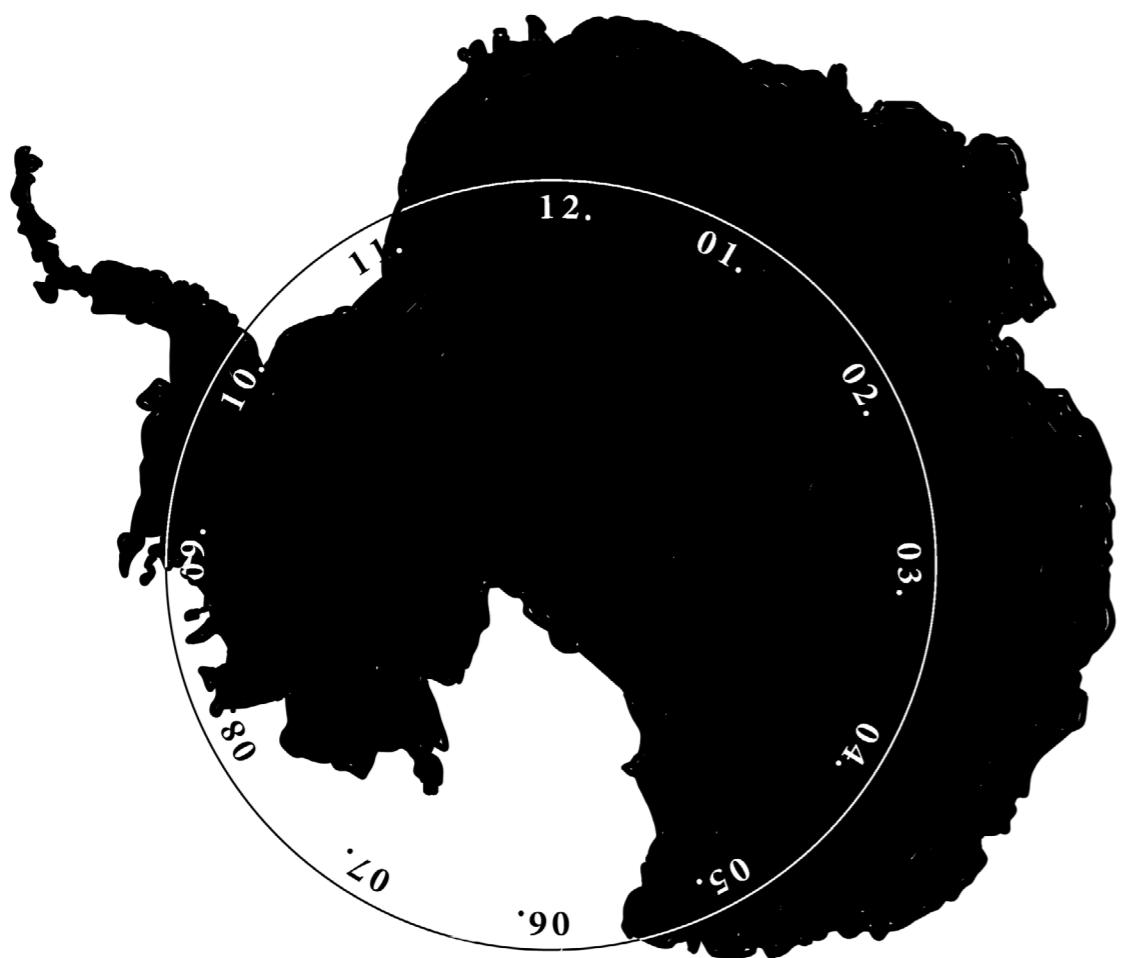


# WASTE OF TIME

## (playtest version)



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## I. ADVENTURE

*“Adventure is just bad planning.”*

-Roald Amundsen

## About This Adventure

This was originally conceived as a simple dungeon crawl in an exotic location. When my friends found out I was designing an adventure module set in a fantastic Antarctica they got excited and started giving me all kinds of wonderful suggestions. I listened to them, did my research, jotted down ideas, and found that I was making something far beyond the scope of the adventure I originally wanted to make.

The new plan is to make a series of adventure modules with a common setting inspired by a fictional and historical Antarctica. I plan on releasing each of these adventures as pdfs under a ‘pay what you want’ scheme. If I make enough money on these adventures, I’ll continue to write more of them and fill out the ‘Terra Australis’ setting. If you read or play this adventure, and you find that you enjoy it, please consider showing your appreciation with a generous tip.

## Using This Adventure

The clock tower described in this adventure is meant to be placed on the geographic South Pole using a real map of Antarctica, though you are certainly free to plop it down wherever you want in your own games.

I chose Antarctica as a wilderness location as it is rarely used in fantasy fiction and because the unusual day/night cycle fits into a certain ‘time warp’ theme I’m going for. The harsh conditions of the location should force players to think logically and play carefully.

The module is intended as a one-shot or as a possible campaign ender for mid to high level characters.

## Adventure Hooks

The player characters may be explorers from a distant land or they could be Tsalal tribesmen native to Terra Australis.

Explorers should be on a quest to visit the South Pole. They might embark on this journey for all sorts of reasons such as scientific curiosity or the pursuit of fame. Their expedition could be financed by such benefactors as:

- The Jarl of Thule
- The University of Lomar
- The Dwarven Empire
- The Crow Queen of the Winter-Court Elves
- The Yuki-Onna of Nihon

The party might also be sent to Terra Australis to locate any of the following: a lost dwarven fortress, the graveyard of dragons, a passage to the underworld, a +5 intelligent longsword of lawful alignment with the power to slay Cthulhu.

If your campaign has a primary antagonist, the clock tower in this adventure make a good location for a final show down. The party might be following or tracking their enemy, or they may be racing against their enemy to get to the clock tower first.

If the player characters are local Tsalal tribesmen, then their motivation could be as simple as looting alien ruins for fun and profit.

## The Player Characters

If the player characters are explorers from another continent, they may begin the adventure at their base camp on the Ross Ice Shelf. If the expedition is being financed, each player character should be provided with a sled, twenty huskies, warm clothes, skis, snow shoes, a tent, and enough lamp oil and iron rations to last for about six months.

If the player characters are Tsalal, they may begin the adventure at the Mountains of Madness in the halls of the Tcho. Tsalal characters get a +1 bonus to handle animals native to Terra Australis and another +1 bonus to hunt and forage in these surroundings.

## The Tsalal

Terra Australis has a population of people called the Tsalal. The harsh conditions of these distant, unforgiving lands have hardened the Tsalal into a brutal and remorseless race.

The Tsalal find sustenance anywhere they can in these resource scarce lands, and human flesh is not the strangest food in their diet. The Tsalal sup on chalky roots made digestible only by the specialized stomach bacteria unique to their race. They make stew from the regurgitated krill of domesticated penguins trained to vomit on command. They suck marrow from the bones of domesticated apes they keep as pets and draft animals.

Their limited breeding pool forces the Tsalal to embrace sexual mores that contemporary westerners of our world might consider sick and depraved. Wealthy and powerful Tsalal often find companionship in the lanky arms of specialized concubine apes bred for hairlessness and pleasing features.

Fierce competition for resources in this land of frost and scarcity primes the Tsalal to be cunning and brutal. Wars are waged, alliances are made and broken, and friends and family are all betrayed for survival.

The Tsalal fear and shun the color white. White is the color of snow and bone. The Tsalal associate it with death, dissolution, and the corruption that lurks within all men. The Tsalal even go so far as to dye their teeth black in order to drive the evil out from their bodies.

The Tsalal shun the clock tower for its strange architecture, the loud booming of its bells, and the gleaming whiteness of its walls. If the player characters can explore the clock tower and escape with relics, they may be regarded by the Tsalal with wonder and awe.

Tsalal characters may be fighters, clerics, magic-users, thieves, and any other class or subclass available to men.

## The Journey

The objective of the adventure is to get to the South Pole and find the clock tower there. A number of locations on the way to the tower are outlined in the following section. Rather than provide a detailed campaign map of Terra Australis, I have decided to instead paint a few locations with brush strokes. I intend for referees to place these locations anywhere they want on a real map of Antarctica for purposes of this game.

While the party is travelling be sure to track the passage of time, the unusual cycle of night and day, and changes in weather.

Terra Australis has precious little precipitation, so most of its terrain will count as frozen deserts. Terra Australis does differ from our real world Antarctica in that it used to be lush and green during mankind's prehistory. Formidable forests line the shores. Planes of hardy grass and bushes creep inward.

These lands are inhabited not only by penguins, but by many curious creatures and by scattered tribes of Tsalal people.

## Base Camp

A group of adventurers and their retainers have set up camp on the Ross ice shelf. They have dogs, sleds, and supplies, and they intend to travel through the Mountains of Madness. They do not know there is a clock tower there, and they have not encountered the Tsalal yet.

## Abandoned Dwarf Fortress of Mt. Erebus

A group of dwarves settled into this area a century ago in order to extend the dwarven empire to the southernmost extents of the world. They soon fell victim to starvation, madness, and infighting. The last remaining dwarves wander the fortress as undead.

Seven dwarves wander the halls as zombies. One dwarven vampire is locked in the administrative office. The door has been walled up and sanctified with a holy symbol.

A map of the dungeon, located in the administrative office, suggests that there is an armory on the second level of the fortress. The second level is flooded with cooling magma, but if the party can get past it somehow they will find two dwarf-sized suits of fire-proof plate armor +1

The dwarves once used geothermal energy to power a dwarven desalination plant here. The machine is broken, but if repaired it will convert salt water into potable water.

## The Cyborg Base

A 30'x50' technological structure houses three cyborgs from the tenth planet. The cyborgs have HD10, AC as plate, move as unencumbered men, and save as tenth level fighters. The cyborgs may cast shocking grasp and magic missile at will. The cyborgs and their motivations are strange, and unknowable. They speak the common language in a familiar accent, and they make frequent references to a doctor.

## Graveyard of the Dragons

White dragons migrate to the hyperborean lands of the North Pole to breed. When white dragons near the end of their long lifespans, they migrate south to Terra Australis to die. Thousands of white dragon skeletons may be found here half-buried in the ice.

Tsalal tribesmen often migrate to this place to feast on dragon carcasses and collect the coveted dragon bones.

As dragons take offense to being scavenged, they will often bring along their own guards and defenses to protect their bodies after they expire. A small tribe of orcs, frostbitten and beleaguered, has guarded the dragon bones for generations. Their numbers are dwindling now, and if somebody does not help them soon they will be wiped out by raiders from the Mountains of Madness.

The orcs inhabit a castle by the graveyard overlooking the remains of the elder dragon Polarion. The castle is attached to a 50' wall of ice and stone that surrounds the graveyard. The wall has four towers, each manned by 1d4+1 orcs at any given time.

There are only 30 orcs in all, plus a troll and an ogre. The orcs are all hardened veterans, but they are also starving and demoralized. They have resorted to cannibalizing the troll for sustenance.

The orcs are lead by a chieftain named Shadoom and a shaman named Ozun.

Ozun knows of the clock tower at the South Pole. He believes there are powerful magic items there that may help the orcs in their fight against the Tsalal raiders. He wishes to lead a party there, but Shadoom will not allow it.

## The Mountains of Madness

Ancient aliens called the Elder Things used to reside here back when these lands were lush and cambrian. Their great civilization was weakened in an interstellar war with the Flying Polyps and later destroyed when their own creations, the amorphous Shoggoths, rebelled against them.

The lower levels of the mountains are still populated by Shoggoths, but the higher levels are now populated by a tribe of Tsalal people called the Tcho who find shelter in the prehuman ruins and mine coal for warmth.

