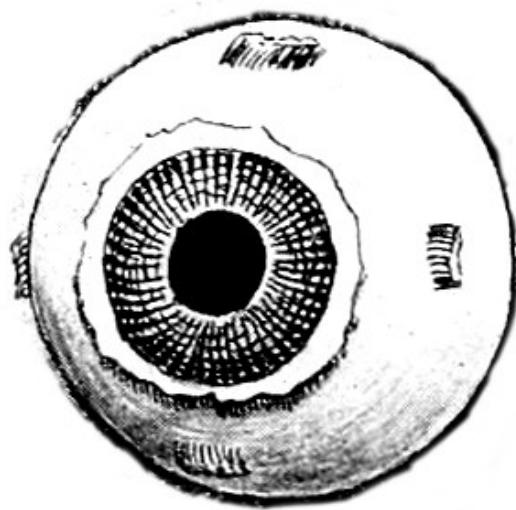


“Pollute the Elfen Memory Water.”



An Infinigrad job for Guild Dogs.

By Michael Raston.

<http://lizardmandiaries.blogspot.com>

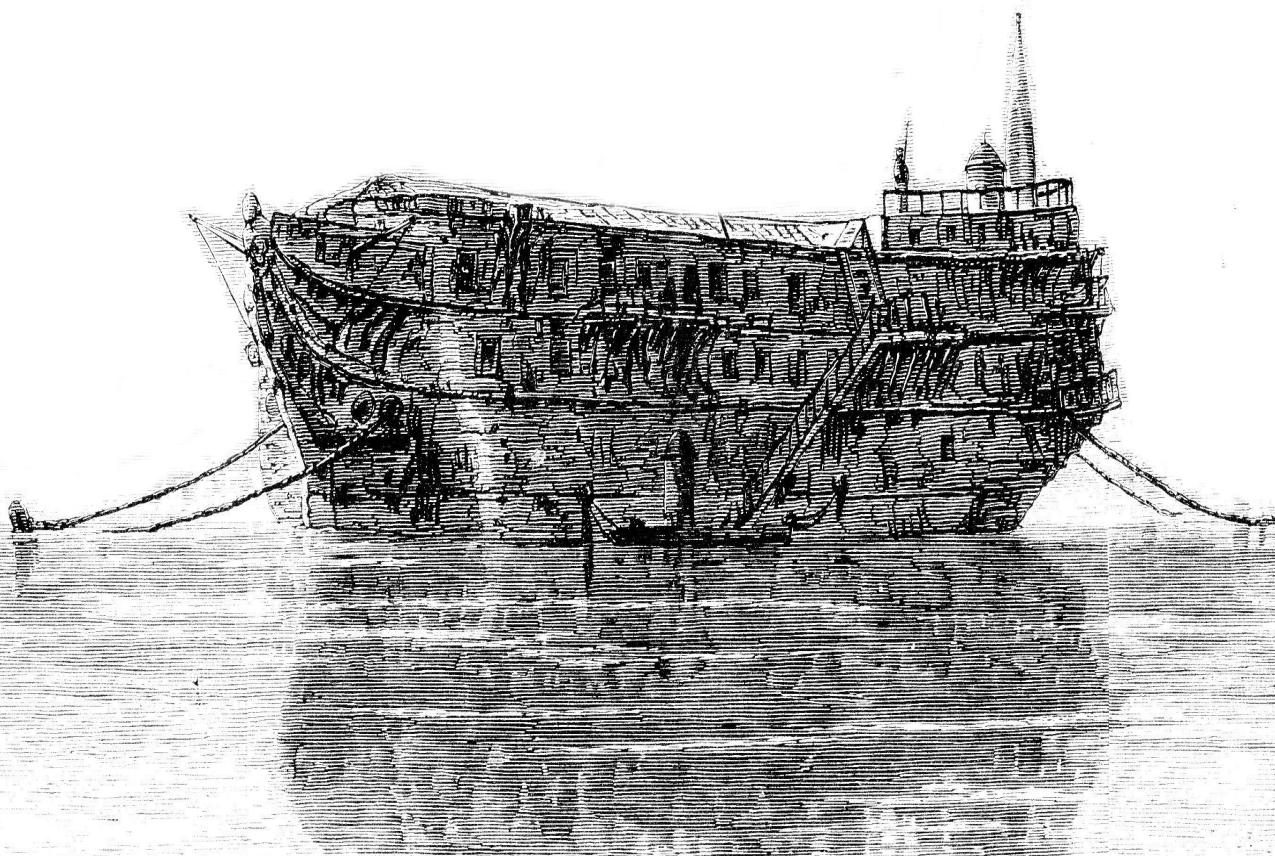
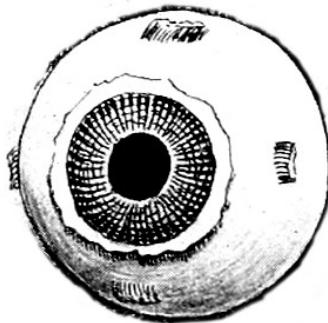


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The Client:

Equis Jud, makers of fine magical robes and assorted garments. They work aboard a converted prison hulk, a monstrosity of wrought iron. It churns along **The White River**, polluting it with magical effluent. Currently this monstrous boat is moored in the suburb **Leopetera Banks**, where the guild is seeking stealthy and subtly operators for the completion of dirty work.

Equis Jud is composed entirely of eymen, brittle, fragile people - vaguely humanoid but having heads of pure round eyeball orbs. They are always heavily armoured, wearing long full body chain suits and thick ornate helmets to cover their delicate all seeing heads.

Communication is conducted through lip shaped amulets that speak on behalf of the eymen.

The public emissary of **Equis Jud** is an eymen by the name of **Ovos Pool**. He speaks in a thin, staccato voice through the lip amulet hanging from his neck. His enormous eye is both mesmerising and terrifying. He wields heavy spiked cestus gloves on his hands. He is fond of serving food and wine that is magically tainted, thus overly intoxicating and borderline poisonous.

Job Description:

Ovos Pool will supply the party with a small bottle of red liquid in a bull shaped glass bottle. The eyes are tiny green gems. The liquid must be used to taint 4 outgoing purified **Memory Water Jars** from a nearby elfen facility. The purified water is vital to the formulation of **Elfen Memory Spheres**. Elfs live forever and have a tendency to forget everything every 100 years. Thus memory spheres are vital for the continuation of elfen culture. This controlled contamination of an elfen memory batch will help Equid Jud in future, secret and more nefarious schemes.

For the mission to be successful the pooling Memory Water Jars in Room 4 on the ground floor need to be poisoned, or 4 outgoing Memory Water Jars being transported to building 24 on the suburb map (without detection by Deyn Rei).

Memory Water Jar: *A glass container, about half the size of a barrel, filled with milky water. A braid of writhing pink tendrils stoppers the container while dipping into the liquid and splaying out the top.*

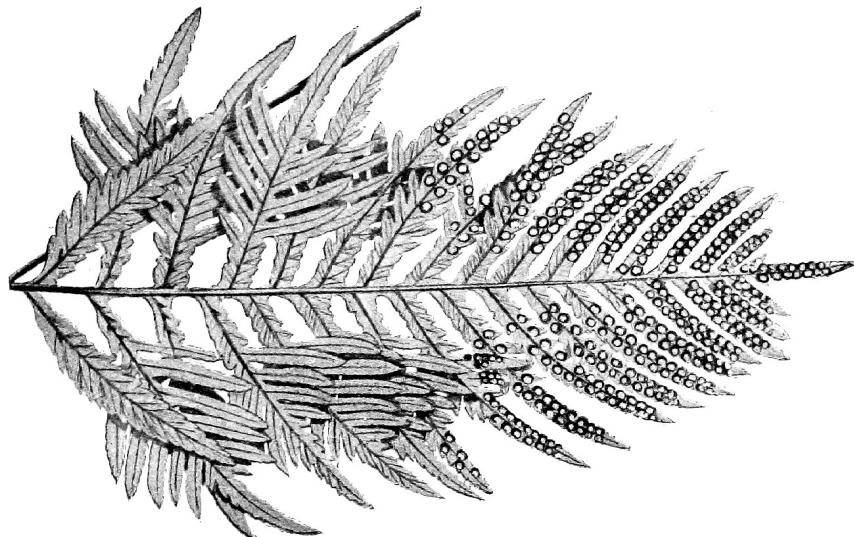


Things Ovos Pool knows about the job location:

- Water vapour swirling about the facility is intoxicating to non elves.
- The elf guards are dangerous, violent and can warp the mind.
- The facility is filled with vegetation.
- Magical creatures are used to help protect the facility.

