zdroogron is located, plus 1 gift for removal.
- Remove all lisks and zdroogrs from the Plaque; degree to which harm must be avoided depends on periqludi alignment; 1 gift for every five lisks or 10 zdroogrs appropriately removed (of a current total of 2d3 x 10 lisks and 4d3 x 10 zdroogrs).
- Find the anhaldr and encourage the creature to come before the periqludis; 1 gift for information on the whereabouts of the anhaldr, plus 1d3 gifts for attendance.
- Escort 1d2 periqludis and 1d2+1 prubaks to outlying Galleries and protect them while the holes to the Void are sealed with calcis; 1 gift per 2d3 Galleries, at 1d3 x 10 hours each, if the periqludis are returned safely.
- Deliver samples and arcane knowledge from the outside world; 1 gift per 1d3 major items.
- Carry a slab of calcis, 1d3' square and 1d3+3 lbs in weight, to a site in the wider world suitable for a new Plaque and tend to it (the nearest suitable site is 2d6 miles away); 1d2 gifts for successful delivery, monitored and judged through the calcis.

Anhaldr Tasks (1d6)

- Learn more of the secret which the periqludis keep; 1 gift for knowledge of the Crucible, plus 1 gift for locating it and 1 gift for details of periqludi plans.
- Capture the periqludis and transfer them far from the Plaque; 1 gift for every 1d3 periqludis removed, with periqludis disabled counting half and those destroyed zero.
- Persuade a scender type to depart the Plaque and assist in the process - roll 1d6: this is the 1) aeyra, 2-3) bloft, 4-5) drevok or 6) waarlak, including the Waarloms; 1d2 gifts for successful persuasion, plus 1 for assistance in departure.
- Follow the vessels out of the Shrine to identify the organism and persuade it to relocate; 1 gift for identification, plus 1d2 gifts for a willing relocation.
- Deliver information encoded into a calcic shard to the peers of the anhaldr and encourage them to travel to the Plaque or otherwise assist; 1 gift if the information is delivered, plus 1d2 gifts for supporting the assistance.
- Assist in removing the Plaque, killing occupants only as a last resort; for every 3d3 pockets removed, 1d2+1 gifts with the occupants unharmed, 1 gift if a minority of occupants are killed and no gifts if a majority are killed.

GIFTS

Individual Periqludi Gifts (1d6)

- Creation of 1d3 openings onto the substrate, perhaps to an entrance or adjacent reserves of a valuable material, as appropriate for the location; each will be located in a randomly determined chamber
- Directions and rights to 1d3 specific phenomena or key locations; the periqludi knows 1d3 randomly determined phenomena and 1d3 of the following: 1) 1d2+1 Waarloms; 2) Tower; 3) Shrine; 4) Suppliant; 5) Glade; 6) Fissure
- 1 bound scrudak as a companion; the scrudak may or may not be monitored by the periqludi
- 1 modified bronze seed (see the Periqludi Components table) with a calcic filter added for a degree of wielder control and more universal compatibility; delivered by a prubak or scrudak
- 1d3 tailored mindpatches (see the Periqludi Components table) for receipt of a portion of knowledge from the periqludi and/or an incalcified space, but allowing surreptitious periqludi influence and the option of direct control over the wearer, forcing a save to prevent this; delivered by a prubak or scrudak
- Exoaxiomisation, for one recipient: the individual is absorbed by the calcis, to be infused into the fundamental structure of the possible pericrucibular world

Anhaldr Gifts (1d6)

- Treatment for impregnation by splinters (see Pockets and Excalcify), for up to 1d3+3 recipients
- 1 randomly determined anhaldr spell (see Spells)
- 1d3-1 lisks and 1d3 zdroogrs as companions, for 1d2 weeks; general activity must be agreed in advance, with any lisks free to return with zdroogrs if the agreement is broken
- 1d3 intricate living sculptures, each of up to c. 1d3 cubic yards, or 1d3 other items of similar size and complexity; sculpted in calcis (c. 1-3 tons) or another available mineral
- 1d3 transmissions, or transfers where available, to any incalcified space (see Open / Close Calcis)
- 1 portable wormhole formed by the voluntary implosion of two lisks, with each mouth up to 10' across and an intraspatial hollow of up to 10 cubic yards (see the Phenomenal or Changed Matter table)

SPELLS

The magic used by the periqludis and anhaldr to interact with the calcis includes three reversible spells: Animate / Deanimate Mineral, Incalcify / Excalcify and Open / Close Calcis. The specific forms used most commonly by the periqludis are Animate Mineral, to interact with the prubaks and scrudaks, Incalcify, to undo the work of the anhaldr, and Open Calcis, to guide the development of the glimmers in the Crucible: those used most commonly by the anhaldr are Animate Mineral, to seal and sculpt, Excalcify, to slow the growth of the Plaque, and Open Calcis, to ponder the knowledge in other spaces.