## The Dwellings of the Tcho

Many tribes of Tsalal live all over Terra Australis. The tribe of Tcho dwells in the Mountains of Madness. They make their homes in the ruins of the Elder Things where they frequently come into conflict with the Shoggoths of the lower levels. They use domesticated white apes and slaves captured from rival tribes to dig for coal in the deep caves.

Tookuul is the chieftain of the Tcho. He earned his position of authority by slaying many foes and crushing those who dissented to his rule. He fights as a 9th level fighter of chaotic alignment, wears a suit of +1 plate armor crafted from dragon bones, and wields a +3 axe of meteoric iron.

Tookuul commands an army of 270 brigands and 30 berserkers. Fifteen 2nd level fighters serve as captains and seven 4th level fighters serve as lieutenants.

Tookuul's retinue includes six 5th level fighters and one 8th level cleric, all of chaotic alignment. Tookuul and his retainers ride giant ground sloths called Shagghai. His lieutenants, captains, and berserkers ride the elephantine moth beasts.

Tookuul is also served by an animal trainer, an engineer, a sage, seven eunuchs, nine concubines, and six catamites.

Each of Tookuul's captains and lieutenants oversees 2d4 white apes and 2d20 slaves in the coal mines.

Quitseon is Tookuul's animal trainer. Quitseon secretly plots to assassinate Tookuul and take control of the Tcho. He has a hidden breeding pit deep within the coal mines where he has bred and trained mutant warrior apes. He has seven of these apes ready to fight. Each ape has four arms granting it two additional attacks per round.

Quitseon's pride and joy is a particularly large and intelligent warrior ape with a capacity for crude speech. This creature is named King-Eater. It has HD4+1 and it is armed with a +1 halberd that Quitseon found in the ancient alien ruins.

## Weather

Weather in Terra Australis can be quite unpredictable. Roll 1d6 twice on the remarks table to determine specific weather conditions, then add the two die results to determine condition severity. On a roll of 2-5, conditions improve. On a roll of 6-8, conditions remain stable. On a roll of 9-12, conditions worsen. Weather determines movement, visibility, and how much damage characters take from the cold each turn.

**Average Conditions;** 1d6 damage per turn unless wearing protective clothing.

**Heavy Conditions;** 1d8 damage per turn unless wearing protective clothing.

**Severe Conditions;** 1d10 damage per turn unless wearing protective clothing.

### Remarks

1	No Remarks	4	Mist
2	Halo	5	Snow
3	Aurora	6	Squall

**Halo;** Light from the sun or moon refracts through tiny ice particles, called diamond dust, that materialize in the air. All spells with durations longer than a turn have their durations doubled while the halo can be seen.

**Mist;** Visibility is reduced to 20'. Movement is reduced to half normal rate. The chances of becoming lost are increased.

**Snow;** Visibility is reduced to 20'. Movement is reduced to half normal rate. Rivers and streams freeze over.

**Squall;** No missile fire or flying is possible. Movement is reduced to half normal rate. In the deserts of Terra Australis, high winds blow up ice particles that reduce visibility to 20'.

### Aurora

An aurora is a brilliant display of lights in the sky caused by charged particles in the atmosphere. Auroras in Terra Australis have magical properties depending on their color. When an aurora occurs, roll 1d6 on the following table to determine its color and properties. Note that auroras can only be seen at night, and so their effects will only apply during night time.

1	Red	4	Pink
2	Green	5	Blue
3	Yellow	6	Roll again twice

**Red Auroras;** All spells have a 25% chance of failure.

**Green Auroras;** Druid spells have a 50% chance of failure.

**Yellow Auroras;** Cleric spells have a 50% chance of failure.

**Pink Auroras;** Magic-User spells have a 50% chance of failure.

**Blue Auroras;** Reversible spells have a 50% chance of accidental reversal.

## **Magic and the Environment**

There are some important details to consider when casting spells in Terra Australis.

The frequent blizzards, the bright sun reflecting against gleaming snow, the white ground against the white sky, and the lack of visual anchors impede not only normal visibility, but magical sight as well. Anyone attempting remote viewing in Terra Australis, whether using a crystal ball or some form of divination such as scrying, stands a good chance of being snowblinded in the attempt.

Severe weather conditions impede not only natural movement and navigation, but also disrupt magical methods of transport including flight and teleportation. Teleporting into snowy conditions, especially blizzards, counts as teleporting into a solid object with all the perils that entails. Flying through strong winds is, if not impossible, exceedingly difficult. Even dragons will land when the wind gets too rough.

Flora in Terra Australis mostly consists of sparse grasses, mosses, lichens, fungi, snow berries, and the tough roots cultivated by the Tsalal. Plant based spells such as speak with plants and plant growth can be used near the coasts with some difficulty. It gets harder to find plant life as one travels further inland.

## Day and Night

Day and night cycle differently in Terra Australis. Consult the following table to determine how many hours of daylight the party has per day by location and month. Twilight hours are noted in parenthesis and include the entire gradient of civil, nautical, and astro twilight. Note that this table is neither detailed nor scientifically accurate, but it is abstracted for purposes of gameplay.

	DEC	JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	AUG	NOV
90 °S	24	24	0 (24)	0 (24)	0	0	0	0	0 (24)	0 (24)	24	24
80 °S	24	24	16 (8)	8 (16)	0 (8)	0 (8)	0 (8)	0 (8)	8 (16)	16 (8)	24	24
70 °S	24	16 (8)	16 (8)	8 (8)	8 (8)	0 (8)	0 (8)	8 (8)	8 (8)	16 (8)	16 (8)	24
60 °S	16 (8)	16 (8)	8 (8)	8 (8)	8 (8)	8 (8)	8 (8)	8 (8)	8 (8)	8 (8)	16 (8)	16 (8)
50 °S	16 (8)	8 (8)	8 (8)	8 (8)	8 (8)	8 (8)	8 (8)	8 (8)	8 (8)	8 (8)	8 (8)	16 (8)

## Random Encounters

Roll 2d6 on the following table once per day while traveling and again while the party is resting to determine if creatures are encountered. If creatures are encountered, roll 1d10 to determine the creature's type.

Roll for number of monsters, reaction, surprise, and distance as normal. Use either the day or night columns as appropriate during twilight hours.

2d6	Desert, Day	Desert, Night	Mountain, Day	Mountain, Night
2	Flyer	Flyer	Flyer	Flyer
3	Tsalal	Tsalal	Flyer	Flyer
4	Tsalal	Nothing	Tsalal	Tsalal
5	Nothing	Nothing	Tsalal	Nothing
6-8	Nothing	Nothing	Nothing	Nothing
9	Nothing	Nothing	Animal	Nothing
10	Animal	Nothing	Animal	Animal
11	Animal	Animal	Unusual	Unusual
12	Unusual	Unusual	Unusual	Unusual

1d10	Animal, Desert	Animal, Mountain	Tsalal (Men)	Flyers	Unusual
1	Shuhpa	Apes, White	Magic-User	Dragon	Dragon
2	Daggerfoot	Apes, Snow	Cleric	Gargoyle, Gargantuan	Golem, Flesh
3	Hopper	Monkeys, Hive	Thief	Sphinx	Vampire
4	Blind Devil	Monkeys, Hive	Fighter	Gargoyle	Zombie
5	Penguin, Dire	Penguins, Dire	Bandits	Albatross	Shoggoth
6-8	Penguins	Penguins	Nomads	Tekeli-Li	Ochre Jelly
9	Moth Beast	Moth Beast	Brigands	UFO	Shoggoth
10	Sloth, Giant	Sloth, Giant	Berserkers	Elder Things	Elder Things

## II. MONSTERS

*“We collected many scientific specimens and facts, which we must keep in secret at present.”*

-Lt. Nobu Shirase

## Albatross

HD 2, AC as leather, saves as fighter 1, moves as lightly encumbered man, flies as unencumbered man x2

One beak (1d6)

Morale 7, Intelligence 3

#Appearing 1d6

*“O happy living things! No tongue/ their beauty might declare:/ a spring of love gushed from my heart/ and I blessed them unaware:/ Sure my kind saint took pity on me,/ and I blessed them unaware.*

*“The selfsame moment I could pray/ And from my neck so free/ the albatross fell off, and sank/ Like lead into the sea.”*

-Samuel Taylor Coleridge, *The Rime of the Ancient Mariner*

Albatrosses are sacred birds of the sea. An albatross may cast control weather once per day, and will do so whenever it encounters good sailors in need.

Any man who kills an albatross becomes cursed. Whenever a player with a character cursed in this way rolls dice, that player rolls two dice and keeps the worse result. The exception is saving throws vs. death. The character will always succeed saving throws vs. death automatically so that they may not escape their curse through death. The curse will only end when the afflicted person learns to love every living creature in the sea and sees beauty in all their forms.

## Ape, Snow

HD 3+1

AC as chain, saves as fighter 3, moves as lightly encumbered man

One club (1d6), and hug (2d6)

*“There is precious little in civilization to appeal to a yeti.”*

-Edmund Hillary

Snow apes are the wild, mountain apes of Terra Australis. Like their white ape cousins, snow apes have the intelligence to use simple weapons such as clubs and sharpened bones, though they do not have the capacity to use any ranged weapons. They can use their other arm to grab victims for a crushing hug attack.

Snow apes are very territorial. They like to blend in with their snowy surroundings and ambush small parties. They surprise on a d6 roll of 1-4.

## Ape, White

HD 4, AC as chain, saves as fighter 2, moves as unencumbered man

Two claws (1d4 each), or weapon (variable)

Morale 7, Intelligence 3

#Appearing 2d4

*“The purpose of life is to stay alive. Watch any animal in nature-- all it tries to do is stay alive. It doesn't care about beliefs or philosophy. Whenever an animal's behavior puts it out of touch with the realities of its existence, it goes extinct.”* -Michael Crichton, *Congo*

The white apes of Terra Australis are cave dwelling simians bred by the Tsalal mainly for use in coal mining. They resemble man-sized, albino chimps with shaggy fur. They have enough intelligence to use some tools such as pick axes and perform simple tasks. They can wield simple melee weapons such as clubs, and some thrown weapons such as rocks or spears. They cannot use more complicated weapons like crossbows.

## Bird, Tekeli-Li

HD1, AC as unarmored, saves as fighter 1, moves as unencumbered man, flies as unencumbered man x2

One beak attack (1d6)

Morale 8, Intelligence 3

# Appearing 1d20

Tekeli-Li birds are so named because they cry “Tekeli-Li! Tekeli-Li!” Their song may cause *confusion* once per day; listeners can avoid this with a successful save vs. magic. Tekeli-Li eggs are a beloved snack food among the Tsalal.

## Blind Devil

HD ½, AC as leather and shield, saves as fighter 1, moves as unencumbered man x1.5

Two claw attacks (1d4 each) and one bite attack (1d6)

Morale 8, Intelligence 7

#Appearing 1d10x10

These small, furry marsupials resemble rabbits with sharp claws and teeth. They swarm and consume like piranhas.

## Daggerfoot

HD 5, AC as leather and shield, saves as fighter 3, moves as unencumbered man x 1.5

Two claws (1d10 each) and one bite (1d8

Morale 8, Intelligence 8

#Appearing 2d6

Daggerfoots resemble a cross between a kangaroo and a velociraptor. They attack with specialized, sabre-like claws on each of their feet. They use these to pounce and slash at prey with fierce kicking attacks.

Daggerfoots surprise their prey on a 1d6 roll of 1-4.

## Dragon, Elder White

HD 12, AC as enchanted plate +3 and shield, saves as fighter 36, moves as unencumbered man x1.5, flies as unencumbered man x3

Two claws +4 (1d8+2), and one bite +4 (2d8+8)

Breath weapon (90’x40’ cone, cold damage equal to the dragon’s current hit point total, save vs. dragon breath halves damage)

Casts spells as a 12th level magic-user

Morale 10, Intelligence 15

#Appearing 1

Only ancient white dragons are ever encountered in Terra Australis. They fly to this frozen land when they are ready to finally end their millennia-long lives and they don’t want to give any would-be heroes the satisfaction.