Reward:

Ovos Pool will offer a 1000 gold pieces to each party member on successful completion of the mission. He has magically sensitive sentinels monitoring shipments of purified memory water from the facility, thus a method of knowing when the job has been truly successful.



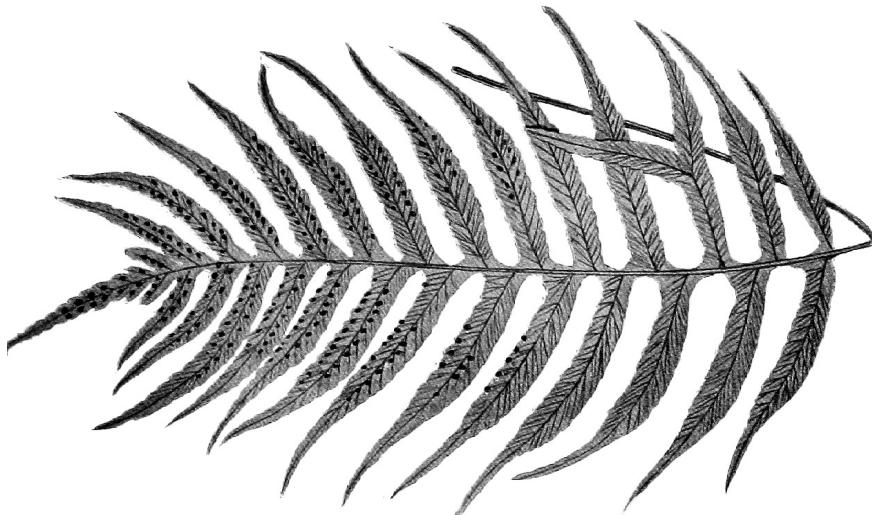
Elf Memory Water Facility is building 25 on Leopetera Suburb Map.

Overall building details:

Dark green vines and ferns erupt from the cracks and curvatures of the building, often topped with exotic looking flowers. Steamy mist spews forth from the first floor windows. A patrol of **d6 Brainchest Elfs** spends d6 rounds monitoring each outside wall of the building. All elves associated with the facility are incredibly cagey and protective of their work. This is mostly due the fact the memory water produced here is vital the continuing operation of their mental processes. Non elves are permitted within the building on the **most rarest** of circumstances, and even then they are warned that the fumes within are quite possibly lethal to their person. The building is 3 storeys tall.

Facility Random Encounter Table, d6:

1. d6 **Brainchest Elfs**, slightly foggy due to recent memory reinforcement.
2. d4 **Nightmare Moths**, fluttering towards a bright light, or away from a nearby disturbance,
3. **Deyn Rei**, attempting to secretly indulge in victim death memory viewing.
4. **Foul Elf Miasma (blue)**, test CON or choke for d6 damage.
5. d4 **Naked Blank Memory Addict Elfs**, clutching a bloodied **Memory Water Jar**, staggering in oblivious bliss.
6. **An obese naked elf**, shambling, flesh writhing with pink worms, back of skull is removed - brain revealed. White growths in brain birthing pink worms that drop on floor behind him/her. Stumbling back to room 3 on the ground floor.



Weird Flower Table (use this whenever the interior vegetation is examined), d6:

1. **Flame bulbs**, a flickering flame in a translucent blob skin, will burn if popped.
2. **Ogre ears**, huge white and ear shaped, dripping waxy looking pollen goop.
3. **Spindles**, silvery, reflective circular blades, sharp and brittle.
4. **Fair wings**, rainbow and psychedelic, hundreds of different coloured spike petals, induces sneezing.
5. **Bone bulbs**, long bony stalks that terminate in clusters of pink globules. Smells of flesh.
6. **Red gloves**, fuzzy, red and hand shaped, chewing one gives energy (Roll DEX checks with Advantage for d6 hours).

NPC statistics:

A note on HD:

I tend to randomise the HDs I give to NPC beings in my game. As such the HD notation for these beings is in a $dXHD@dX$ notation. This simply means rolling the first d to determine HD and roll the second type of die noted when determining the amount of hit points for said being. **Each level of HD = +1 To Hit.**

Further notes:

- When any attribute saves are needed for NPC beings in my game I will roll 3d6 to determine their attribute value at that point in time. Some beings I roll a simple 1d6 for if it seems appropriate for them to be especially weak in a certain attribute (or a higher amount of d6 if the opposite is true).
- Random NPC beings generally get given **d4HD@d6** (Random naked elves, etc).



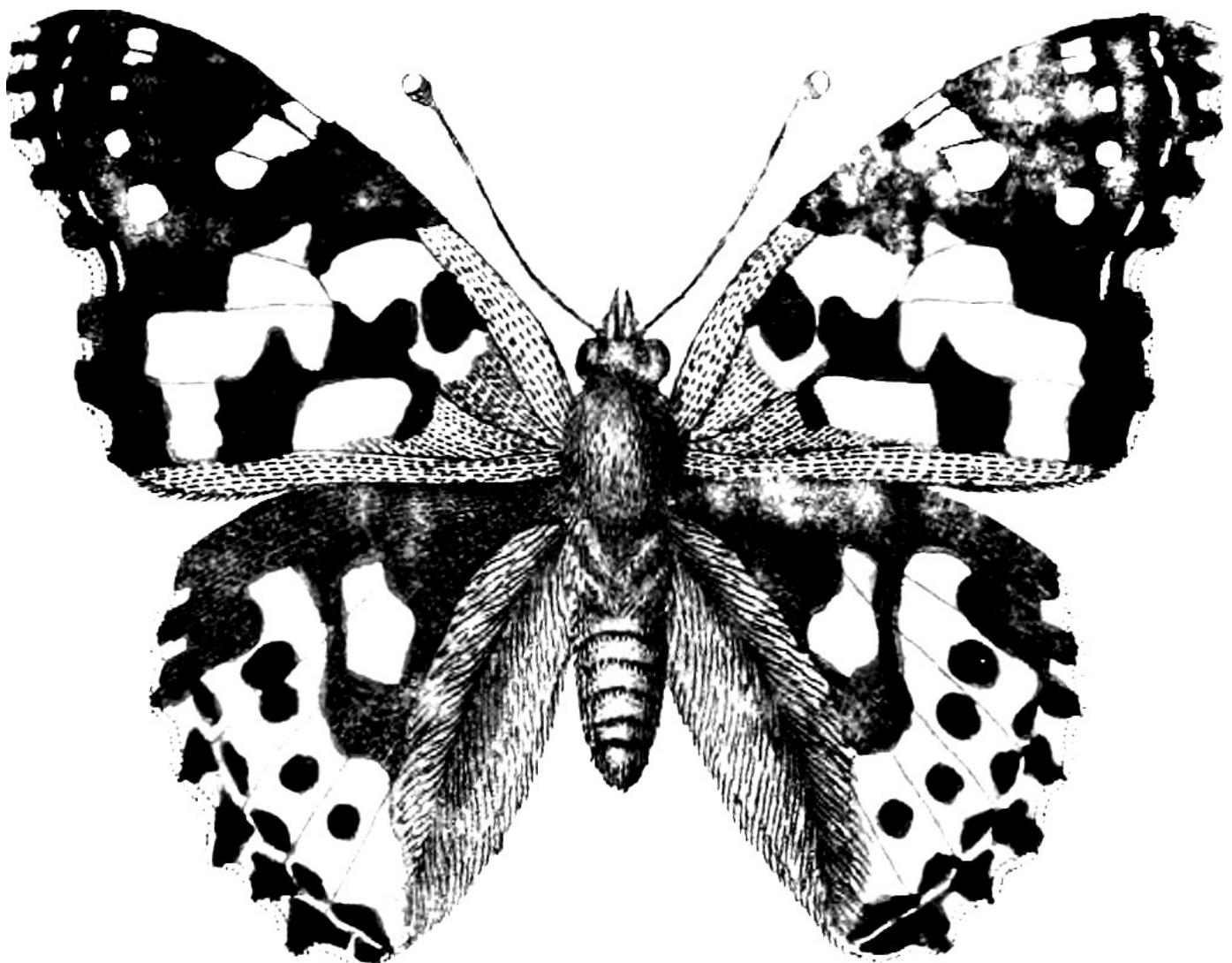
Eymen: Bulbous eyeball head wrapped in a helmet. Long, heavy chainmail robes. Purple metal spear and shield. **AC16, d6HD@d8, Spear: d8+1, Evil eye:** target tests WIS or is frozen by glare for d10 rounds. **Wants:** Order and calm near their ship.