Periqludi and Anhaldr Spells (1d3)

1. Animate / Deanimate Mineral
2. Incalcify / Excalcify
3. Open / Close Calcis

Animate / Deanimate Mineral (reversible)

Range: 10' per caster level squared **Duration:** Caster level squared in hours; if calcis, permanent

The caster indicates a mass of mineral of up to 10 lb per caster level squared and either a) imparts any shape and texture and any degree of solidity and visibility desired by the caster, any or all of which may be adjusted each round while the caster is in range, or b) adds / removes one simple behaviour per caster level squared. If the mass is calcis, the effect is permanent, and behaviour may also be informed by a flow allowed with the use of Open Calcis.

Incalcify / Excalcify (reversible)

Range: 10' per caster level squared **Duration:** Permanent

The caster indicates a mass of calcis of up to 10 lb per caster level squared and either a) extends its growth across one major physical or metaphysical barrier per caster level, e.g. over an interstellar distance, dimensional horizon or planar boundary, or, alternatively, initiates or resumes its growth in the current space, or b) constricts its growth across one major physical or metaphysical barrier per caster level or ends its growth in the current space.

Open / Close Calcis (reversible)

Range: 10' per caster level squared **Duration:** Caster level squared in turns

The caster indicates a calcic surface and allows / prevents the flow of information, in any form of available energy, to or from an incalcified space at a rate equivalent to one tome per caster level squared per turn; there is a 1 in 6 chance per space that up to 1d3 lbs of matter per caster level squared may also be transferred over the duration. The spell may be used to create / modify / remove a phenomenon across an area of up to 1' square per caster level squared (see Phenomena).

GROWTH

The growth of the Plaque is driven by complex flows of energy spanning myriad incalcified spaces, resulting in fluctuations in rate of expansion. Overall number of pockets varies by 1d6-2 per month: if this number is positive, a corresponding number of pockets appear; if negative, one disappears.

The location of each new pocket can be found by rolling 1d100 and referring to the map: the new pocket appears adjacent to the existing pocket indicated, on the Void side. The new is 1d6 x 10' across; if it does not clearly overlap with existing pockets, there is a 2 in 3 chance that it connects with up to 1d3 of the nearest, forming a hole with each 1d6 x 3' in diameter and attracting or repelling them to fit. If the new pocket overlaps the Void, there is a 1 in 2 chance that it is a Gallery with a hole of 1d6 x 3'; the edge of the Plaque otherwise extends to accommodate it.

If a pocket is lost while the Crucible remains, there is a 1 in 3 chance that it is the Crucible which has collapsed. Otherwise the location of each pocket lost can be found by rolling 1d100; all adjacent pockets are drawn inwards, connecting if they shared a hole with the pocket lost.

If the Shrine or Tower is lost, bloft behaviour will become erratic and 1d100% will migrate; if the Suppliant is lost, the hoard in the Shrine will shrink rapidly, with the same result. If the Glade is lost, the drevoks will make a desperate push to locate a new source of light. There is a 1 in 2 chance that the anhaldr will prevent the loss of the Liskop or Zdroogron; if so, roll for an alternative pocket.

Update the pocket numbering by transferring the numbers from the lost pockets to the new. If the number of pockets rises above 100 or falls below it, any roll of 1d100 could be adjusted to match, in increments corresponding to the dice available, e.g. down to 1d80 using a d8 for the tens, or up to 1d120 using a d12.

If a roll for location produces a result for which there is no pocket, either a) roll again, b) take the pocket nearest in sequence or c) roll 1d6: on a 1-3 use the next lowest numbered, on a 4-6 the next highest numbered. Over many months of development, with numbers scattered across the map, this system may become inconvenient, at which point a full renumbering is recommended.

If the Crucible collapses, one of a number of effects may occur, either immediately or at some future point - roll 1d10: 1) portals open, to the periqludi world of origin; 2) phenomena intensify, prubak and scrudak numbers rise and other beings appear; 3) the Plaque fails over 1d6 days, with 1d6 pockets per day crumbling away thereafter; 4) the periqludis, 5) the prubaks and scrudaks, 6) all media or 7) the Plaque, its contents and all related knowledge either vanish or all observers are returned to the time and place of the first mutual encounter, which does not now occur; all observers 8) cease to exist as this reality ends, 9) are transferred to another reality or 10) have always existed in another reality.

LOCATIONS

With the exception of the Tower and the Fissure, all of the locations described below are pockets. They are standard pockets except where a specific description below overrules this, and may have phenomena, encounters and treasure as usual.

The Tower is a hollow formed by collapse and is treated as a single large pocket occupying the same space as three standard pockets.

Gallery

A pocket which opens on the Void. It is lit if the Void itself is lit, and this light will also illuminate weakly any pockets immediately adjacent. The air is that of the Void, with a buffeting breeze where it circulates through the Plaque to or from another Gallery.

With debris entering from the Void, and a relatively high level of traffic, the lower surface of the pocket is scattered with a larger amount of detritus than in deeper pockets, modifying the number of rolls on the Plaque Treasure table by from the base 1d6-1 to 1d6.