The Tsalal are not foolish enough to attack dragons. The Tsalal prefer to wait until the dragon dies on its own before swarming in to scavenge its remains. As dragons despise the thought of becoming part of some human’s armor set, they will often transport in other monsters to guard their graves. The late Polarion brought a company of devoted orcs to keep eternal vigil over his grave.

Any dragon encountered will be flying in the direction of the dragon’s graveyard. Tsalal tribesmen will follow quietly from a distance.

**Yongsan** the dragon is to be the latest addition to the dragon’s graveyard. He has seen centuries of turmoil in the land of Gojeoson, and he has grown quite weary of the world.

Yongsan is accompanied by twelve ogre magi of his land called **Dokkaebi**.

## Elder Thing

HD 9, AC as plate, saves as fighter 9, moves as heavily encumbered man, flies and swims as unencumbered man x2

Five tentacles (1d4 each)

Casts spells as a 9th level magic-user.

Morale 8, Intelligence 18

#Appearing 1d10

*Objects are eight feet long all over. Six-foot, five-ridged barrel torso three and five-tenths feet central diameter, one foot end diameters. Dark gray, flexible, and infinitely tough. Seven-foot membranous wings of same color, found folded, spread out of furrows between ridges. Wing framework tubular or glandular, of lighter gray, with orifices at wing tips. Spread wings have serrated edge. Around equator, one at central apex of each of the five vertical, stave-like ridges are five systems of light gray flexible arms or tentacles found tightly folded to torso but expansible to maximum length of over three feet. Like arms of primitive crinoid. Single stalks three inches diameter branch after six inches into five substalks, each of which branches after eight inches into small, tapering tentacles or tendrils, giving each stalk a total of twenty-five tentacles.*

*At top of torso blunt, bulbous neck of lighter gray, with gill-like suggestions, holds yellowish five-pointed starfish-shaped apparent head covered with three-inch wiry cilia of various prismatic colors.*

*Head thick and puffy, about two feet point to point, with three-inch flexible yellowish tubes projecting from each point. Slit in exact center of top probably breathing aperture. At end of each tube is spherical expansion where yellowish membrane rolls back on handling to reveal glassy, red-irised globe, evidently an eye.*

*Five slightly longer reddish tubes start from inner angles of starfish-shaped head and end in saclike swellings of same color which, upon pressure, open to bell-shaped orifices two inches maximum diameter and lined with sharp, white tooth like projections - probably mouths. All these tubes, cilia, and points of starfish head, found folded tightly down; tubes and points clinging to bulbous neck and torso. Flexibility surprising despite vast toughness.*

*At bottom of torso, rough but dissimilarly functioning counterparts of head arrangements exist. Bulbous light-gray pseudo-neck, without gill suggestions, holds greenish five-pointed starfish arrangement.*

*Tough, muscular arms four feet long and tapering from seven inches diameter at base to about two and five-tenths at point. To each point is attached small end of a greenish five-veined membranous triangle eight inches long and six wide at farther end. This is the paddle, fin, or pseudofoot which has made prints in rocks from a thousand million to fifty or sixty million years old.*

*From inner angles of starfish arrangement project two-foot reddish tubes tapering from three inches diameter at base to one at tip. Orifices at tips. All these parts infinitely tough and leathery, but extremely flexible. Four-foot arms with paddles undoubtedly used for locomotion of some sort, marine or otherwise. When moved, display suggestions of exaggerated muscularity. As found, all these projections tightly folded over pseudoneck and end of torso, corresponding to projections at other end.*

*Cannot yet assign positively to animal or vegetable kingdom, but odds now favor animal. Probably represents incredibly advanced evolution of radiata without loss of certain primitive features. Echinoderm resemblances unmistakable despite local contradictory evidences.*

*Wing structure puzzles in view of probable marine habitat, but may have use in water navigation. Symmetry is curiously vegetablelike, suggesting vegetable 's essential up-and-down structure rather than animal's fore-and-aft structure. Fabulously early date of evolution, preceding even simplest Archaean protozoa hitherto known, baffles all conjecture as to origin.*

*Complete specimens have such uncanny resemblance to certain creatures of primal myth that suggestion of ancient existence outside antarctic becomes inevitable. Dyer and Pabodie have read Necronomicon and seen Clark Ashton Smith's nightmare paintings based on text, and will understand when I speak of Elder Things supposed to have created all earth life as jest or mistake. Students have always thought conception formed from morbid imaginative treatment of very ancient tropical radiata. Also like prehistoric folklore things Wilmarth has spoken of - Cthulhu cult appendages, etc.*

*-H.P. Lovecraft, At the Mountains of Madness*

## Gargoyle

HD 4, AC as chain and shield, saves as fighter 8, move as lightly encumbered man, fly as unencumbered man x1.5

Two claws (1d4 each), bite (1d6), and horns (1d4)

Morale 11, Intelligence 5

#Appearing 1d6

These gargoyles resemble winged, marble statues cracked and worn down by untold ages. They communicate by singing to one another. Their long, gutteral songs call to mind elements of Gregorian chant and Norwegian black metal.

Gargoyles are not native to Terra Australis. They come from the clock tower on the South Pole, and fly around surveying the surrounding areas. They seem to be searching for something, but they always return to their tower empty-handed.

As the Tsalal avoid the clock tower, they tend to also avoid anything that comes out of the clock tower, including the Gargoyles.

## Gargoyle, Gargantuan

HD 32, AC as chain +1 and shield, saves as fighter 32, moves as lightly encumbered man x1.5, flies as lightly encumbered man x2.5

Two claws (4d3 each), one bite (4d6), horns (4d3)

Morale 11, Intelligence 5

#Appearing 1

The gargantuan gargoyle is a larger version of the gargoyles from the clock tower. Its movements are as loud and ponderous as the tower's great bell. The gargantuan gargoyle cannot surprise foes. It takes a -4 penalty to attack rolls against man-sized targets and smaller.

## Golem, Flesh

HD 9, AC as chain, saves as fighter 9, move as lightly encumbered man

Two fists (1d8 each)

Morale 12, Intelligence 4

#Appearing 1

*"Titan! To thee the strife was given/ Between the suffering and the will/ Which torture where they cannot kill."* -Lord Byron, *Prometheus*

Flesh golems are synthetic beings created by sewing together parts from many corpses and animating the composite using magic. Flesh golems that rebel against their masters seem to have an instinctive drive to flee to the South Pole for some unknown reason; it is as though there is a great magnet there pulling them in.

Flesh golems may be harmed only by magic weapons +1 or better. They are immune to sleep, charm, and hold spells, as well as gases. They are also immune to cold, poison. Flesh golems are healed by electricity; whenever a flesh golem would take damage from an electrical attack, such as lightning, it gains that many hit points instead.

Flesh golems are vulnerable to fire, and deathly afraid of it for this reason. Fire deals double damage to flesh golems. The sight of fire affects flesh golems as a fear spell. The Tsalal delight in tormenting flesh golems with torches. Unlike the scared villagers of the flesh golem's homeland, the Tsalal will laugh sadistically as they keep up the pursuit, then allow the flesh golem to escape so that they can play their game again some other time.

## **Hopper**

HD 1, AC as leather and shield, saves as fighter 1, moves as unencumbered man x1.5

Two claws (1d6 each) and one bite (1d8)

Morale 8, Intelligence 8

#Appearing 1d6x10

Hoppers are social predators resembling smaller versions of the dreaded daggerclaw. They are readily domesticated, and they are often used by the Tsalal as hunting animals similar to dogs.

## **Monkey, Hive**

HD 1, AC as leather, saves as fighter 1, moves as unencumbered man

1 Bite (1d6), or one thrown rock (1d6)

Morale 8, Intelligence 4

#Appearing 2d10

*“An American monkey, after getting drunk on brandy, would never touch it again, and thus is much wiser than most men.”*

-Charles Darwin

Hive Monkeys used to be hunted by the Tsalal for their meager, sinewy meat until the Tsalal realized they could use the monkeys to harvest seeds and berries. Hive monkeys are highly adept at foraging for food in Terra Australis. Hive monkey lairs contain 10' deep pits where the monkeys deposit their regurgitated berries. This fruity vomit is allowed to ferment until it becomes create monkey-wine. Monkey-wine is a popular drink among the Tsalal.

## Moth-Beast

HD 4, AC as leather and shield, saves as fighter 2, moves as lightly encumbered man

One trunk (1d6 +special)

Morale 8, Intelligence 4

#Appearing 1d20

Moth-beasts are used by the Tsalal as mounts and draft animals. They have thick, smooth coats of fur that allow them to stay active through the winter months.

Moth-beasts are notable for their flexible, curling probisci like the trunks of elephants, often with a variety of regional adaptations such as stingers. Roll 1d6 on the moth-beast adaptation table when a group is encountered to determine what sort of adaptation they have.



## Moth-Beast Adaptations

1	Stinger	4	Constrictor
2	Mucus Spit	5	Thagomizer
3	Trumpet	6	Cuttlefish

**Stinger;** Creatures hit by the Moth-Beast's trunk must save vs. poison or die within 1d4 rounds.

**Mucus Spit;** The Moth-Beast may shoot hard globs of snot as short-ranged projectiles. This counts as a sling weapon.

**Trumpet;** The Moth-Beast may cause fear every three rounds.

**Constrictor;** The Moth-Beast may wrap its trunk around targets for an automatic 1d8 damage each round.

**Thagomizer;** The Moth-Beast's spiny trunk deals 1d10 damage on a hit.

**Cuttlefish;** The Moth-Beast has two trunks giving it two attacks per round.

## Penguin

HD 1, AC as unarmored, saves as fighter 1, moves as moderately encumbered man, swims as lightly encumbered man

One beak (1d6)

Morale 6, Intelligence 4

#Appearing 2d100

*“When cooking penguins, I have an awful feeling inside of me that I am cooking little men who are just that little too curious and stupid.”*

-Gerald Cutland

Penguins are birds that nest in the ice and swim instead of flying. The Tsalal use them as a major source of food. Penguins produce delicious meat, eggs, and a ‘gut-stew’ of regurgitated krill.

## Penguin, Dire

HD 2, AC as unarmored, saves as fighter 1, moves as moderately encumbered man, swims as lightly encumbered man

One beak (1d6)

Morale 7, Intelligence 4

#Appearing 1d100

*“Sure, the lion is king of the jungle, but airdrop him into Antarctica, and he’s just a penguin’s bitch.”* -Dennis Millar

Dire penguins are man sized and somewhat ill-tempered variants of normal penguins.

## Shoggoth

HD 18, AC as chain +shield, save as fighter 9, moves as unencumbered man x2, swim as unencumbered man x3

Variable appendages (1d8 each), or grow one appendage

Morale 12, Intelligence 13

#Appearing 1d3

*“We had expected, upon looking back, to see a terrible and incredible moving entity if the mists were thin enough; but of that entity we had formed a clear idea. What we did see - for the mists were indeed all too malignly thinned - was something altogether different, and immeasurably more hideous and detestable. It was the utter, objective embodiment of the fantastic novelist’s “thing that should not be”; and its nearest comprehensible analogue is a vast, onrushing subway train as one sees it from a station platform - the great black front looming colossally out of infinite subterranean distance, constellated with strangely colored lights and filling the prodigious burrow as a piston fills a cylinder.*

*But we were not on a station platform. We were on the track ahead as the nightmare, plastic column of fetid black iridescence oozed tightly onward through its fifteen-foot sinus, gathering unholy speed and driving before it a spiral, rethickening cloud of the pallid abyss vapor. It was a terrible, indescribable thing vaster than any subway train - a shapeless congeries of protoplasmic bubbles, faintly self-luminous, and with myriads of temporary eyes forming and un-forming as pustules of greenish light all over the tunnel-filling front that bore down upon us, crushing the frantic penguins and slithering over the glistening floor that it and its kind had swept so evilly free of all litter.”*

-H.P. Lovecraft, *At the Mountains of Madness*

Shoggoths may change their shape and slip through any opening that they can fit an appendage through. Shoggoths may forgo attacking to grow an additional appendage (claw, mouth, or tentacle) each round. They start each encounter with 1d4 such appendages.