Brainchest Elf: Blank faced and bare chested. Rippling brain like tumour growth covers chest. Armoured loin cloth of bronze strapping and green cape. **AC14 (quick on feet), d4HD@d8, Ceremonial Axe: d8, Pain Illusion:** target tests WIS after being pointed at by elf, if failure target imagines they are drowning, burning, rotting, etc, to death. Target takes d6 theoretical damage for d6 rounds . Theoretical damage lasts for a day and can lead to unconsciousness but not death (stacks with other damage). **Wants:** All non elves kept out of their facility.

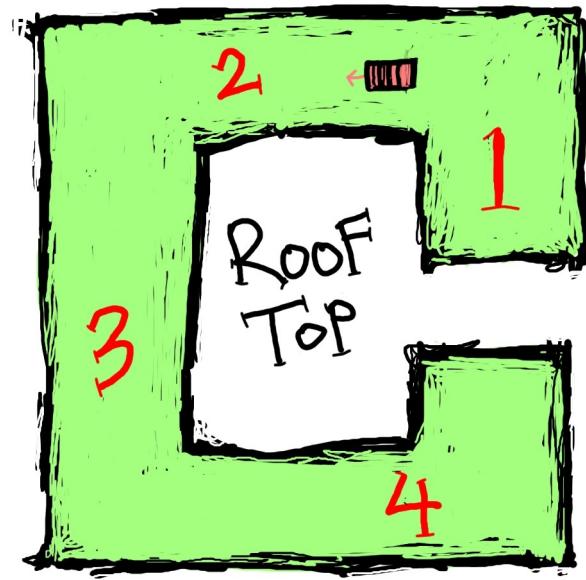
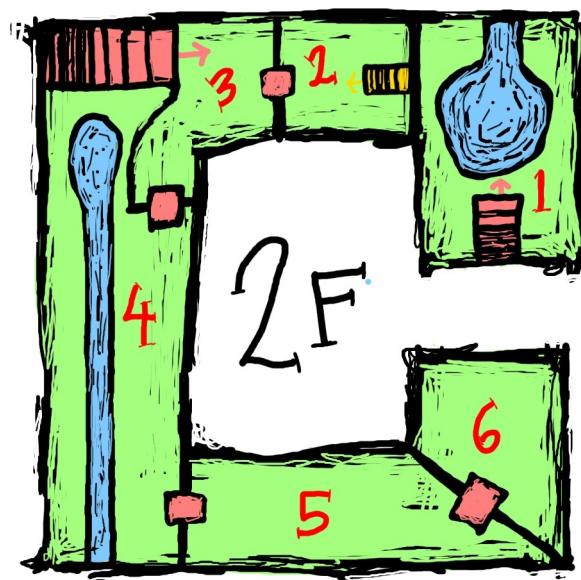
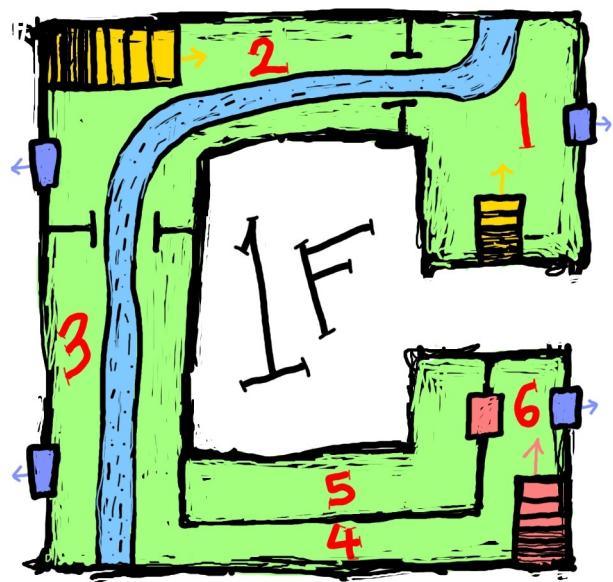
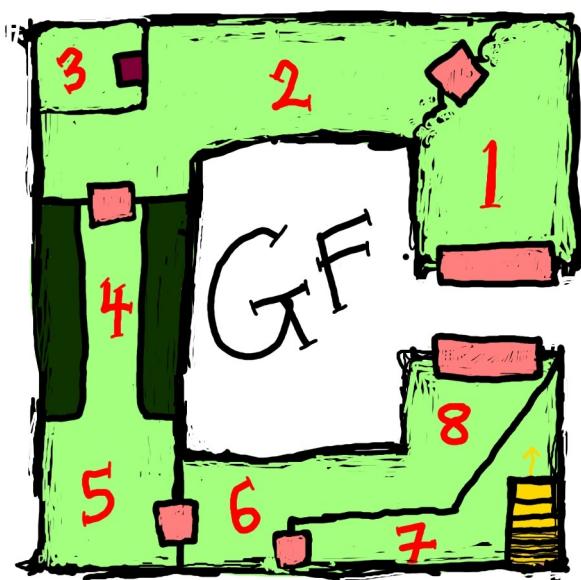
When combat erupts, or an intruder is discovered, 1 Brainchest elf will be sent to get d6 reinforcements.

Deyn Rei, Head Memory Keeper: A blue streaming and shining robe, like liquid. Wields an enormous two handed executioner's blade. A necklace of skulls dangles across chest, within each is a white globe containing the memories of her defeated enemies. Has lived at least 1000 years. **AC15 (quick on feet and robe is protective), HD6@d10, Executioner's Blade: d12, Beheading:** On a successful attack test her DEX and target's DEX, if target fails and Deyn succeeds, target is beheaded (if target has humanoid head). **Wants:** The heads of recently deceased, interesting beings. There is a 25% chance of Deyn Rei being alone, otherwise she will be accompanied by d6 Brainchest Elfs.