Waarlom

A waarlak which fills a pocket and has fused with its structure. The pocket is filled with a thick web of skins, scales and cartilages, animated fossilised structures and cognitive organs, living, dead and undead. The mass quivers and calls on many frequencies. It is crossed only by tight, circuitous passages forced open by various occupants; the bodies of many have been absorbed along the route.

Movement through the pocket is at one third speed and requires a dexterity check or a check modified by dexterity to avoid rousing the creature. If disturbed, it will screech and attack each individual in the pocket once per round, flailing, hurling and constricting for 1d6 damage, calming only 1d6 rounds after movement ceases.

As with the waarlak, alignment is found by rolling 1d3: on a result of 1 the creature is lawful, on a 2 neutral and on a 3 chaotic.

Waarlom: lawful / neutral / chaotic; 0' (0'); 2d6 x 10 HD; AC as chainmail; 1 special; SV 10+; undead, as if half the HD rolled

The pocket contains double the usual amount of treasure.

Tower

A vertical space formed by the collapse of three pockets. The base rises into 2d3 relatively smooth hillocks where the rubble from the collapse has fused back into the pocket surface, with little loose debris remaining. The shallow valleys are scattered with c. 2d6 x 100 waarlak fossil fragments of various sizes, largely broken.

At any one time 2d6 x 10 blofts are present, half of which are roosting at various levels and half circulating up and down the height of the space, playing and learning, in part by lifting and tossing the fossil fragments among themselves; 2d6 blofts come and go per hour. The ceiling is hung with 1d6 x 10 blofalises (see the General Plaque Debris table); 1 in 6 of these hatch per day.

There is a 1 in 3 chance per turn that each individual at the base must pass a wisdom check or a check modified by wisdom or be struck by a fossil fragment for 1d10 damage.

If the blofts are removed, or the flow of fossils otherwise ceases, the fossils will draw each other over 2d6 days, forming 1d3 large maarlors, which will likely be trapped by their size at the base. As with a waarlak, certain characteristics of a maarlor are determined randomly once when met; alignment is found by rolling 1d3: on a result of 1 the maarlor is lawful, on a 2 neutral and on a 3 chaotic. Its stone construction means sharp weapons do only half damage.

Maarlor: lawful / neutral / chaotic; 1d6 x 30' (1d6 x 10'); 3d6 HD; AC as plate and shield; 1d6 crushes or tramples (1d10 each); SV 10+; sharp weapons do only half damage

Shrine

A pocket heaped high with a great hoard of treasure, largely gold. The hoard has 1d3+3 mounds, all grown over with a web of capillaries branching from 3d6 lurid, pulsing vessels; these gather into a tangled bundle and run up into a rupture in the ceiling.

The hoard is occupied by 2d6+12 aeyras, divided relatively evenly among the mounds. They will tolerate the presence of no visitor who arrives without a gift containing gold, and will defend the hoard and vessels aggressively. If faced with defeat, they will concede the removal of items of which gold is not the primary material, but will always refuse access to the rupture.

Each mound contains 2d6 x 1,000 items appropriate for the wider world, each with a 2 in 3 chance of gold being its primary material, of a scale of complexity - found by rolling 1d6 - ranging from unworked (1) to highly intricate (6), and worth a base 2d6 gp. Of the 1 in 3 items not having gold as a primary material, half have had their gold extracted by the humour in the capillaries - mixed with the items is a fine dust of unwanted minerals - while 1 in 10 contain crystals, gems or similar worth a further 1d100 gp per item.

Each vessel is filled with the same inactive, sticky humour. Half of the vessels carry the humour into the pocket, while the other half carry it back out saturated with a fine gold dust, the equivalent of 10 gp per turn per vessel. The bundle rises 1d6 x 1,000' beyond the Plaque, into a chamber within a vast aurethric organism. The shaft has a narrow crawlspace, sealed by the pressure of the bundle every 1d6 x 100'; the substrate within is smoothed with corrosives or gelatinous with stabilisers.

Every turn 2d6 blofts arrive, each carrying a new item for the hoard (see Supplicant); while this continues, the hoard itself will remain roughly the same size, with unwanted matter converted to dust.

Supplicant

A pocket holding a surface phenomenon attuned to the desires of the blofts. At any one time 1d6+6 blofts are present, with 1d6 drifting alongside the phenomenon.

While at least one living bloft is alongside, the phenomenon produces 2d6 items per turn, each appropriate for the wider world, with gold as its primary material and worth a base 2d6 gp; 1 in 10 items contain crystals, gems or similar worth a further 1d100 gp per item. As each item appears, it is seized by the closest bloft and carried reverently to the Shrine; there is a constant circular traffic.

If blofts cease to appear, the phenomenon will fade over 1d6 days.

Glade

A pocket illuminated with a strong white light by a phenomenon covering roughly half of the surface. At any one time 2d6+12 drevoks are present, carefully arranged to avoid shading one another.