## Shuhpa

HD 8, AC as leather and shield, saves as fighter 6, moves as unencumbered man x1.5

One bite attack (1d8) +blood drain (1d4) and paralytic venom

Morale 8, Intelligence 9

# Appearing 1

*“You can turn your back on a person, but never turn your back on a drug, especially when it’s waving a razor sharp hunting knife in your eye.”*

-Hunter S. Thompson

The Shuhpa are parasitic marsupials. They sustain themselves by drinking the blood of larger creatures.

When the Shuhpa bites, it latches onto its target and uses its long tongue to suck out blood. The Shuhpa's victim must save vs. poison or become paralyzed for 1d4 rounds. This creature will take an automatic 1d4 damage every round while the Shuhpa is latched on.

The Shuhpa surprises its prey on a 1d6 roll of 1-4.

The Shuhpa's venom is a highly sought narcotic often used by Tsalal warriors. The bravest Tsalal warriors prepare for battle by kissing Shuhpas and drinking the venom from their mouths. The Shuhpa's kiss turns men into fierce berserkers. You can tell these men apart by their scarred, bloody lips.

## Sloth, Giant

HD 8, AC as chain, saves as fighter 4, moves as heavily encumbered man  
Two claws (1d10 each), and one bite (2d6)

Morale 10, Intelligence 6

#Appearing 2d4

The aggressive ground sloths of Terra Australis are as fierce as bears. They use their menacing claws to dismember enemies and dig through ice for food. The Tsalal call them Shagghai. They domesticate the sloths for use in agriculture and for use as war mounts.

## Sphinx

HD 12, AC as enchanted plate +2 and shield, saves as fighter 24, moves as unencumbered man x1.5, flies as enencumbered man x3

Two claws (3d6 each) and one bite (2d8)

Casts spells as a 12th level cleric or magic-user

Morale 10, Intelligence 13

#Appearing 1d2

*"A thing came marvelously/ comely from the keel up/ loudly resounding/ awful in its place/ hateful it was/ bitter in its hostile deeds/ hard, ravaging/ It spoke with cunning craft/ Dearest of women/ she is my daughter/ It is known to men of old, among all people/ that she shall stand up beautifully everywhere in the world."*

-Anglo-Saxon riddle, *The Exeter Book*

Sphinxes guard the secret of their origin closely, but they will gladly share their extensive knowledge of the world in exchange for human sacrifices. The Tsalal are wise enough not to make enemies of the sphinxes. The Tsalal offer babies to the sphinxes regularly in exchange for accurate weather forecasts.

Sphinxes love puzzles, riddles, and paradoxes more than anything else in the world. Anyone who can answer a sphinx's riddles or stump it with their own clever riddle will endear themselves to the sphinx and earn its enthusiastic friendship. It's either that, or the sphinx commits suicide.

Sphinxes may be harmed only by magic weapons. They are immune to 1st, 2nd, and 3rd level spells except for those they cast upon themselves.

### III. Dungeon

*“Antarctica is otherworldly, like nothing I’ve ever seen before. Stark, cold, beautiful desolation.”*

-Nathan Deal

## The Clock Tower

The clock tower stands over 200' tall. Its surface is made of white stone adorned with gargoyles. The features of the masonry have been cracked and smoothed over by countless ages, and now they glisten frostily with polar ice.

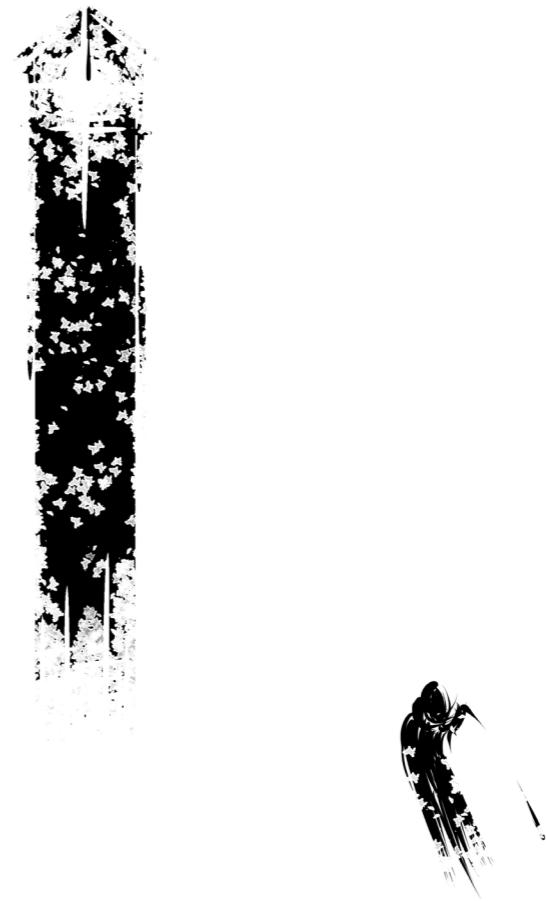
Four clock faces tick backwards. The hands are warped and the numerals are illegible. All four clock faces face North.

The tower's great bell thunders on the hour. The roaring cry of the bell shakes the earth like the call of an elder god. When the bells stop ringing, the sound seems to collapse into itself like a shockwave leaving a vacuous silence.

Steps lead up to two double doors flanked by gargoyles. The gargoyles have been eroded by the sands of time into faceless abstractions, yet they continue their eternal vigil. If the party attempts to enter the tower normally, the gargoyles will remain motionless and stoic. The doors are unlocked and untrapped. The party is free to go in.

If the party takes any action to try and destroy the tower, such as blowing it up or digging through the walls, the gargoyles by the doors will attack. The two gargoyle will also call for 2d4 additional gargoyles from higher up on the tower to swoop down and aid the defense.

The party could climb up the side of the tower. The stone is slippery with ice, but there are hand-holds. The party may climb all the way up the bellfry in this way.



## The Passage of Time

Track time carefully for this dungeon crawl. Give the time tracking sheet to a player. Instruct them to mark each ten minute turn of exploration on the enclosed time-tracking sheet. Be sure to clarify what actions can be performed within the span of one turn (move, look for secret doors, check for traps, disarm traps, pick locks, rest, etc.) Instruct the player to track the duration of light sources (torches, candles, lamps) using the time tracking sheet.

The party has a 1 in 6 chance of encountering wandering monsters every three turns.

The clock strikes the hour every six turns. Roll 1d12 on the dungeon area table to determine which area changes.

Each of the twelve of the main areas in the dungeon has a default state and a changed state. All area start in their default states. If an area that has already changed would change again, it reverts to its default state. An area will not change while it is being directly observed.

If the players affect an area in any way while it is in its default state (leave or remove items, draw graffiti, etc.) the effects will not persist into the area's changed state, but they will return when the area reverts back to its default state. If the players affect an area while it is in its changed state, the effects will persist when the area reverts to its default state though there will be signs of advanced age. Food will spoil, metal will rust, and corpses will decompose and leave bleach-white skeletons.

1	Entrance	7	Stairs
2	Great Hall	8	Cellar
3	Library	9	Jail
4	Fountain	10	Pendulum
5	Chapel	11	Gear Room
6	Treasure Room	12	Bellfry

## Doors

The doors in this dungeon are 8' wide and made of petrified wood. Clockwork mechanisms in their frames cause the doors to close automatically if left unobserved for more than one turn and open automatically for monsters.

The doors are not trapped or locked unless stated otherwise. As the dungeon is quite cold due to its surroundings, there is a 2 in 6 chance that any given door may be frosted stuck when first discovered. It is possible to unstick the doors by thawing them via magical or mechanical means.

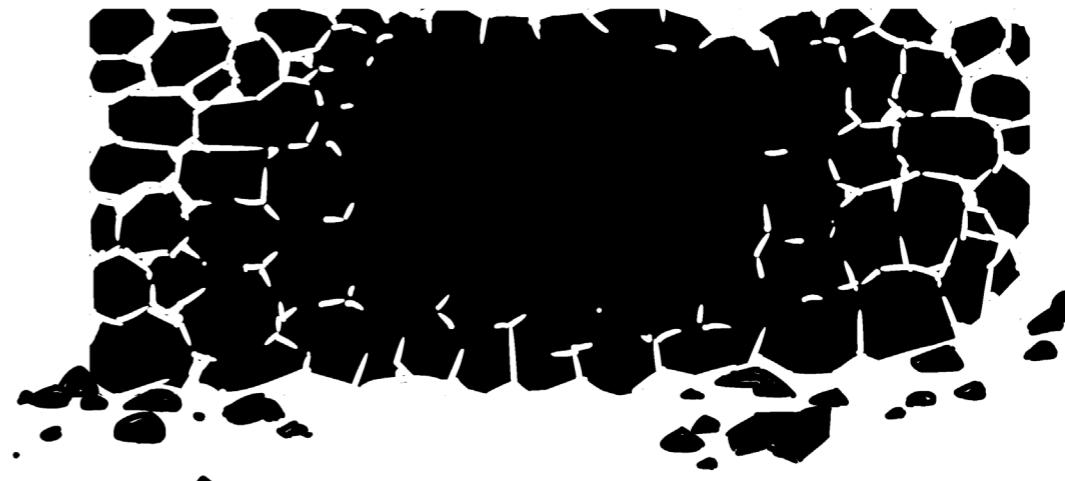
There are a number of secret doors in the dungeon. They will unlock and make themselves obvious when certain conditions apply, but they can be found and opened by other means.

## Light

The rooms in this dungeon are all dark and cold while they are in their default states. While they are in their changed states, *continual light* spells will activate on glass candles fixed in sconces around the walls.

## Stone

The walls, ceilings, and floors in the dungeon are all made of white, metamorphic stones older than the planet itself.



## Wandering Monsters

There is a 1 in 6 chance of encountering wandering monsters every three turns. Roll 1d10 when wandering monsters are encountered. The number indicated in parenthesis is the number of monsters encountered.

1	NPC Party	6	Gargoyle (1d4+1)
2	Doppelganger (1d4)	7	Gargantuan Gargoyle (1)
3	Temporal Wraith (1d2)	8	Crystal Statue (1d6)
4	Shadow (1d6)	9	Stone Statue (1d2)
5	Blink Dogs (1d4)	0	Ochre Jelly (1)

## Temporal Wraiths

Temporal wraiths look like and fight as normal wraiths except for their touch attack. Any creature touched by them does not lose levels, but instead vanishes. When this happens, the temporal wraith then loses this ability and changes into a ghoul bearing the likeness of its victim. When the Temporal Wraith is destroyed in its ghoul form, its victim will reappear in the same spot.

## NPC Party

The NPC adventurers here are the player characters from the near past, present, or future, or from an alternate time line. They should have all the same abilities and equipment as the party with some exceptions. Roll 1d6 on the following table to determine what kind of hell the NPC's have been through, then adjust them accordingly.

1	Fatality	4	The Ghost
2	Attrition	5	The Golem
3	Lost Relic	6	Roll again twice

**Fatality;** Choose one member of the NPC party. That character was killed by one trap in the dungeon of your choice. Use this opportunity to warn the players of the trap.