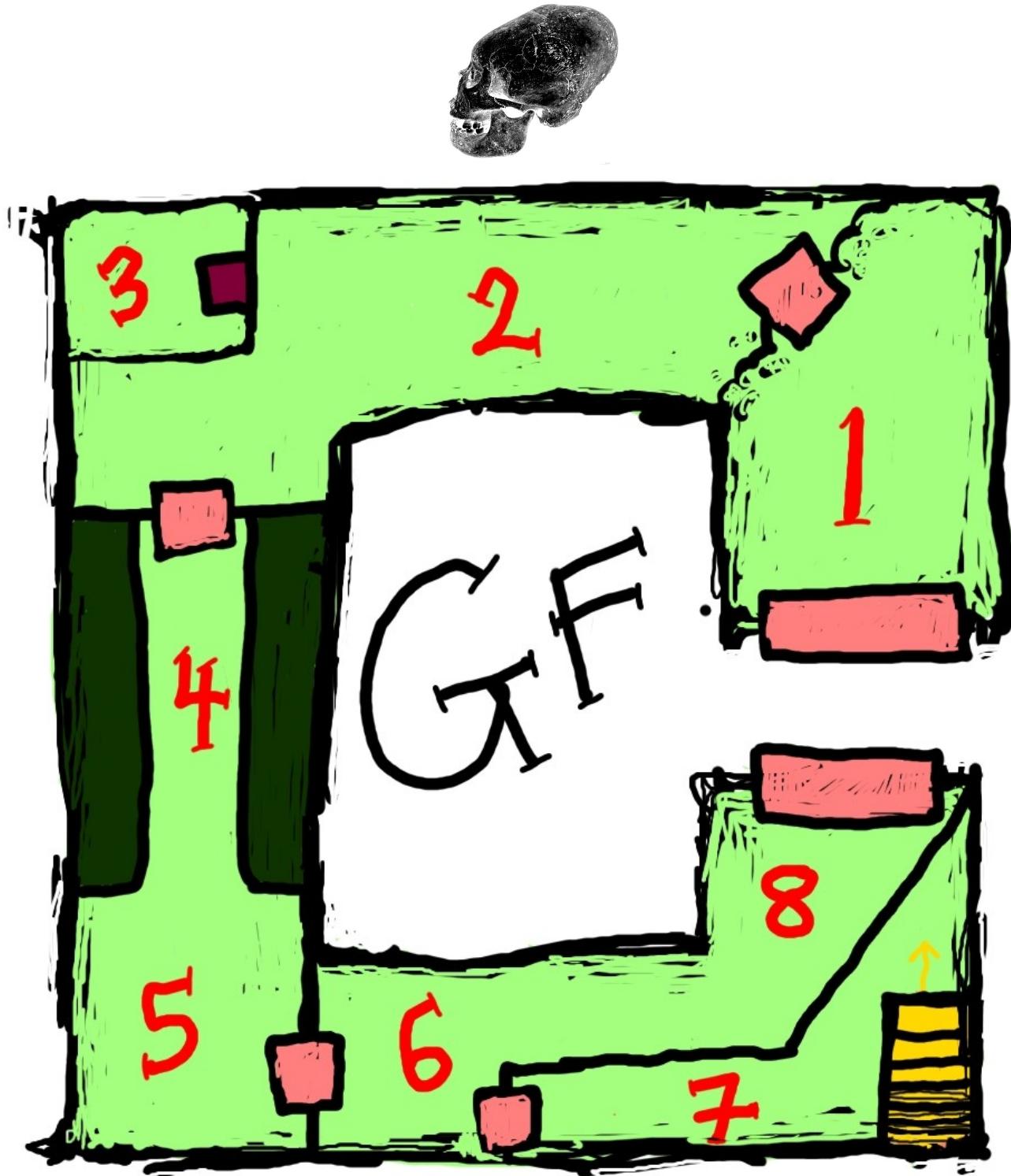


Nightmare Moth: Near man sized moth. Dusty, brown wings - swirling pattern. Fat, fleshy underside. Talons and sharp proboscis. **AC13 (Flaps dust and flying), d4HD@d6, Claws: d6 x 2, Sleep dust:** Flaps wings to unleash a cloud of sleep inducing dust, targets test CON or fall asleep for d4 rounds, plagued with nightmares (awake to find flesh being rent by moth).

Memory Water Purification Facility Map



Ground Floor

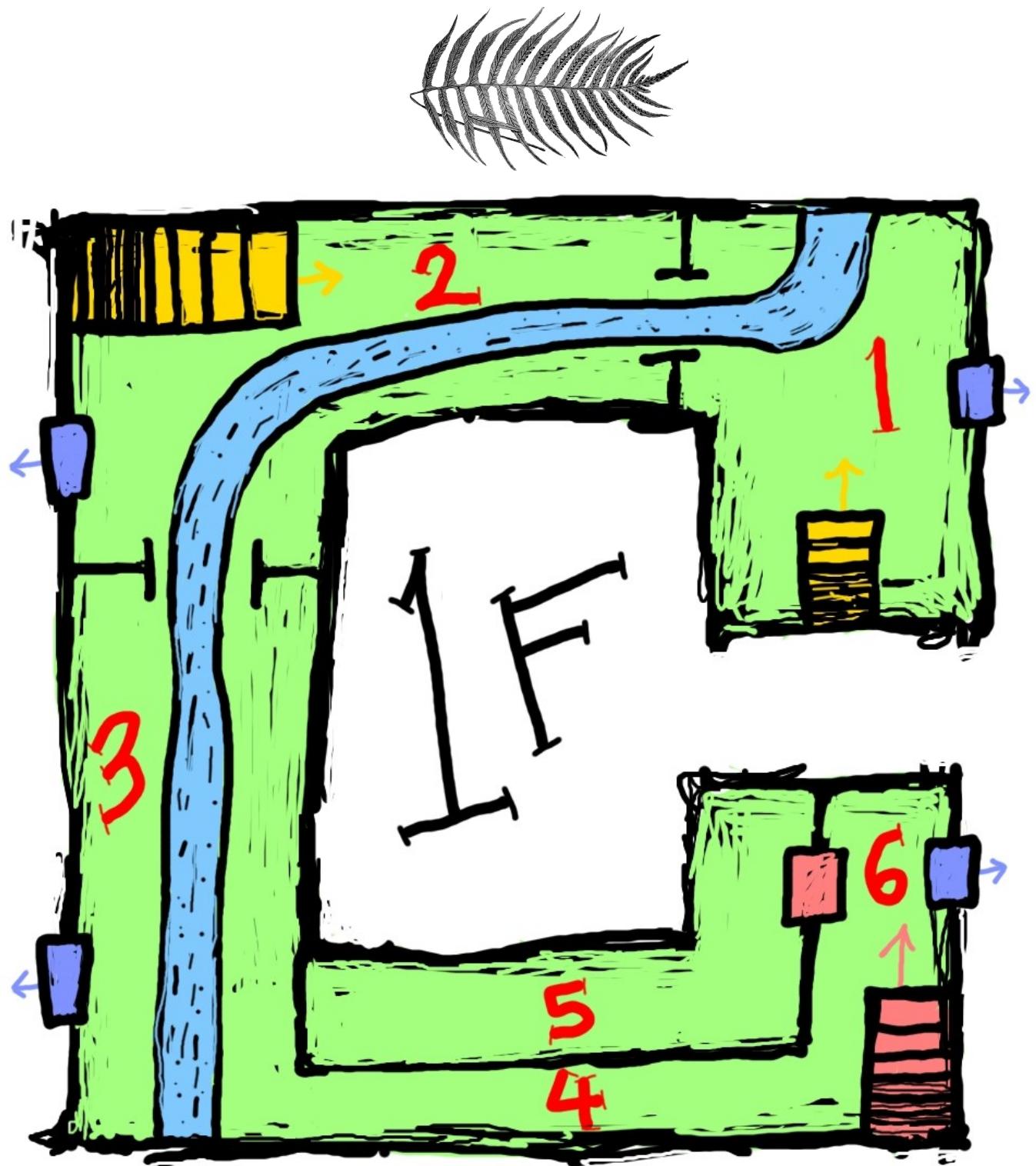


Doors, d4:

1. **Locked, Stone, Engraving:** A staff topped with a brain, vines sprouting out.
2. **Locked, Stone, Engraving:** A segmented and shattered brain.
3. **Unlocked, Stone, Engraving:** An elf in armour, crowned with an enormous brain.
4. **Unlocked, Stone, Trapped:** Covered in vines, will attempt to grab non elves and hold in place when they open door. Test DEX or held in place for d6 rounds (do random encounter test each round held).