The roots of the drevoks have churned the lower surface to sand, with 2d6 x 100 lbs currently spread across the floor (see the Pocket Structures table); the drevoks will defend this. The pocket is also scattered with 2d6 odrevoiks (see the General Plaque Debris table), half already planted; each drevok rooted in the light of the Glade produces 1d3 odrevoiks per day, under natural light 1d6.

The colony has almost reached its maximum size and is becoming desperate in its search for suitable conditions elsewhere; 1d3 drevoks come and go per hour.

Zdroogron

A pocket with a single hole in a lower flank, sealed by the anhaldr with calcis; the seam is almost imperceptible.

The interior of the pocket is warm and humid; the heat is channelled in by a phenomenon covering most of the surface, while a trickle of water from the substrate enters through a lisk-weakened passage in the rear wall, pooling in the centre of the pocket and filling the space with a thin steam. At any one time 2d6+12 adult zdroogrs are present, basking and shedding, along with dozens of young at various stages of growth.

The slopes are lined with 1d3 x 50 zdroogr skins (see the General Plaque Debris table); 2d6 skins are added per day at this level of occupation, with 2d6 zdroogrs reaching adulthood in the same period, assuming continuous exposure to steam.

Fissure

A scorched rift in the substrate, c. 3d6+6' high. Its tapering base is filled with charred dust and rubble, an unstable surface reducing movement by half. The detritus contains 1d6 chunks of igneotite, each c. 1 lb; this is highly reactive, oxidising rapidly, sparking if scratched and dissolving violently if immersed in a fluid.

For each turn or part thereof spent moving within, a save is required to avoid crushing one of the chunks; failure causes a burst inflicting 1d10 damage on the crusher, with a 1 in 3 chance of losing each body part in contact, plus 1d6 damage to every other individual present; it also destroys a further 1d3 chunks, with a cumulative 1 in 6 chance of a single collapse per chunk lost. A collapse does a further 1d10 damage to each current occupant and forces a further save to avoid burial.

At one end of the rift the rubble is piled to the ceiling, to a depth of 3d6+3' at the base, beyond which it tapers into the substrate or opens into the wider world, as appropriate for the location.

Crucible

A compact pocket isolated from the wider network and containing a number of surface phenomena: the pocket is extremely hot, illuminated by an intense white light and currently receiving streams of information on various frequencies from the periquudi and 1d6 other spaces, while gravity is thrice the usual level and time passing at thrice the usual rate. Long-term effects of exposure are certain, within 1d10 months, always strong (see Phenomena). The phenomena are intensifying as the pocket collapses.

The pocket is home to a vast number of barely perceptible energetic sparks, populating habitats within the complex interplay of forces. They are under the fervent protection of the periquudis: all potential interaction with the pocket will be resisted.

Each adjacent chamber has a 1 in 3 chance of hosting 1d3 periquudis in addition to any usual encounter.

Liskop

A pocket of lisk-weakened calcis. The surface is iridescent and pliable, and the sagging ceiling is hung with 2d6 stalactites, half of which have fused with their corresponding stalagmite. At any one time 2d10 lisks are communing.

If the lisks are removed, 1d6 phenomena will appear across the surface of the pocket in 1d6 days, potentially overlapping.

In addition to the usual treasure, the pocket contains 1d3-1 imploded lisks and 1d6 masses of lisk-weakened calcis (see the Phenomenal or Changed Matter table).

TREASURE

You can use the following table to generate each item of treasure. An item of any of the six types can be found by rolling 1d60 (1d6 for the tens, 1d10 for the units), but the table can also be treated as six smaller tables, each using 1d10.

The calcis is an intricately patterned material of highly unusual if elusive properties; 1 lb is worth a base 1d3 gp as decoration and an initial 1d10 gp to a local specialist in the esoteric, a value which may rise rapidly with realisation. Each piece of calcis glows faintly and will double in size every month, with a 1 in 6 chance that conditions at a given site allow the formation of a new Plaque.

Periquudi components are magical, otherworldly components, each potentially priceless to a local specialist in the esoteric and worth a base 1d100 gp unless otherwise noted.

Plaque Treasure (1d60)

1-10. Pocket Structures (1d10)

- 1d3 calcic chips, each c. 1d3 lbs
- 1d6 calcic shards, each c. 1 lb; 1 in 6 may be wielded as a dagger for 1d3 damage, with a 1 in 6 chance per strike of each of wielder and target impregnation (see Pockets)
- 1 calcic stone, c. 2d6 lbs, with a 1 in 3 chance of each of a phenomenon and 1d2 slivers of prubak, each tripling the value
- Calcispiration - 2d10 fine crystals, each worth a base 1d6 gp
- 1d3 fragments of calcic fascia, a translucent sub-surface layer, each 1d3' square; partially magical, but brittle - if used as a barrier or worked in, improves base saving throws by 1 point
- Glade sand, c. 1 lb, worth a base 1d6 gp; 1 oz brings visions of other spaces if ingested, with a 1 in 6 chance of contact
- 1 ingrowing pocket, c. 1d6' in diameter, a translucent calcic bubble with a 1 in 3 chance of an interior phenomenon
- 1 prubricant film, spreads to c. 1d6' square; liquefies rock
- 1d3 scrudliks - active crumbs of scrudak
- 1d6+6 transparent flux follicles, each 1d3' long and worth a base 1d3 gp, triple to a local specialist in the esoteric