**Attrition;** The NPC party has been trapped in the dungeon for a while. Their supply of rations, torches, burning oil, potions, scrolls, and wand/staff charges should be at least half depleted.

**Lost Relic;** One of the NPC party's magic items has been lost or destroyed somewhere in the dungeon. Perhaps it was disintegrated by the black bell in the bellfry?

**The Ghost;** The NPC party has encountered the ghost in the bellfry. They are helping him to locate all the parts of the clockwork golem in order to destroy them.

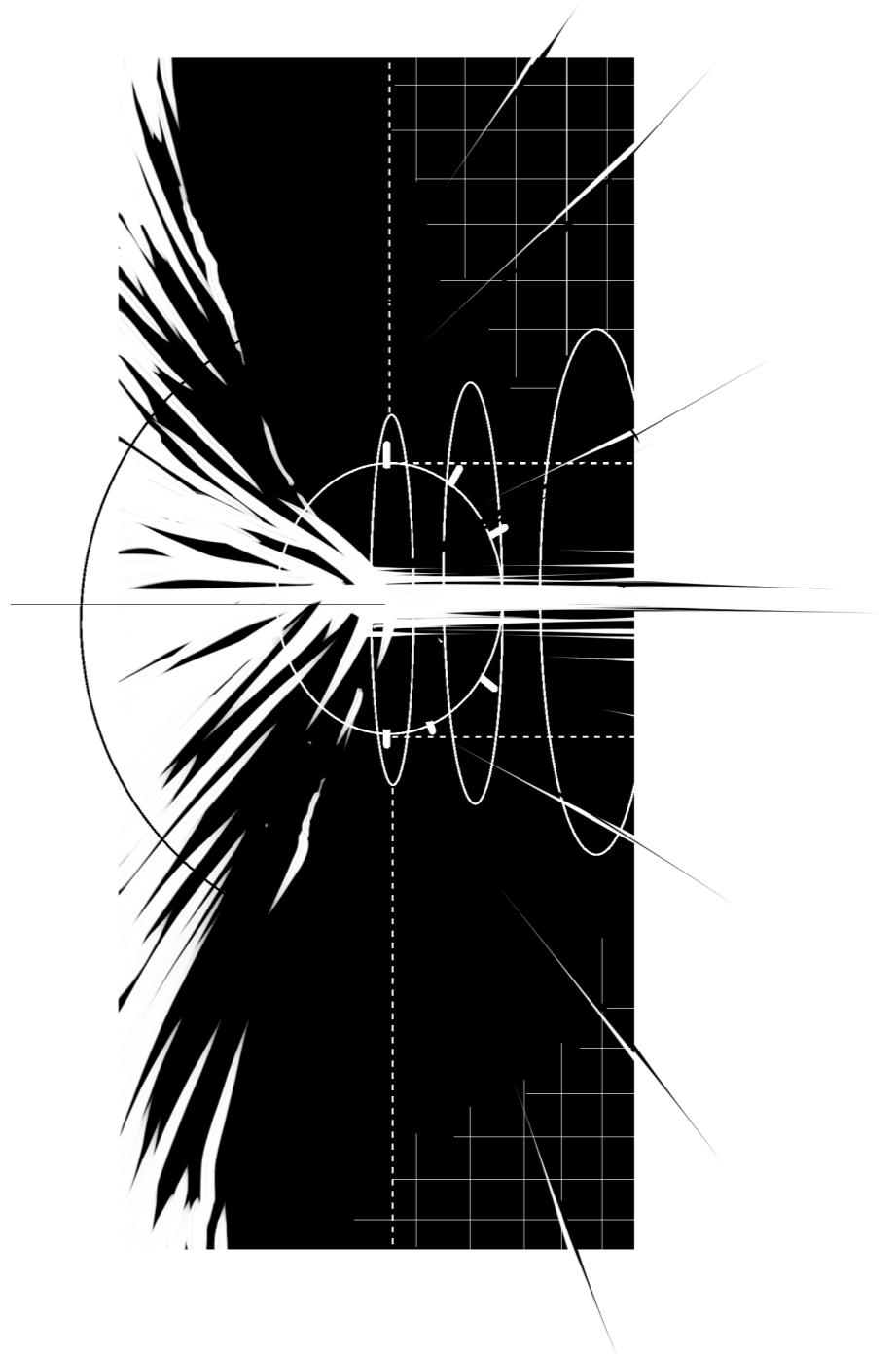
**The Golem;** The NPC party has encountered the clockwork golem in the future. They are trying to find all of the golem's parts so they can put them back together again.

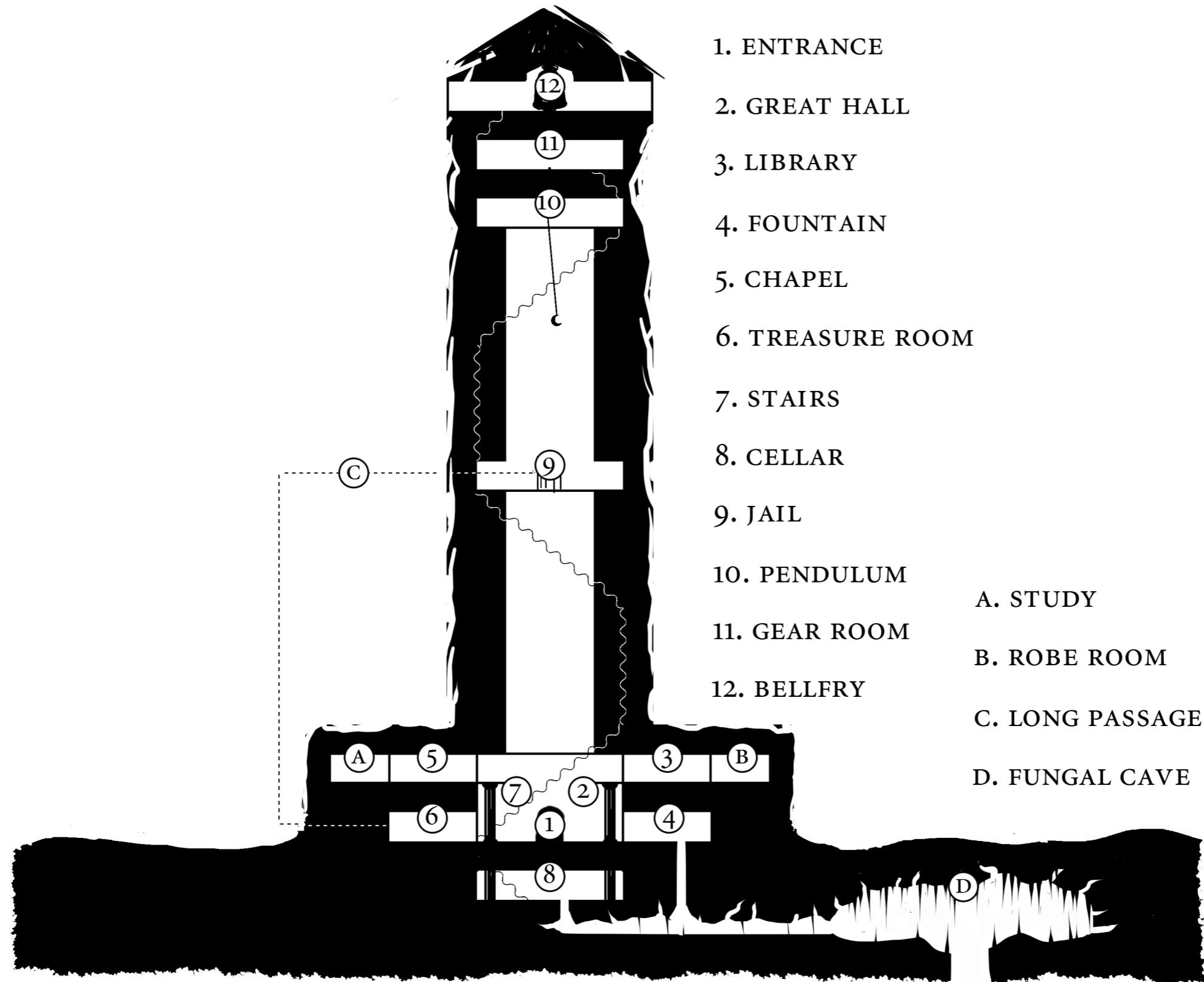
## The Factions

The gargoyles and statues serve the clockwork golem that lays broken and scattered throughout the clock tower. If the party is trying to collect the golem's components to reassemble them, the gargoyles and statues will be friendly toward them and aid the player characters in any way they can.

The doppelgangers, temporal wraiths, shadows, and blink dogs all serve the ghost that now haunts the bell tower. If the party were to bring the golem's pieces to the ghost, his minions would become pleasantly disposed toward the party.

The ghost and the golem each command their respective factions via telepathy. Through their agents they fight a slow, silent war with one another. Through their agents they attempt to recruit the player characters to their side in order to break their eternal stalemate. The gargoyles, statues, and shadows will communicate indirectly with the party by way of cryptic messages or warnings delivered by way of subtle gestures and other signs. The contents of these messages are up to the DM's discretion. Tailor these messages to the players and their personalities.





## 1. The Entrance

**Default:** Double doors from the outside lead to a 30'x30' antechamber. Another pair of doors on the opposite hall lead to the great hall (area 2).

There is a thick layer of dust on the floor. Wandering monsters may write messages in the dust when the player characters aren't looking.

Underneath the dust immediately in front of the front doors is an old brass key. This key opens the door up to the bellfry (area twelve).

**Changed:** The doors leading outside disappear, trapping the party inside. Time stops outside the tower while the doors are gone. Time seems to proceed as normal inside the tower. Those inside who look out will see a world frozen in suspended animation. Any attempt to contact the world outside will be met only with silence. Anyone who manages to leave this dungeon complex while time is in this state will be frozen in time with the rest of the world. If anyone were to stick any part of their body outside of the dungeon, perhaps by tunneling through the walls and sticking one's arm through, then their entire body would become frozen until they are moved completely within the dungeon.

## 2. The Great Hall

**Default:** The entrance opens up to a hall 50' wide and 90' long with upper galleries on each side supported by 10' wide pillars spaced 10' apart. Stairs leading up to the galleries can be found at both ends of the hall.

Two doors on the top right gallery lead to the library (area 3).

Two doors on the bottom right side lead to the fountain (area 4).

Two doors on the top left gallery lead to the chapel (area 5).

Two doors on the bottom left side lead to the treasure room (area 6).

At the far end of the hall is a grand stair case (area 7) that spirals up a 50x50 shaft through the tower. A pendulum can be seen swinging all the way at the top.

A chandelier lays shattered in the middle of the floor halfway down the hall.

**Changed:** The chandelier hangs from the ceiling and fills the hall with the bright, magical incandescence of a *continual light* spell. A large, brass chest sits on the floor directly under the chandelier.

The chandelier will come crashing down if the chest is opened dealing 1d10 damage to anyone under it. A save vs. paralysis will halve damage.

The chest's lid is shaped to resemble the torso of a human female. The chest contains the corpse of whoever opens it. That is, the chest creates an exact duplicate of whoever opens it as per the *clone* spell. The duplicate will have all the same scars and markings as the original, but it will not possess any clothing or items and it will be freshly dead with no apparent cause of death. If the chest is closed and reopened, it will produce yet another corpse of the person opening it. If there was already a corpse inside the chest, the new corpse will replace it. As the chest is not coffin sized, any corpse appearing inside will be curled up in a fetal position to fit. The corpse may be compressed if it is too big or if any other objects are placed inside the chest.

### 3. The Library

**Default:** This 30'x50' room contains many rows of empty shelves and piles of mouldering books heaped upon the floor. The books are all in a state of severe disrepair; even so much as picking up any of the books will cause them to disintegrate.