1. Heavily white misted room, walls covered in dark green ferns. All non elves must test CON or take 1 damage per round spent in the mist and roll all actions with Disadvantage while in mist.
 - In centre of room is **thickset effigy** of elf made of ferns and vines. Mist appears to be emanating from effigy.
 - **d6 Brainchest elves** are sat cross legged around effigy discussing the entrance to some temple guarded by a giant. Soft whispered tones.
2. Heavily orange misted room. Mist emanates from small pipes in **skulls** covering wall, ferns and vines growing in and around them. **Skulls** belong to elves (**elongated**).
 - **D6 Brainchest elves** each transporting a fresh **Memory Water Jar** from room 4 to building 24 across road.
 - **d6 d4HD@d6** civilian elves in luxurious white robes lay moaning on the ground around a fresh **Memory Water Jar** connected to their skulls by a **pink wormy tendril**. They are experiencing the utter bliss of remembering nothing.
 - The fresh **Memory Water Jar** pumps back blood from the heads of the white robed elves for d4 hours until they regain consciousness and slip sheepishly from the building.
 - Extremely heavy mist and foliage in North West corner obscures way through to room 3. **Rotting meat stench** emanates from room 3.
3. Meat and flesh hangs along walls and from ceiling. **Meat** is alive with wriggling, feasting pink thin **worms**, about an arm length long.
 - In centre of room sits an **obese elf** feasting on rotted meat.
 - His flesh is crawling with **pink worms**.
 - The back of his skull is open, brain revealed. The brain is rotted and pregnant with **white growths**. Intermittently a small pink worm slithers out of a brain growth.
 - The **obese elf** is incredibly content and happy. Has a memory that lasts about 10 seconds then resets.
4. Milky white water drips slowly from the ceiling from a **brainlike coral** growth.
 - The **coral growth** is moist and shimmering with the milky water.
 - **Roots** penetrate the coral growth, dripping faster with milky water.
 - The growths and roots are shaped to drip into slowly filling **Memory Water Jars** arranged in sunken areas along the East and West walls. Steps descend from the raised stone walkway to collection floor.
 - Excited vines topped with a variety of strange flowers squirm and writhe about the collecting **Memory Water**.
5. Frigid and icy. Vegetation here is dead and withered. **Blocks of ice** stacked against wall.
 - **Pink tendril worms** frozen in blocks of ice.
 - Some blocks have melted and pink tendril worms either wriggle slowly half frozen or plop onto the frigid ground.
6. Pink metal ornate **cauldron** (armoured elf pattern), surrounded by heavy vines and ferns. Gilded with polished brass cabling. Inside cauldron is a **milky white globe** encased in gilded metal. **Gilded pink wormy tendrils** crawl out of the globe.
 - Handling tendrils causes worm things to seek base of skull. If allowed tendril will penetrate head (d6 damage). Grants neverending visions of green islands on white milk seas.
7. North wall decorated with ensconced **elf statues**, overgrown with vines and ferns.
 - Each statue has a **brass cauldron** for a head.
 - Each brass cauldron holds a **milky white globe** (semi precious elf memories requiring pink tendril worm for viewing).
 - Stairs up.
8. Deyin Rei, lounging on a craggy stone throne seat.
 - Will demand all non elves leave immediately or threaten to behead them.

First Floor



Doors, d4:

- 1. **Locked, Stone, Engraving:** An elf in armour, crowned with an enormous brain.
- 2. **Locked, Stone, Engraving:** Acorn sprouting psychedelic pattern
- 3. **Unlocked, Stone, Engraving:** Elfs fighting giant slugs.
- 4. **Unlocked, Stone, Trapped:** Covered in vines, will attempt to grab non elves and hold in place when they open door. Test DEX or held in place for d6 rounds (do random encounter test each round held).

1. **Vines and ferns.** Too clear **water** flows NorthSouth through channel. **Flowers** grow at banks. Ornate green **bench seats** along walls (leaf and eye pattern).

- Stairs up, stairwell filled with **pink mist** from flowers like **foetuses**. Test WIS in **pink mist** to not spend d6 rounds fawning over fetus flowers.
- Water cascades from (north wall) into shallow channel
- **A chair of living vine and bone.** A **bronze cauldron** supported by a tripod is linked to the chair with crawling and writhing ferns. **An elf head sits in the cauldron.** Pink wormy tendrils penetrate the head, and snake along the cauldron and vines back to the chair terminated at the head rest - Sitting in the chair will allow the wormy tendrils to penetrate the head (d6 damage) and will grant visions of **Deyn Rei** beheading owner of head in this room.

2. **Bereft of vegetation.** Orange rock and sand heaped in corners and crumbles along floor. Too clear water navigates NorthSouth along rock filled channel.

- Stairs down.
- d10 **Nightmare Moths** scuttle agitated along ceiling.
- Myriad **craggy elf statues** are tumbled over the floor and channel. **6 stand tall** with purple gem eyes, glowing. Standing elf statues (containing ancient elf consciousness) control **Nightmare Moths** on ceiling - do not like visitors.

3. Soft, thick **vines** hang from ceiling like curtains, divide room into **smaller chambers**. Somewhat clear, slightly **chalky water** flows NorthSouth along channel.

- In each vine chamber is **green stone bed** (lizard pattern) with mattress of leaves and several decorative orange gems.
- Channel gets shallower towards South wall. Draining to lower level. **Channel bed dry** once it reaches South wall.
- The ceiling is **dripping water**.

4. Vegetation is slightly **burnt** and **grey** from smoke staining.

- Long bench with **half eaten meat** against South Wall.
- Rat shaped iron wood-fire **oven**.

5. **Chilly.** Vegetation slightly **frostbitten and pale**. d6 **Brainchest elves** in baths of freezing water - their eyes are closed and flickering d4 rounds to rouse once disturbed. **Brainchest Elves** will babble incoherently as **they rouse**.