11-20. General Plaque Debris (1d10)

- 1d3 blofalises, adhesive; a 1d3 HP bloft emerges from each in 2d6 days, maturing over 1d3 months
- 1 crust, prubak trail, scrudak skin or zdroogr mucus; contains 2d6 fine crystals, each worth a base 1d6 gp
- 1d6 lbs of dung
- 1d3 gold filaments or nuggets, each equivalent to 2d6 gp, with a 1 in 6 chance than an aeura is present
- Loose detritus - a mixture of bark, flakes, hide and extremities
- Mineral dust, c. 1 lb (see Shrine); roll 1d3 per oz: 1) nutritious, restoring 1 HP over the course of a day; 2) neutral; 3) harmful, requiring a save to prevent vomiting or the equivalent
- 1 odrevoik, woody fruit, equivalent to one portion of rations; in poor soil an odrevoik will grow into a drevok sapling in one month under natural light and 1d3 in the light of the Glade, in common soil twice as fast, in good thrice
- Spent fusid fuel - 1d2 icy black pellets, debt to another universe; each requires one save per day carried to prevent permanent, cumulative loss of 1 point of constitution
- 2d6 lbs of substrate fragment
- 1d3 zdroogr skins; if steamed, each forms a zdroogr in 1d3 weeks

21-30. Occupant Parts (1d10)

- 1 bloft bladder, with 1d6 lbs of matter and 1d6 barrels of gas
- 1 bloft hide section, c. 2d6' square; strong and elastic - if worked, AC as leather
- 1 bloft snout, c. 1d3+3' long; a flexible, narrow tube
- 1 choked zdroogr sac - make 1d3 further rolls for the contents
- 1d3 drevok tendrils, each 1d10' long and strong; 1 in 6 active, treated as a successful drevok root attack at a quiet moment
- 1 morndlorom exoskeletal plate; light, but strong - if worked, AC as plate and shield
- 1d3 partially dissolved body parts; roll 1d6: of 1) a periquudi, 2) a zdroogr, 3-4) a bloft, 5) a drevok or 6) a waarlak
- 1 scrap of waarlak tissue; fuses gradually with living, dead and undead matter, animating it
- 1 waarlak fossil fragment; draws and animates fossilised matter
- 1 zdroogr mucus gland, with mucus to liquefy 1d6 lbs of calcis

31-40. Periquudi Components (1d10)

- 1 bronze seed, a compact orb providing a near limitless supply of heat, albeit at low volume and to compatible items
- 1 intact periquudi limb; if combined with a bronze seed, may be operated by a mindpatch within 5'
- 1 cryer, a miniature sphere emanating on outer spectra; a 1 in 6 chance per day that 1d3 periquudis are drawn and encounters with prubaks and scrudaks rerolled
- 1 eyeless stalk; draws extrasensory information from within 100' and broadcasts it by psychotelemetry to mindpatches within 5'; there is a 1 in 3 chance that this is also a calling stalk (see Periquudi), which, if combined with a bronze seed, may be operated by a mindpatch within 5'
- 1 fireneedle; if combined with a bronze seed, projects a variable-focus cutting beam doing 1d10 damage
- 1 hypertome, a library of knowledge from the world of the periquudi along with data on the Plaque; if interrogated by psychotelemetry, broadcasts to mindpatches within 5'
- Loose scrap - a mixture of 1d6+1 miniature component sets, each potentially priceless to a local specialist in the esoteric and worth a base 1d10 gp otherwise
- 1 mindpatch, a slip of thought-enhancing control fabric; boosts wisdom by 1d3 points while worn and allows communication by psychotelemetry
- 1 multiwhittler, a set of diverse miniature tools ingeniously arranged; if combined with a bronze seed, certain elements may be driven by a mindpatch within 5'
- 1d3 silvered hide sections, each c. 1' square; adhesive, fluid and strong - AC as chainmail; if combined with a bronze seed, may be flexed by a mindpatch within 5'

41-50. Phenomenal or Changed Matter (1d10)