Wandering monsters hide behind the book shelves and drop notes scrawled on bits of parchment for the party to find.

**Changed:** The books are all neatly shelved and in pristine condition. They are all written in an unfamiliar language that can be deciphered only by casting read languages. The books cover a wide variety of topics, but the majority of them concern mathematics, engineering, astronomy, and music. There are no history books. Each turn of diligent searching reveals one of the following scrolls hidden among the books: *scroll of delayed sleep*, *scroll of delayed web*, and *scroll of delayed dispel magic*. When a caster reads a scroll with a delayed spell, the caster may set a delay of one to six turns. The spell will resolve off after that amount of time has passed. If no legal targets are around for the spell to have any effect, it does nothing.

One book sits along on a lectern at the middle of the library. The book is bound in brass with a clock face on the cover and copper-leaf pages. Anyone who attempts to read from the book must save vs. magic or go temporarily insane. This insanity will cause the afflicted to tear books from their shelves in an obsessive rage that will not end until all the shelves are empty and all the books lay scattered on the floor.

The book contains the following spells: *time stop*, *create magical monster*, *reverse gravity*, *stone form*, *wall of stone*, *hallucinatory terrain*, *dispel magic*, *wizard lock*, and *darkness*.

**Secret:** One of the shelves on the northern wall is a locked secret door. The door will unlock and reveal itself when at least one area in the dungeon has changed and reverted to its default state and if the party has seen the area in both of its states. It leads to the study (secret A).

#### Secret A. The Study

The hidden door in the library leads to a 10'x30' room. Architectural drawings of the clock tower hang on the walls along with diagrams of the tower's strange machinery. Included among these are stained diagrams are schematics for a clockwork golem body and its components. Bloody smears obscure some of the details, but the big picture is plainly visible. The golem's components are: the chest found in the great hall (area 2), the brazen head found in the treasure room (area 6), the clock-face book found in the library (area 3), the gauntlets found in the fountain (area 4) and the cellar (area 8), and the clockwork heart (found in area 5).

A desk in the corner has a locked drawer containing six sling bullets +1 of dispelling.

The party can rest safely in the study without being disturbed.

## 4. The Fountain

**Default:** This 30'x50' chamber contains an frozen fountain shaped like a 10'x10' square 10' deep. A one-armed gargoyle looms above the fountain; the gargoyle wears a beard of icicles and no water pours from its mouth. What appears to be water in the fountain is actually a frozen gelatinous cube.

**Changed:** Fresh water flows from the gargoyle's mouth. The gargoyle is wearing a brass gauntlet over its broken stump. If the gauntlet is taken, the flow of water from the gargoyle's mouth will slow to a trickle, then a transparent ooze will shoot out. The ooze will reconstitute itself into a gelatinous cube and attack.

The gauntlet has a panel on the wrist that opens up to reveal light emitting diodes numbered one to twelve. The diodes will glow amber when the corresponding area in the dungeon is in its changed state and go cold when the area is in its default state.

The panel also includes a button that may be pushed. Pushing the button casts *slow* on the wearer but also converts the gauntlet into a +3 magic weapon. Pushing the weapon again ends the *slow* spell and converts the gauntlet back to normal.

**Secret:** There is a locked, secret hatch at the bottom of the fountain. The hatch will unlock and reveal itself when an area in the dungeon would change, but is unable because it is currently being observed.

The hatch opens up to a shaft leading down to the fungal caves (secret D).

### Secret D. The Fungal Cave

This round ice cave 50' in diameter is overgrown with fungi and lichen never seen by human eyes. At the center of the cave is a pit 10' wide and 50' deep. It leads down to a network of caverns and an underground river that lead back to the Mountains of Madness. These caverns will be detailed in a later adventure module.

## 5. The Chapel

**Default:** The floor of this 30'x50' room is collapsed in on the treasure room below it. Wooden pews sit heaped upon the rubble below. A gear-shaped holy symbol hangs from the northern wall. Frosted stained-glass windows depict platonic solids floating in space. Wandering monsters may spell out messages on the windows.

**Changed:** If area five changes, then area six will also change. Neither area will change if at least one is being observed at the time.

The chapel is restored. Rows of wooden pews face an altar of law. A curious clockwork heart sits upon that altar. If the heart is taken, the room will begin to shake. The party will have one round to leave the chapel before the floor collapses into the treasure area (area 6) below.

The clockwork heart can raise a corpse from the dead if it is transplanted into the corpse's chest. Those resurrected in this way gain regeneration. Any body parts regenerated in this way will be made of brass clockwork instead of flesh.

**Secret:** There is a door behind the altar. It locks and becomes hidden when an area in the dungeon changes. The door leads to the robe room (secret B).

### Secret B. The Robe Room

The secret door in the chapel leads to a 10'x30' room with three locked cabinets. The first cabinet contains white robes. The second cabinet contains a vial of holy water. The third cabinet contains a mace +1, +3 vs. constructs.

The party can rest safely in the robe room without being disturbed.

## 6. The Treasure Room

**Default:** This 30x50' chamber is filled with rubble from the collapsed floor above it. Digging through the rubble reveals worthless fragments of priceless artifacts.

**Changed:** If area six changes, then area five also changes. Neither area will change if at least one is being observed at the time.

The treasure room is restored. Wondrous baubles are displayed on pedestals including:

Two beautifully taxidermied displacer beasts next to the doors

A coat of smilodon fur (worth 600gp)

A triceratops hide (worth 400gp)

A necklace (worth 7,500gp)

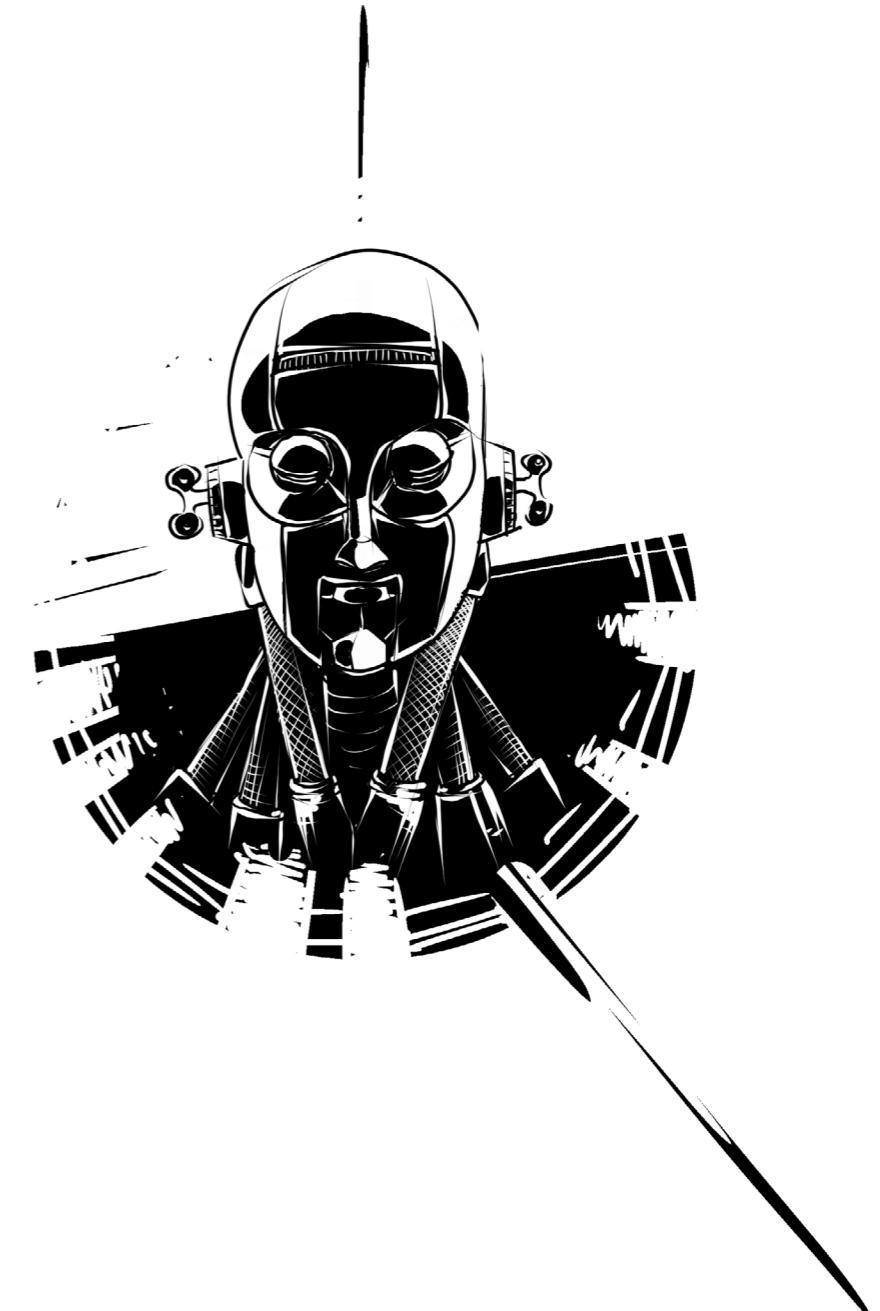
A cassette tape (apparently worthless)

A rapier +1, +3 against undead, disguised as a cane

A brazen head

The brazen head resembles a bronze bust with many pipes resembling musical instruments in place of a neck. It has a slot on the top that looks to be just the right size for the brass-bound book found in the library. If the brazen head is removed from its pedestal the room will begin to shake. The two taxidermied displacer beasts will come to life and guard the doors. The room will collapse in one round.

The brazen head can be made to sing up to three times per day by pushing a button at the neck's base. The brazen head's booming voice causes *fear* in those who hear its song unless they make a save vs. magic. There is a one round delay before the head starts singing. If someone asks the head a question during that time, the head will answer as it sings. The head has knowledge of the clock tower and its construction as well as knowledge of mathematics, music, magic, and astronomy. The head will only give one answer per song.



## 7. The Stairs

**Default:** A spiral staircase winds up to the jail, pendulum, gear room, and bellfry and down to the cellar.

From the great hall the stairs climb 90' up to the jail and descend 20' down to the cellar.