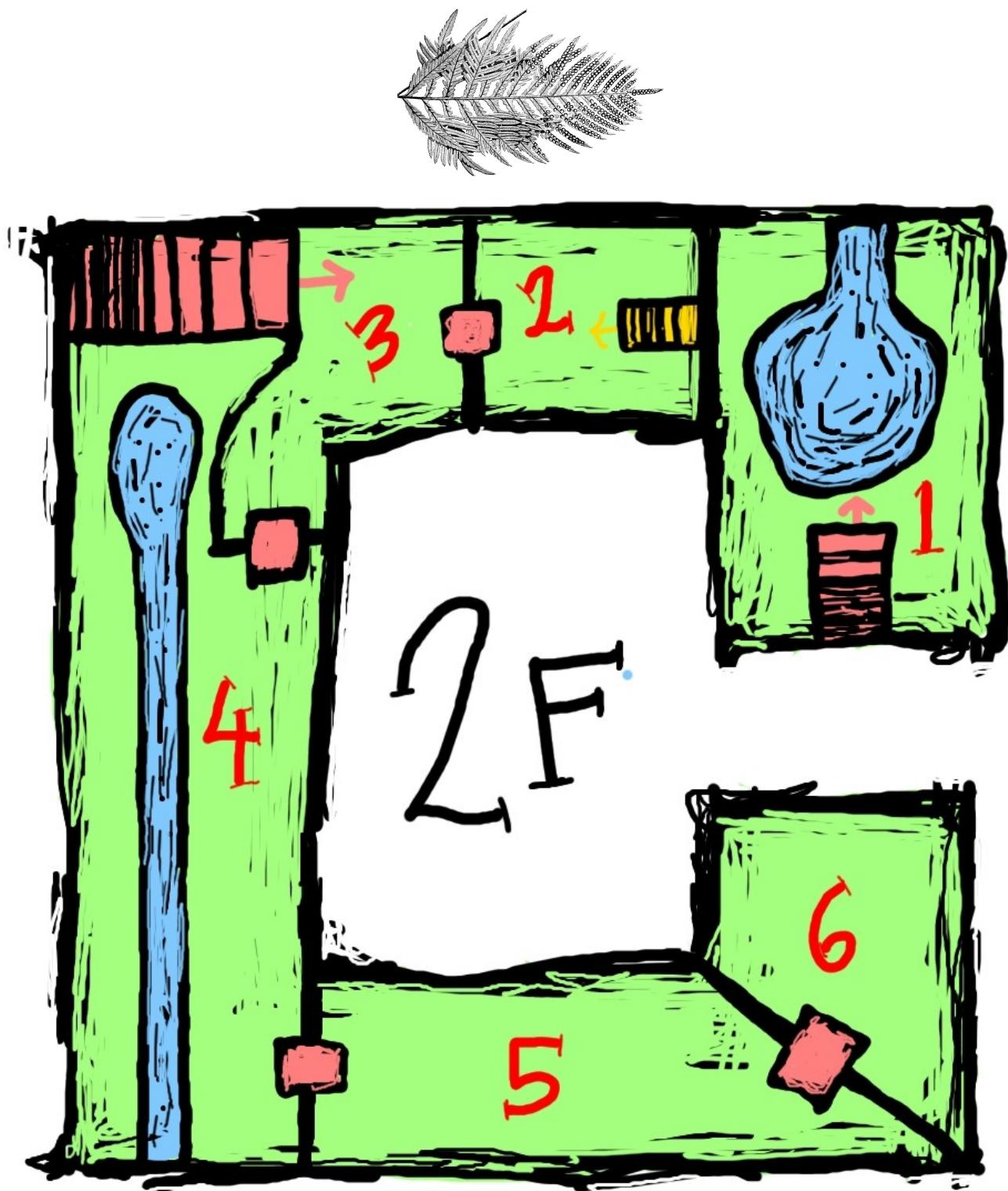
- **A bronze cauldron** supported by a tripod is in the centre of the **baths**. A **milky white globe** sits in the cauldron. Pink wormy tendrils penetrate the globe and snake back along the tripod and ground feeding into the base of the brainchest growth of the **Brainchest elves** in bathtubs.

6. Against north wall is **blue** metal ornate **cauldron** (female figure pattern). It is **gilded with polished brass cabling**. Inside cauldron is a **milky white globe** encased in **gilded metal**. **Gilded pink wormy tendrils crawl out of the globe**.

- Handling tendrils causes worm things to seek base of skull. If allowed tendril will penetrate head (d6 damage). Grant neverending visions of elves inhabiting cities of marble on sandy lunar planes. Cities and elves then destroyed by slugmaggot like floating leviathans in the sky.
- Stairs down.



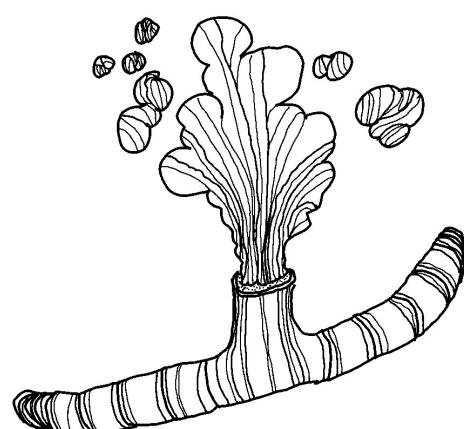
Second Floor



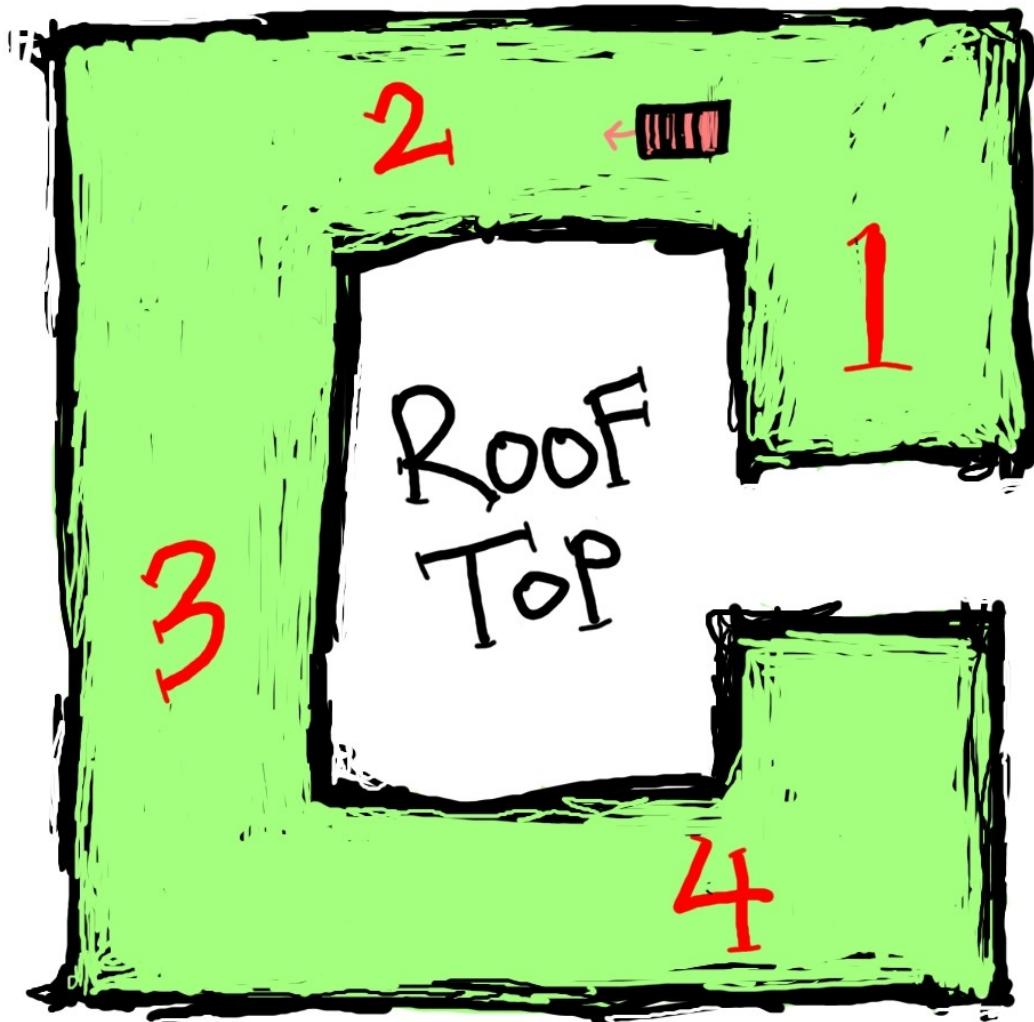
Doors, d4:

1. **Locked, Stone, Engraving:** Horns and eyes, decorated with vines.
2. **Locked, Stone, Engraving:** Acorn sprouting psychedelic pattern.
3. **Unlocked, Stone, Engraving:** Elfs fighting giants.
4. **Unlocked, Stone, Trapped:** Covered in vines, will attempt to grab non Elfs and hold in place when they open door. Test DEX or held in place for d6 rounds (do random encounter test each round held).