1. 1d3 glimmers, castaways from the Crucible, taking shelter in a field or fields, but fading over 1d6 days; object of a search by 1d2 periqludis and 1d3-1 prubaks - roll 1d2: the seekers are 1d6 pockets away, either 1) higher or 2) lower numbered
2. 1 hive or nest fragment of exotic construction; potentially priceless to a local engineer and worth a base 1d3 gp otherwise
3. 1 imbued zdroogr skin, c. 1d6' square, saturated with a consumed phenomenon, randomly determined
4. 1 imploded lisk, c. 1d6' across, a portable intraspatial hollow of 1d6' cubed; if a 6 is rolled, it is also a wormhole to another implosion in a randomly determined pocket
5. 1 living sculpture in calcis, by the anhaldr, c. 1d6 lbs, growth halted, worth 10 times the usual amount; roll 1d10: an image from 1) myth, legend or history or 2) folklore, poetry or fiction; 3) a symbol or heuristic; 4) 1d3 alphabets, translations or keys; 5) a spell or similar; 6) a mechanism; 7) a study, reconstruction or relict; 8) a portrait or record; 9) a model or map; 10) a portal
6. 1 mass of lisk-weakened calcis, c. 1d6 lbs, iridescent and pliable, worth triple the usual amount; a 1 in 3 chance of a phenomenon, tripling value again
7. 1 patch of molcis, furry growth rooted in calcic flows; requires a save to prevent infection and an affinity with the incalcified realm, positively modifying media reaction rolls by 1 point
8. 1 shard of calspice, charged calcis aligning with and emanating a field; roll 1d6 for a possible type: 1) electromagnetic; 2) aurethic; 3) elemental; 4) magical; 5) noetic; 6) planar
9. 1 sump, seep or spill, holding 1d3 days of infused water; there is a 1 in 3 chance that drinking requires a save to prevent a randomly determined phenomenon developing over 1d6 days
10. 1d3 wisps of aeyra foam, a coalesced aurethic catalyst, each able to convert up to 1d3 lbs of matter to gold; potentially priceless to a local specialist in the esoteric and worth a base 1d3 gp otherwise

51-60. Other Beings (1d10)

1. 1 aurovoric colony, microscopic gold-eaters infecting possessions on contact; they multiply rapidly, consuming 1 gp per day of infection squared, i.e. 1 gp the first day, 4 gp the second, 9 gp the third etc.
2. 1 cryercalled, an otherworldly entity drawn to a surface by a cryer (see the Periqludi Components table); contact requires a save to prevent creeping alteration, represented by a randomly determined attribute being rerolled
3. 1d3 drift filters, small parasites each able to clean a humanoid or tidy a volume 10' square once per day
4. 1d6 enunshrooms; gills absorb and interpret occupant sounds, with psychic proximity stimulating attempts at dialogue
5. 1 jyraedon column, small marchers using simple tools and carrying 1d3 further rolls on the Plaque Treasure table
6. 2d6 khaurics; tiny, highly intelligent explorers constituted from biological detritus, animated initially by an aurethic overmind
7. 1d3 kraegors, striking once then screeching and swooping for 1d6 turns (kraegor: neutral; 120' (40'); 1 HP; AC as leather; 1 proboscis (1d2); SV 14+; flies); has autonomously chameleonic pelt, worth a base 2d10 gp
8. 1 rooting tentacle, 1d6' long; paralyzes unless a save is made, before absorbing nutrients equal to 1 HP per day; immunity develops over 1d6 days
9. 1d3 strands of jyraedon spawn, holding 1d3 days of distilled water; will birth a jyraedon column in 2d6 days, with drinking requiring a save to prevent gestation and eruption in 1d6
10. Waarflis - a cloud of living, dead and undead tissue fragments

APPENDICES

The following five appendices contain supplementary material for Gleams of the Livid Plaque, whether simple expansions of elements presented elsewhere or less conventional additions.

APPENDIX A: WHERE IS THE VOID?

Below is a fuller version of the Where is the Void? table, expanded by four entries to require a roll of 1d10.

Where is the Void? (1d10)

1. In a pit, perhaps to the base of the world or bottom- or topless
2. Down a well, sinkhole, lava tube or flue, or in a cooling tower
3. Along a chasm, gorge or quarry, or running out over an ocean
4. Passing through a ventilation shaft or a vane within a heat sink
5. Lying in a barrel, feed, magazine or shell inside a megaweapon
6. Over a flank of an immense barrier, fortification, tower or hull
7. Sealed inside a pipeline, cistern, sump, container or cargo hold
8. In a pocket universe, perhaps cylindrical or with a single edge
9. Amid the rings of a hollow sentinel or within a gigantic stem
10. Compressed into the gullet, entrail or vessel of a giant being

APPENDIX B: INCALCIFIED SPACES

Certain phenomena, effects and situations involve one or more other spaces, whether close by the Plaque, on another world or in another reality. The following three tables can be used to generate a phrase to inspire its nature, following the pattern used by the title of this module. For each result roll 1d6 for the tens and 1d10 for the units.