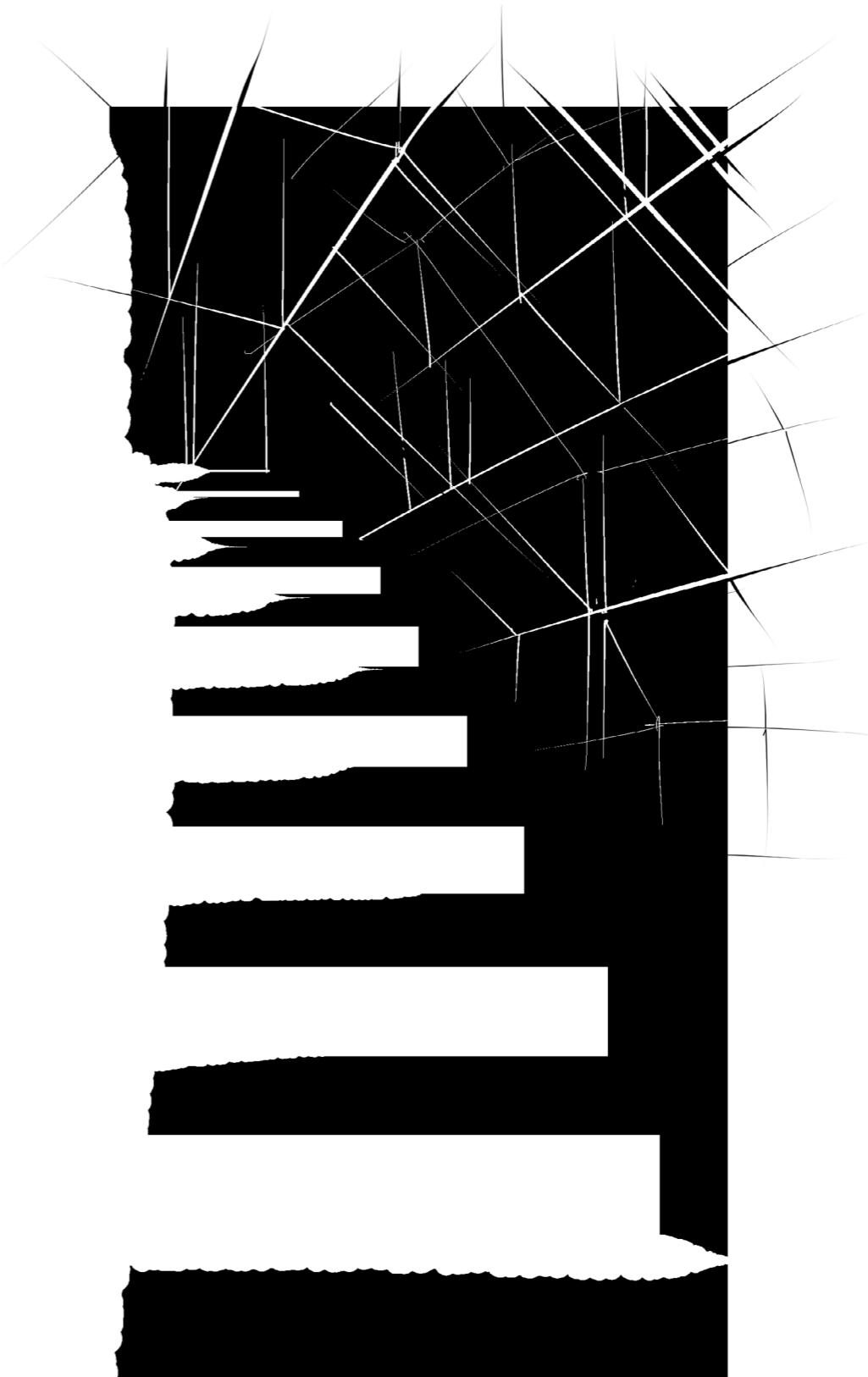
From the jail the stairs climb 90' up to the pendulum.

From the pendulum the stairs climb 10' up to the gear room.

From the gear room the stairs climb 10' up to a locked door leading to the bellfry.

Anyone who falls off the stairs will land in the great hall (area 2). Broken machinery lays heaped at the base of the stairs.

**Changed:** The machinery is repaired. The machine is a mechanical lift. It looks like a 10'x10' platform with a motor and a lever attached to rails along the stairway. The machine can carry a ton and a half of weight up and down the stairs. The speed is adjustable, but the maximum speed is 60' per round. Rungs on the platform allow for items to be tied down and secured.



## 8. The Cellar

**Default:** This dark hall, 50' wide and 70' long, is lined with two rows of heavy support pillars spaced 10' apart and overgrown with bioluminescent fungi. The fungi release sleep spores into the air when they sense motion within 10'; intruders must save vs. poison or fall asleep for 1d4 turns. Sleeping player characters may dream about a clockwork golem and see its parts scattered throughout the dungeon. They may dream about a sorcerous battle between the golem and its creator.

There is a dais at the far end of the cellar with cracks all around it.

**Changed:** The fungi and the cracks are gone. Twenty-four barrels are stacked between the pillars. Four of the barrels contain the equivalent of 300 bottles of fine wine on the verge of turning into vinegar.

A brass gauntlet sits upon the dais. If it is taken, the room will begin to shake and the floors will begin to crack. The barrels will topple over, and anyone within 10' of them must save vs. paralysis to avoid being crushed underneath for 2d10 damage.

The gauntlet has a panel on the wrist that opens up to reveal twelve numbered switches. Each switch controls an area in the dungeon. Flipping a switch toggles the corresponding dungeon area between its changed and default states unless the area is being observed at the time.

The gauntlet has a button on the panel that can be pressed. Pushing the button casts haste upon the gauntlet's wearer but also converts the gauntlet into a -3 cursed weapon. The haste and curse both end when the button is pushed again.

**Secret:** There is a locked, secret door on the far wall closest to the dais. It will unlock and reveal itself when every area in the dungeon has changed at least once. The door opens up to a rough-hewn passage leading down to the fungal caves (secret D).

### Secret D. The Fungal Cave

This round ice cave 50' in diameter is overgrown with fungi and lichen never seen by human eyes. At the center of the cave is a pit 10' wide and 50' deep. It leads down to a network of caverns and an underground river that lead back to the Mountains of Madness. These caverns will be detailed in a later adventure module.

## 9. The Jail

**Default:** 90' up the stairs from the great hall is a 50'x50' landing. There is a pit roughly 30'x30' in the center that plummits down to the great hall below. There is a 30'x30' wide shaft in the ceiling that continues 90' upwards to the pendulum.

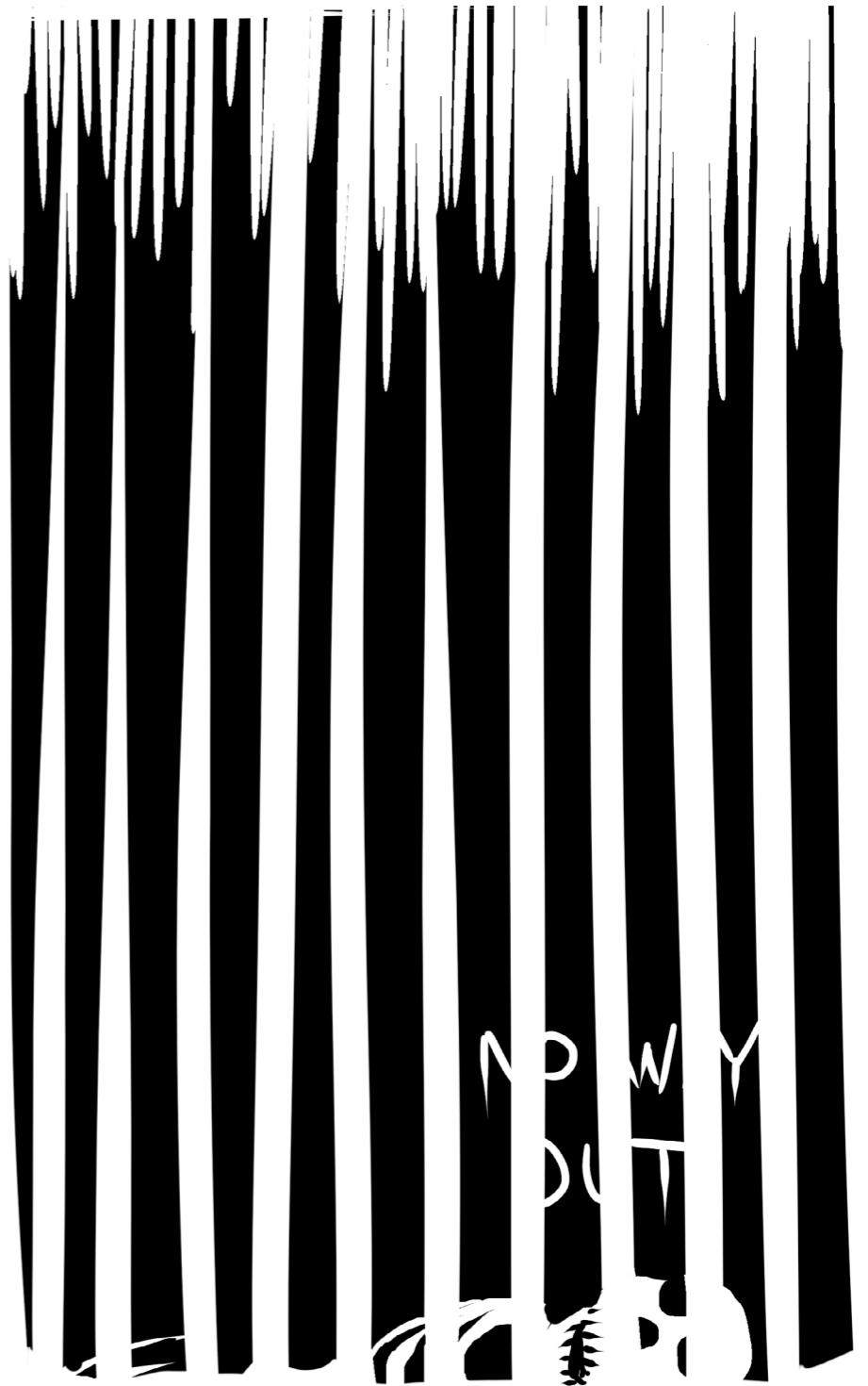
On the opposite side of the pit from the stairs is a 10'x10' jail cell in one corner. The cell door is stuck and locked, and there is a frozen skeleton laying inside. There is a small, barred window with shutters high on the wall of that cell. The words "NO WAY OUT" are scratched into the wall right below. Wandering monsters may scratch other messages below that.

**Changed:** The skeleton and the words are gone, and the cell doors are unlocked and wide open. If anyone enters a cell, the doors will swing shut and lock.

**Secret:** Loose bricks below the window and the word can be removed to reveal the long passage (secret C).

### Secret C. The Long Passage

This secret passage 3' high and 5' wide extends 360' through soft, white stone before reaching a dead end. Digging for another 10' opens this tunnel up to the northern wall of the treasure room (area 6).

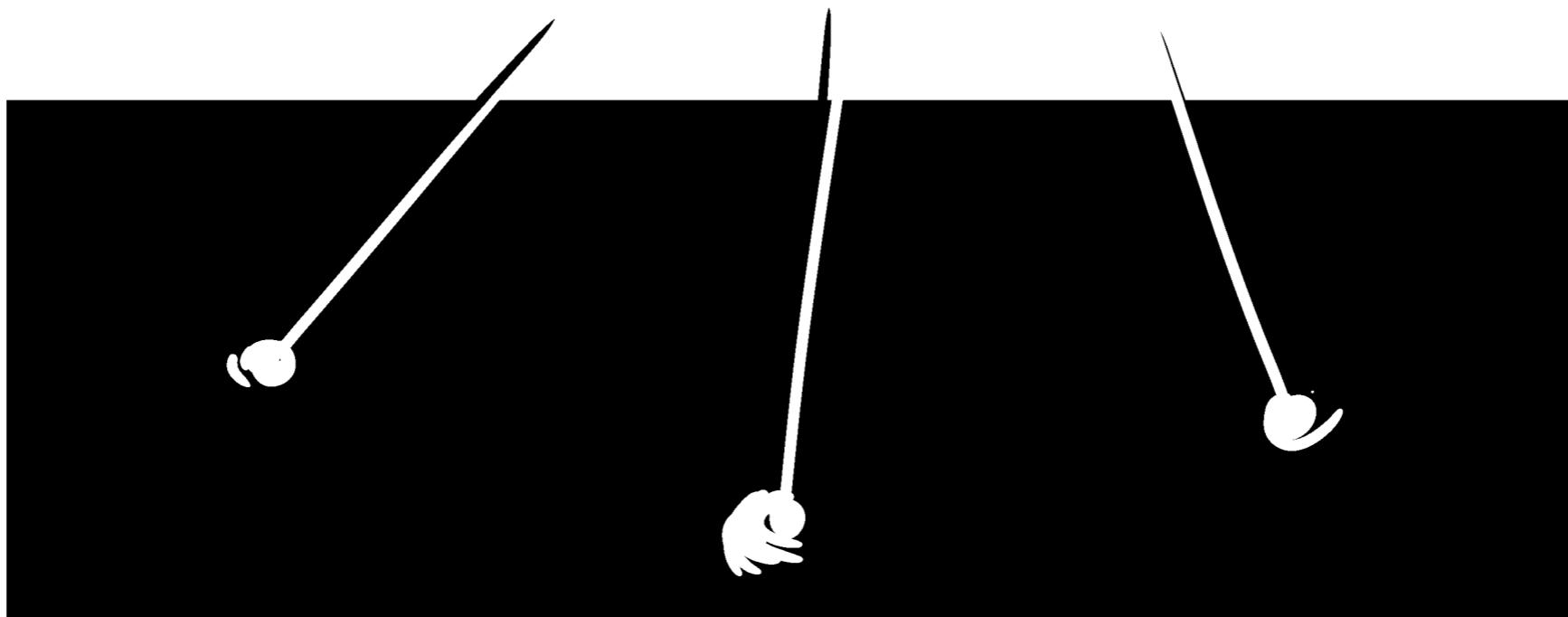


## 10. The Pendulum

**Default:** 90' up the stairs from the jail is a massive pendulum swinging in wide arcs over a 30'x30' pit that plummets down to the jail area then down to the great hall below. Anyone on the stairs must save vs. paralysis to avoid being hit by the pendulum for 1d10 damage and knocked down for falling damage.