1. A tangle of **pale roots** dangles from ceiling. All roots are dripping clear **liquid** into a swirling **pool** draining downwards.
 - Dozens of **naked elf bodies** hang from the ceiling, penetrated and suspended by endless white roots. If trespassers stay in room too long dead eyes of elves will focus on interlopers.
 - 2 **large stone pipes** emerge from the pool and snake along floor through west wall.
 - Stairs down.
2. **Birds of paradise** sing on the branches of small trees in this **grovelike** room. A **carpet of soft moss**.
 - Orange stone **benches** are tucked away in ferns (cat pattern).
 - Birds, if caught and held for too long dissipate into colourful mist.
 - Pale roots dangle from ceiling.
 - Stairs up to rooftop level. Heavy stone trapdoor.
3. **Moss carpet room.** **Stone pipes** snake from east wall to west wall. **D6 Nightmare Moths** lurk on ceiling.
 - Stone pipes curve up in the center of the room and are crested by a round, grated misting device. Green mist puffs from the device.
 - All non elves must test CON when entering green mist or fall asleep for d6 hours (at which point ceiling dwelling **Nightmare Moths** will feast their prone bodies).
 - Pale roots dangle from ceiling.
 - Stairs down.
4. Room is **heavily misted**, mist emerging from **channel** of water running NorthSouth. The mist is a pale **purple** and chokes non elves (test CON or d4 damage each round spent in mist)
 - Heavy roots penetrate the ceiling from above and are sculpted and shaped to drip into the channel.
 - d6 **Brainchest Elfs** patrol the channel, ensure a healthy stream of dripping from the roots.
5. An enormous **ouroboros of a pink worm** writhes in the centre of the room. It has cleared the **vegetation around it**.
 - It slowly twists and turns in a shallow **milky water pool**.
 - Hundreds of smaller pink worm tendrils erupt from the larger mass, they feast on bits of rotten **meat** strewn about the room.
 - There is splashes of dark **blood** over the floor.
 - (This is the **Brainchest Elf** memory resetting device - the smaller tendrils connect to their brainchest growth and ensure perfect guardlike behaviour)
6. The ceiling here is missing, replaced with a mesh of vines and ferns.
 - **D6 Brainchest Elfs** work on picking out small roots from the vine mesh and coating them in a milky liquid kept in bronze cauldron.
 - They are very intent on their work and may ignore interlopers.



Roof Top



1. Thick foliage, bushes and shrubs.

- Small **silvery flowers** sprout along foliage, glinting and **sharp**.
- Foliage arranged in circular formation.
- In centre of shrubs is ring of larger silvery flower. In the centre of flower ring is a huge reflective and shining **metallic flower**.
- Entering the flower circle will cause d20 bush covering silvery flowers to shoot out as a miniature **blade**, causing 1 damage. The leaves will rustle forward to lap at any blood spilt.

2. Roots and vines tangle about an ancient and crumbling **stone hut**. The hut covers a locked stone trap door.

- The inside of the dark stone hut is covered **red cone shaped flowers**, if a non elf enters the hut these flowers will squirt orange, burning noxious gas (test CON or suffer d8 lung damage).
- Beneath trap door is stairs down to Level 2.

3. Thick foliage, bushes and shrubs.

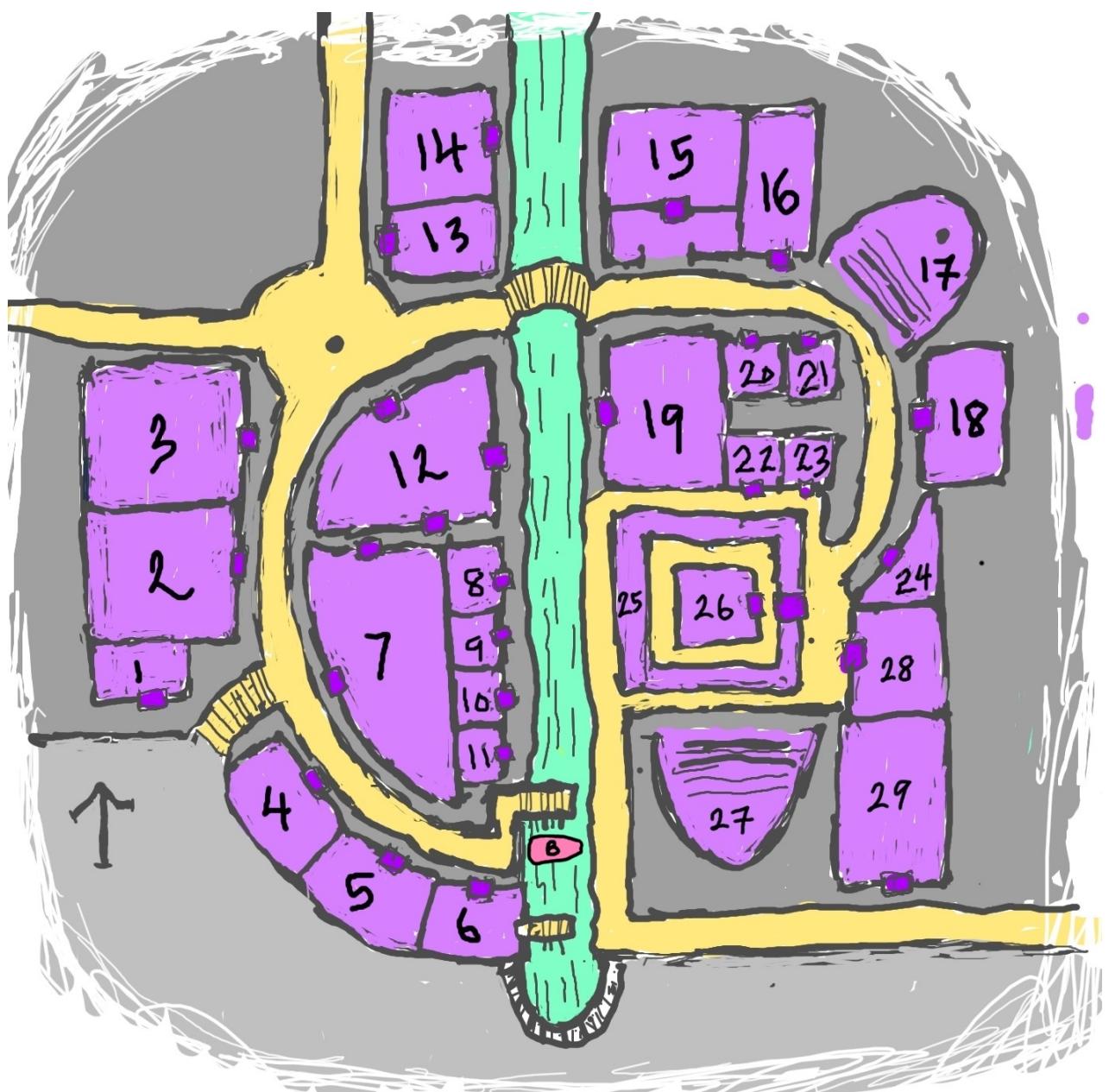
- Foliage covered in squirming green flowers that look like lizards.
- **D6 Brainchest elves** are seated on the leaf covered ground whispering to the flowers.
- If disturbed, **Brainchest elves** will act embarrassed and shocked for a round.

4. The roof caved in here long ago. The **hole** has been filled with a mass of vines and ferns. With a little clearing it would be possible to drop down to the floor below.