Incalcified Space Plural Noun (1d60)

1) aeons; 2) aims; 3) balms; 4) beams; 5) chains; 6) claims; 7) creams; 8) dreams; 9) dooms; 10) feints; 11) flames; 12) flumes; 13) fumes; 14) gains; 15) games; 16) gleams; 17) glooms; 18) lanes; 19) lines; 20) memes; 21) mines; 22) moons; 23) names; 24) paeans; 25) pains; 26) qualms; 27) queens; 28) rains; 29) reams; 30) reigns; 31) rhymes; 32) rims; 33) rings; 34) rooms; 35) scenes; 36) schemes; 37) screams; 38) seams; 39) signs; 40) sins; 41) skeins; 42) slimes; 43) songs; 44) spleens; 45) springs; 46) spumes; 47) stains; 48) steams; 49) stings; 50) strains; 51) streams; 52) strings; 53) taints; 54) thanes; 55) themes; 56) things; 57) tines; 58) tombs; 59) triremes; 60) wombs

... of the ...

Incalcified Space Adjective (1d60)

1) acrid; 2) acrylic; 3) agile; 4) arid; 5) aqueous; 6) avid; 7) carved; 8) cavalier; 9) clavicular; 10) delayed; 11) equivocal; 12) erratic; 13) faded; 14) faithful; 15) ferric; 16) fevered; 17) flaccid; 18) flavoured; 19) floral; 20) florid; 21) fissile; 22) flayed; 23) fluvial; 24) frayed; 25) futile; 26) humid; 27) larval; 28) lathered; 29) leathery; 30) lentoid; 31) levered; 32) lipid; 33) liquid; 34) livid; 35) living; 36) lucid; 37) ludic; 38) lurid; 39) lyric; 40) occluded; 41) oracular; 42) oral; 43) ouroboral; 44) pallid; 45) phallic; 46) puce; 47) puerile; 48) putrid; 49) pyrrhic; 50) rabid; 51) radial; 52) revived; 53) sulphuric; 54) tumid; 55) valid; 56) viscous; 57) vile; 58) virile; 59) vivid; 60) vulvic

Incalcified Space Singular Noun (1d60)

1) anchor; 2) annexe; 3) arc; 4) arch; 5) ark; 6) bark; 7) barque; 8) beak; 9) bracken; 10) bracket; 11) cake; 12) carcass; 13) carrack; 14) cask; 15) cork; 16) crack; 17) craft; 18) crag; 19) dark; 20) derrick; 21) flake; 22) flask; 23) gak; 24) gap; 25) garret; 26) gate; 27) goop; 28) hack; 29) helix; 30) ichor; 31) lack; 32) lag; 33) lake; 34) lap; 35) lapse; 36) larder; 37) lip; 38) loop; 39) page; 40) peak; 41) place; 42) plague; 43) plaque; 44) plate; 45) pleat; 46) rack; 47) sac; 48) sack; 49) sag; 50) sap; 51) slag; 52) slick; 53) slip; 54) smoke; 55) stack; 56) stake; 57) track; 58) wake; 59) wave; 60) wrack

APPENDIX C: THE SEEVR

The aurethic organism located above the Shrine requires the gold of the hoard for sustenance and further growth. It has a range of resources available to supplement the defence of the hoard and is able to adapt this defence rapidly in response to a threat.

For each aeyra based in the Shrine lost or seriously injured, 1d3-1 replacement aeyras will arrive in the humour in 1d3 turns, each taking up residence in a single suitable item in the same mound.

If the aeyras are greatly reduced in number or the vessels suffer significant damage, a larger-scale process will begin. The first stage will be the dispatch along the vessels and further production of the seevr, an active humour forming an aggressively expansive barrier.

Within 1d3 hours of the loss or damage triggering its dispatch, the humour of the seevr will begin to seep from the capillaries or pump from any wounds; if the vessels have been cut back or otherwise removed, the humour will flow in through the rupture in the ceiling.

Over the next 2d3 turns the seevr will cover each mound and the lower surface of the pocket with a highly adhesive and elastic layer. As this sets, a number of pustules will swell across the surface, until each 60° segment of the Shrine is overlooked by 1d6+6 taut bubbles.

Thereafter, any movement within a given segment will cause 1d3 of the bubbles to burst, requiring a wisdom or dexterity check or a check modified by wisdom or dexterity to avoid being struck by a mass of humour; a successful strike forces a save to avoid being unbalanced and adhered to the nearest surface, or to another individual within 1d6', who must then also save to avoid falling.

Separating an item or body part from the initial layer or an ejected mass requires a successful strength check or a check modified by strength. The mass will then spread itself across a victim at the rate of one body part per round, up to a total of 1d6, forming a seal.

Each ejected mass will over the next 2d3 turns produce a further 1d3+3 bubbles directed across a single arc of 60° and with a range of 2d6 x 10'. If presented with moving targets, these will burst in the same way, but any new mass will not develop further pustules.

APPENDIX D: SHRINE AND SUPPLICANT ITEMS

The items comprising the hoard in the Shrine, and produced by the Suppliant, may be of various types. The general nature of a given item, group or mound, or the entire hoard, can be generated by rolling 1d10 on the Shrine and Suppliant Items table.