If the pendulum is stopped, damaged, or otherwise interfered with, it will repair and right itself as soon as it's been left unobserved for at least a turn.

**Changed:** The pendulum swings more slowly and in narrower arcs that won't strike anyone on the stairs. 365 gold coins are balanced upon the pendulum's weight. Anyone who removes a coin will be magically aged by one year for every coin taken. Each coin added to the pile magically reverses aging by one year. A character may continue to reverse their age until they become a baby.



## 11. The Gear Room

**Default:** This 50'x50' room features a clock face on each wall turned by clockwork machinery powered by the pendulum swinging below. Spidersilk ropes connected to the machines lead up to the bell above. Iron rods connect the machines to the walls and turn the clock hands. If the machinery is damaged or tampered with in any way, it will repair and right itself if left unobserved for longer than a turn.

The floor is made of bronze grates. Those looking down through the grates will see the stair case, the swinging pendulum, and a 180' drop all the way down to the great hall (area 2).

The grates and the machines are supported by crossing heavy beams. A successful search for traps will reveal latches on the grates. If the latches are released, the grates will fall dropping anyone standing on them. The trap is activated by a small switch on the machinery.

The stairs up to the bellfry are blocked by a locked door; the door can be opened using the key located by the entrance (area 1).

**Changed:** The machinery reconfigures itself into a throne. Anyone who sits upon the throne will be bound to it forever as springs and gears pierce their flesh and fuse them into the machine. Whoever sits upon the throne may cast *wish* once per day at the stroke of midnight, but they will die if they are ever removed from the throne.

## The Clockwork Golem

HD 21, AC as plate +2 and shield, saves as fighter 21, immobile

Attacks with two fists +3 (3d10 +special)

Morale 12, Intelligence 8

*"You are my creator, but I am your master; Obey!"*

-Mary Shelley, *Frankenstein*

If the brazen head (from area 6) and the brass gauntlets (areas 8 and 4) are attached to the chest (from area 2), the clock-faced book (from area 3) is inserted into the head, and the clockwork heart (from area 5) is placed inside the chest, the resulting combination will form a master crafted clockwork golem body worth 200,000gp. If the golem body is assembled and placed upon the mechanical throne, the golem will come to life and gain control of the clock tower.

The golem will offer to reward the party if they would go up to the bell tower and destroy the ghost there. If the party destroys the ghost, the golem will grant them all one wish and instruct them to depart using the portal inside the bell. The bell tower will then vanish into a distant point in time. If the party aids or refuses to destroy the ghost, the golem will become hostile and attack.

The clockwork golem is immune to all spells. It may be harmed only by magic weapons. The golem may cast spells as a 21st level magic-user, but only if there aren't any characters within reach of its fists.

The golem is connected to the machinery of the tower and telepathically bonded to all the gargoyles and statues in the dungeon. The golem is aware of all things within the dungeon and can see everything inside.

The golem always attacks with its fists if there is a valid target within reach. If enemies are inside the gear room standing on the grates, but outside of the golem's reach, the golem will trigger the gear room's trap and send the grates and the player characters falling down to the ground floor. Otherwise, the golem casts its spells.

The golem will cast its spells in the following order. The roman numeral indicates the level of the spell (the golem starts with its best spells and works its way down) and the number in parenthesis indicates how many times the gargoyle may cast that spell per day. After the golem casts a first level spell, it goes back up to the top, casts the most powerful spell it has remaining, then works its way back down again.

IX. *Time Stop* (1)

VIII. *Create Magical Monster* (2)

VII. *Reverse Gravity* (3)

VI. *Stone Form* (4)

V. *Wall of Stone* (4)

IV. *Hallucinatory Terrain* (5)

III. *Dispel Magic* (5)

II. *Wizard Lock* (5)

I. *Darkness* (6)

## 12. The Bellfry

**Default:** This 50'x50' area is open to the elements. A frosted bronze bell tower hangs here.

There is a locked, hidden compartment on the roof guarded by a poisoned needle. The compartment holds a locked iron treasure chest containing the following:

One large sapphire worth 20,000gp

Three potions: *potion of dragon control, potion of cold resistance, potion of super-healing*

Three scrolls: *scroll of shelter, scroll of creation, scroll of communication*

One pocket watch. Winding the watch while casting any spell up to sixth level sets a delay of one to six turns on the spell.

**Changed:** The bell turns black and non-reflective. Any object or living creature that strikes the bell will be disintegrated. The bell also has a portal inside that can teleport one anywhere in the world. The portal can also take one to a location called Memoria which will be detailed in a later adventure.

The bell is haunted by a ghost with a spiral for a face. The ghost will implore the player characters to bring him the following items: the brazen head, the two gauntlets, the brass chest, the brass-bound book, and the clockwork heart.

The ghost will gladly take these items and destroy them by hurling them at the bell. When all of the items are disintegrated, the ghost will reward the party by bringing them his iron chest from the rooftop compartment and then instruct them to depart through the portal in the bell. The ghost will then vanish.

The pendulum will stop swinging, the gears will stop turning, the clock hands will stop ticking, all areas in the dungeon will revert to their default states, and the clock tower will never strike the hour ever again.



## The Ghost

HD 14, Armor as plate and shield, moves as an unencumbered man, flies as an unencumbered man

Attacks: 1 scythe (1d8 +3 +special) or 2 missiles

Casts spells as a 6th level cleric of chaos

Intelligence 18, Morale 10

The ghost cannot be harmed except by silvered weapons or magic weapons +2 or better. The ghost is immune to *charm*, *sleep*, and paralysis.

The ghost may cast *telekinesis* at will twice per round.

The ghost wields a +3 scythe of aging. The scythe deals 1d8 +3 damage and ages its victim by 1d4x10 years on a hit.

The ghost can cast spells as a 6th level cleric of chaos.

The ghost may use its telekinesis to push characters off of the tower or throw them into the black bell. A character thrown into the bell in this way must save vs. death or be disintegrated.

The ghost may cast clerical spells such *darkness*, *continual darkness*, *cause fear*, *silence*, and *curse* as appropriate.

Be sure to check for weather during this encounter. The bellfry is open and exposed to the elements, so wind and snow will certainly have an effect on the terrain.

## IV. APPENDIX

*“We shall stick it out in the end, but we are getting weaker of course and the end cannot be far. It seems a pity, but I do not think I can write more. For God’s sake, look after our people.”*

-Robert Falcon Scott



## Literary Sources of Inspiration

*At the Mountains of Madness*, by H.P. Lovecraft  
*The Narrative of Arthur Gordon Pym of Nantucket*, by Edgar Allan Poe  
*The Sphinx of the Ice Fields*, by Jules Verne  
*The Rime of the Ancient Mariner*, by Samuel Taylor Coleridge  
“Who Goes There?”, by John W. Cambell  
*Frankenstein*, by Mary Shelley  
*The South Pole*, by Roald Amundsen  
*Green Antarctica*, by Dvaldron on alternatehistory.com  
*House of Leaves*, by Mark Z. Danielewski

## Musical Sources of Inspiration

Black Sabbath  
Celtic Frost  
Comus  
Deafheaven  
Earth  
Emerson, Lake, and Palmer  
Immortal  
Inquisition  
Manilla Road  
The Residents  
Slough Feg  
Sun 0))  
Liturgy  
The Sword

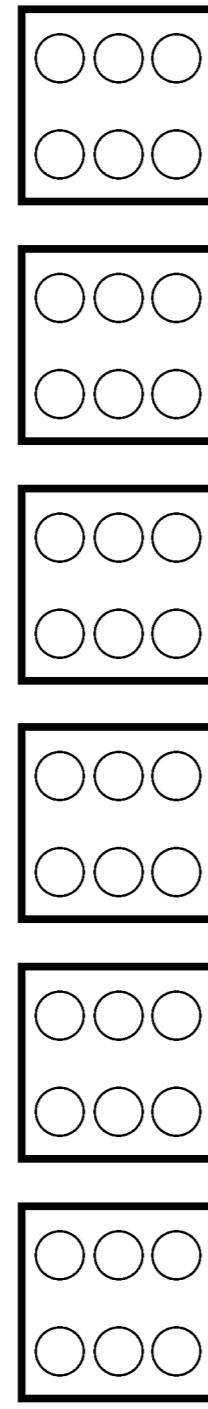
## Time Tracking Sheet

Date \_\_\_\_\_ Time Keeper \_\_\_\_\_

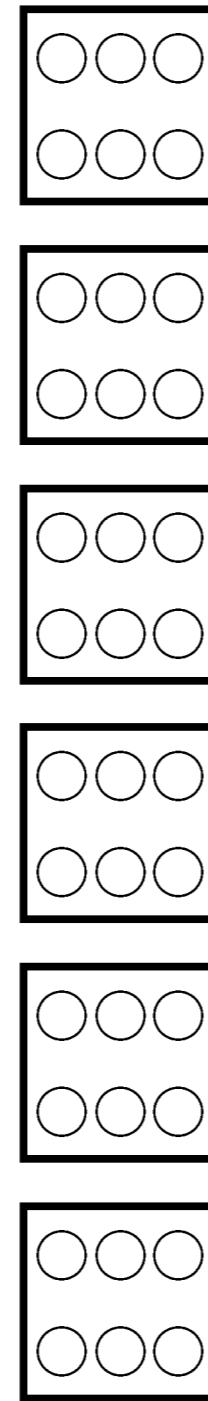
Fill in one bubble for every (ten minute) turn of dungeon exploration.

Moving, searching for traps or secret doors, and resting each take one turn.

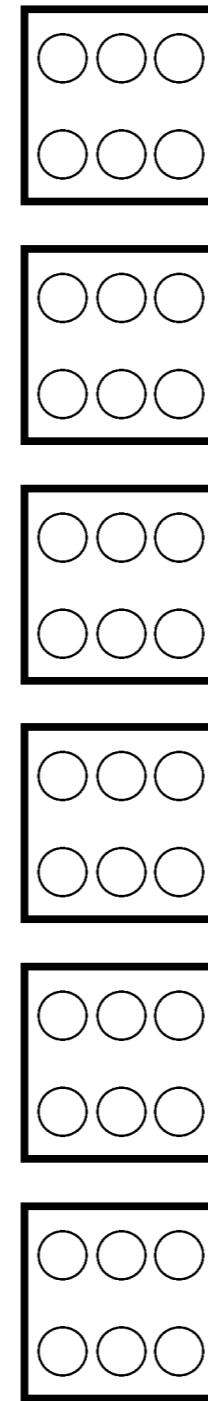
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19:00 20:00 21:00 22:00 23:00 00:00