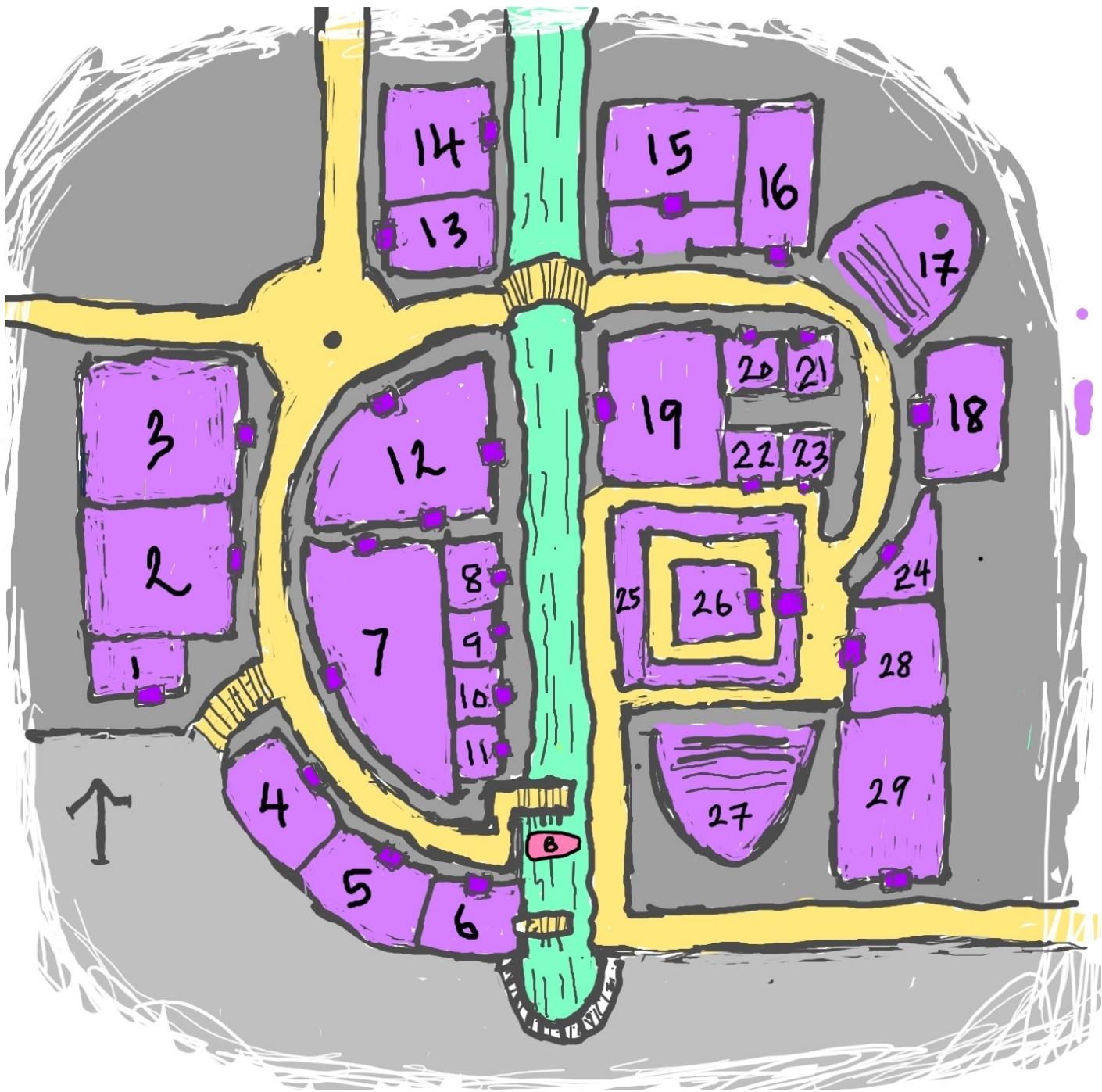
- **D4 Brainchest elves** delicately weave vines and ferns, perched atop them.

Leopetera Banks

(The Surrounding Suburb)



Leopetera Banks



B) The Converted Prison Hulk of Equis Jud.

- 1) Manbat infestation crawling along the ceiling of a semi flooded hovel, additional cockroach crab infestation in black filthy water. (1 storey.)
- 2) Vac Maz, Oily stone golem, offering the hire of a semi reliable flying device he stole from his ex master. (1 storey.)
- 3) Lzkss the Smiter, huge green beetle armed with a ornate mace, offers spittlemeld carapace fusing to softer skin in exchange for gold and proof of monster killing. His clan lives in the storeys above the store. (4 storey.)
- 4) Oam Mu, Black eyes, wears cloak of birds, untold cages of catlike animals available for purchase. Convinced Jzzkk the scrabmen running the eatery (22) is stealing, cooking and eating his cats. Willing to pay for him to be killed. (1 storey.)

5) Buid Bor, Elf, sells attractive charms imbued with some elfin witchery. Sips crystal clear water luxuriously. Has trained birds that flutter about the store. Is terrified of next door Oam Mu taking them for his coat (4). **(3 storey.)**

6) Black beetle men housing, complaining of something killing residents in the night, leaving blood sucked empty scrabman husks. (Manbats from 1). **(1 storey.)**

7) Black eye housing, bulbous and circular, they keep lovely velvety dogs as pets (quite tame, calm and large). **(2 storey.)**

8) Zat Zat, rotted metal and stone golem, store has huge chunks of brown river manta rays flesh, (mutated and horrible but edible), Zat Zat trudges through water for the ray flesh but the river is slowly corroding his form. Has aquired some golem working material and is making ray bone golems in the upper storeys of his home. **(3 storey.)**

9) Cecckz, creamy white beetle man preacher, clicks and clacks and causes congregation to sway in ecstatic stupor (congregation is all scrabmen). Often chides them against engaging in violence and warns them of "the black cloak wearing one, that Ktzz fiend" (Ktzz runs scrabman fighting pits in 29). **(1 storey.)**

10) Very well lit with makeshift golem part lanterns, golem housing. Well formed and shining golems. **(1 storey.)**

11) Dor Ru, Black eyes, head shakes constantly, enormous eyes dart about in search of stones. Possessed with some curse and must obsessively collect out of place stones, he has filled a defunct water pumping station with them. They are all perfectly spherical. **(1 storey.)**

12) Black eyes burial temple/tomb. They only keep the giant eyed skulls arranged in circles. Tended by purple robed black eyes with small torches (no other light). Bodies sometimes brought to be tended direct from 15 (The Cult of The Chain). **(2 storey.)**

13) RagRiv Golem Gang. Have acquired some golem working material from a wizard they killed, using it to mutate themselves, fusing themselves together and to the nearby environment. Mostly interested in acquiring more golem parts through any means necessary (Golem housing at 26 is current target). Also are some what of a golem revolutionary group - but seem sidetracked currently with their fascination with golem mutation. This building is home to front line troops of the gang. **(4 storey.)**

14) RagRiv Golem Gang. As above (13) - this building is leader vanguard quarters. Storage of golem mutating working material. **(2 storey.)**

15) Black eye only cult of chains. Private rooms for private worship. Solemn and silent. Black Eyes come here to die. **(1 storey.)**

16) Juv Na, three eyed black eyes, harvests a purple ell from the river and grinds it into hallucinatory dust that allows brief out of body experiences. Substance often used in conjunction with worship at Cult of Chains (15). **(1 storey.)**

17) Amphitheatre, weekly plays presented by vaguely serpentine elf Stali Jas. Often deal with themes of the moon and elf knights (often interacting). **(2 storey.)**

18) Some searing escaped/residual magical weapon from the guild wars, lurks unexplored here. White balls of plasma risk exploding. Some have clearly exploded destroying parts of the building. Was possible the house of some wizard of renown, clearly assassinated through the use of the white orbs. **(2 storey.)**

19) Elf housing, gaudy faux gilding covers everything, often play old play props from 17 and 27. **(2 storey.)**

20) Mir Ka, Black eyes, offers black eye slight soul relocation (Roll with advantage when saving against non direct damage spells), shifts soul slightly up the reality spectrum. Relatively cheap but notifies that The Cult of The Chain (15) may require favors in the future. **(1 storey.)**

21) Tar Im, Black eyes, body parts in chemical jars, will sell them if he has more than one part in collection and offer to buy new body parts too. Claims to want to make "living gargoyles" one day. Outcast from other black eyes, who shun the preserving of black eye bodies. **(2 storey.)**

22) Jzzkk, Scrabman, huge open pit meat roasting eatery, mostly cat on the menu. Will pay money for stolen cats from Oam Mu (4). **(1 storey.)**

23) Jar Bu, Black Eyes, serves cylinders of lizard flesh. Has an army of mute and green calloused vat creatures that serve the food. **(4 storey.)**

24) Nayda Meir, pale green robed elf, her and an assortment of highly martially capable guard a grove of elf memories. Basket sized glowing orange eggs stored in in the surging soft flowing interior trees. These memories often used in the production of elf plays in 17 and 27. **(2 storey.)**