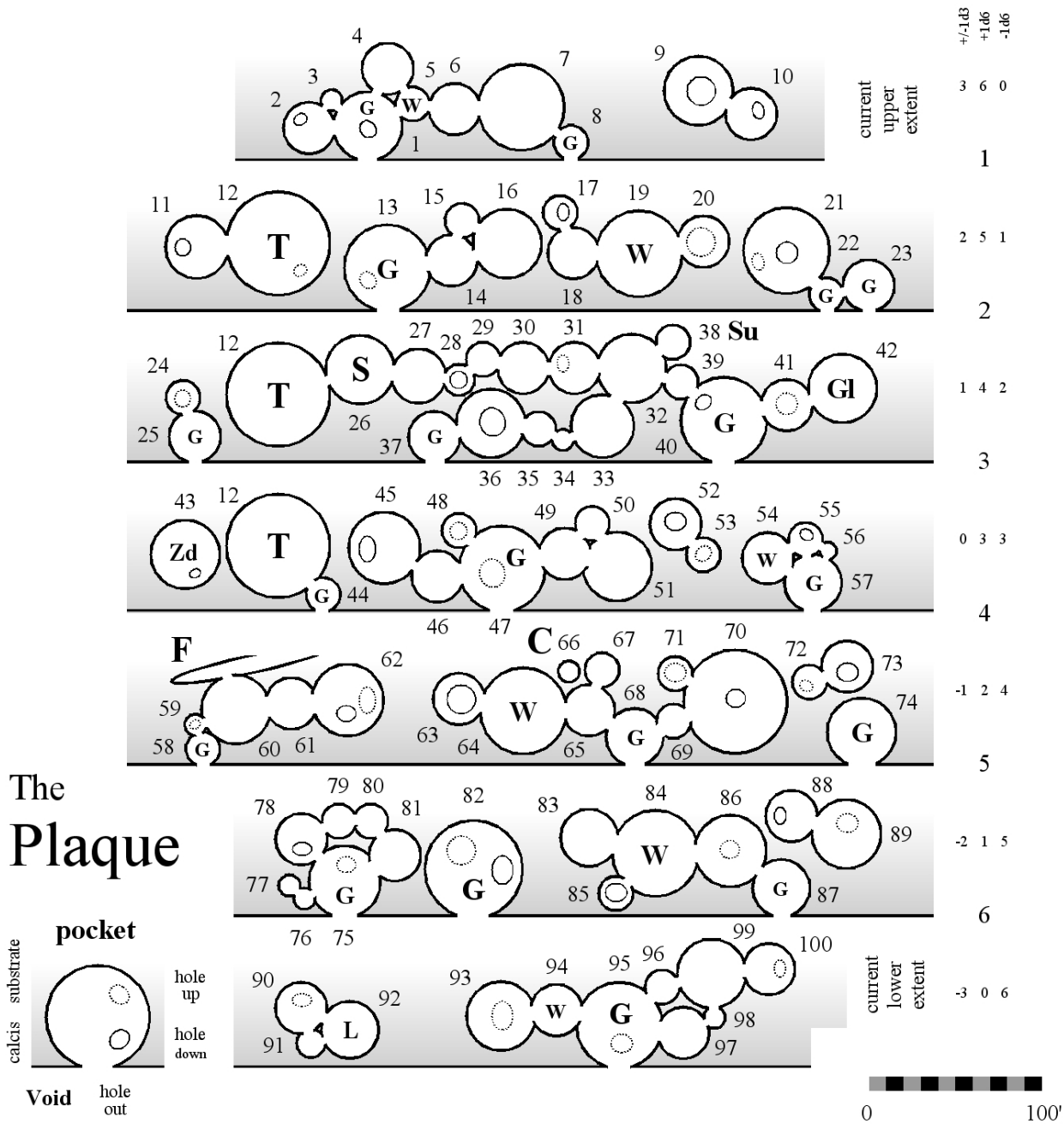
Shrine and Suppliant Items (1d10)

1. Sculpture, ornaments and decor, including fixtures and fittings
2. Jewellery, personal grooming articles and other private effects
3. Symbols, iconography and badges of office, including signage
4. Coinage, other forms of currency and larger stores, e.g. ingots
5. Culinary utensils, cutlery items, varied tableware and settings
6. Instruments, tools and implements, including for arcane fields
7. Weaponry, ammunition and armour, as well as cases and trim
8. Clothing items, including footwear, millinery and accessories
9. Raw materials, including dust, nuggets, rolled leaf and spools
10. Unusual manifestations, including misshapen or fused masses

APPENDIX E: THE DIFUSEAN

In their long sojourn rooted in the Glade the drevoks have formed a bond with a pigment whispering in the light of the phenomenon. It knows them well and they acknowledge it the heir to the fusids.

There is a 1 in 6 chance that the difusean is present in the glow of the calcis when a group of drevoks is encountered; thereafter it will track the party with a part of its being, modifying the glow initially to win trust, later choosing paths into danger and encouraging risk.



The Plaque

- G** Gallery **W** Waarlom **S** Shrine **Zd** Zdroogron **C** Crucible
- Gl** Glade **T** Tower **Su** Supplicant **L** Liskop **F** Fissure