

PSYCHEDELIC FANTASIES MODULE 6

STREAMS OF THE LUCID CRACK

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Introduction

The Lucid Crack is an adventure site to be added to a campaign map. The ravine down into the Crack - the Dell - is overgrown and may be part of a larger geographical feature, while the comings and goings of the various occupants and interlopers may spread rumours and leave clues. The tables below offer suggestions.

Where is the Dell? (1d6)

1. Partially buried in the dunes of a coastline or the deep desert
2. In a gorge or cavern wall or floor, or beneath a rock overhang
3. At the heart of a living forest or overgrown with unusual flora
4. In a vast crater on a broad plain or at the end of a great furrow
5. Below a ceremonial complex, perhaps collapsed or burst open
6. Within a giant wall, manned from the inside or out, or ruined

What have you heard? (1d10)

1. A lost wanderer has returned and knows all there is to know.
2. A recent dust storm has brought with it hallucinatory visions.
3. The prey creatures of the wild have begun to hunt the hunters.
4. Previously unknown varieties of plant have begun to take root.
5. A legendary fount of omniscience lies hidden in a fold of land.
6. Burglars caught with a relic claimed to know of a great library.
7. An angular structure of a strange stone has appeared overnight.
8. Stores emptied as their guards slept were opened from within.
9. A further bountiful season suggests the farmers have a secret.
10. The caravans from distant lands carry artefacts and wisdom.

The Crack and the Builders

The Crack is a volcanic hollow just below the surface of the earth, expanded over time by the builders into a complex of triangular stone cells. Entry may be gained at the Dell, a lush ravine leading down into a cavern strewn with rubble, or through one of the many Vents, rough shafts melted through the earth to allow air and water to circulate. Other paths may exist, past the living barrier at the end of the Passage or through the fathomless depths below the Pit.

The complex is an ancient store of knowledge, with the wisdom gathered being written into the fundamental structure of its floors, walls and ceilings. Construction continues: the ancient magics maintained by the haldrs draw molten rock up from the hollow; when cooled this is dissolved, absorbed and extruded by the zdrudrs and shaped by the sudriks into the required forms, the haldrs then encoding the knowledge. This emanates into all who pass through, travelling with them back into the wider world.

The haldrs form a close council, overseeing the work from their seat in the Haldron. Once they were nine; now they are but six.

The Cocoon and the Relicts

The Dell and the Passage are recent features, irrupted down through the Crack by the cocoon of a being long since pupated and departed. The rubble-choked Passage, lined with broken cells, divides the complex in two. These cells and a whole swathe beyond were lost to the builders, many filling with molten rock as the wards preventing the influx of magma failed; this rock brought with it more of the chief magma-dweller - the glonten. A winding tunnel was carved at the end of the Passage by the root of the cocoon, and the remains of the root lie along it still. The tissues of the cocoon itself decayed rapidly, fertilising the Passage floor.

The cocoon lay long enough in the Crack that a world grew up around it, thriving on its meats and heat. Largest among the more parasitical creatures were the ancestors of the groobliks. Following the departure of the cocoon-dweller, these adapted to feast on other occupants, until finally all but driven out by the builders, along the Passage and into a strange new space. Today the grooblik feeds on the zdrudr and the drevod, and is hunted for it by their protectors.

The third major relict is the obscrudo, a complex part-magical construct from beyond the Distortion, disguised as a local creature in order to explore freely. Rival teams of these beings once transmitted their findings back to competing supervisors in another world, but with the portal now closed some have entered hibernation, while others have ventured into the wider world.

The Seeders

As the cocoon shrivelled, colonists moved down the Dell and into the Passage, taking advantage of the fecund soils and abandoned cells to put down roots of their own in the twilight. Of these, the most proactive in shaping the Crack are the seeders - the drevod and the fusid - a symbiotic alliance bringing life to the depths. The drevod clusters grow on the cooled magma, breaking it down and forming new soils, while the fusids excavate the Vents - allowing waters to enter - and warm the deeper spaces with the fire in their bellies. New colonists are found for conditions ever further back, introduced and cultivated. These living cells are the Meadows.

Yet the haldrs remember their loss, and return as and when they dare to transfer knowledge from old cells to new, alone or in force.

The Risers

Over the long years of its construction, the complex has become unstable, in a manner unanticipated by the Haldron. A great pit has opened and whole cells have been swallowed by the vast hollow below. From the depths rise new beings - the maarlak and the waarfa - bizarre fusions of life and past life, fleeing memories of horror. They continue their exodus into the Crack, ever upward.

Running Streams of the Lucid Crack

Beyond the Dell and the Passage, the Crack is divided into three general regions: the Meadows of the seeders, flooded with magma and now overgrown; the Pit and the collapsing cells; and the cells maintained by the builders, including the Workings.

The Crack has 100 intact cells, each of which can have at least part of their contents generated procedurally. Of these, 18 cells have specific natures, one of three types (Vent, Store and Distortion) and there are two locations each treated as a single large hexagonal cell (the Haldron and Haldrevodon). Initially, there are 18 possible entrances or exits - 16 to the wider world (the Dell and 15 Vents), one to an adjacent complex (the Passage, via the tunnel) and one into the depths (the Pit). The Vents may allow shortcuts to be taken through the landscape beyond the Crack if they can be found there.

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

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

All of the occupants are of neutral alignment except the haldr, the maarlak and waarfa (the risers) and the obscrudo, the alignments of which are determined randomly.

Creatures from the wider world in which the Crack lies could be added to the encounter tables as seeders, risers or relicts, whichever is most appropriate, even as builders if a clear role exists; some may be supplying knowledge. There could be a 1 in 3 chance that any interlopers are found deceased, having perished in the hostile environment of the Crack.

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

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

Various elements can reduce movement by half, while other elements can alter the base chance of performing actions; all of these modifications and alterations are cumulative.

ENVIRONMENT

The floors, walls and ceilings of cells are faintly magical. The cells have no standard light sources, although light penetrates a little way along the Passage and in from the Vents, while the wells glow. The air is humid, earthy over the Meadows and acrid beyond. Air quality away from the Dell and Vents is poor, which may cause disorientation and weakness, enough to negatively modify all checks, ability tests and to hit rolls by -1 per day spent inside.

Knowledge

The knowledge stored in the Crack emanates, soaking into the fundamental structure of its contents, including visitors. For each day spent largely in the cells, a save must be made: if this is failed, the equivalent of one tome is encoded, although this will be only partially complete and fragments of much else will be present too. The recipient will grow aware of this knowledge, as if taught. For every 1d10+10 tomes encoded, a randomly determined attribute rises by 1 point, until any one attribute reaches its maximum.

Knowledge is also extracted, copied from visitors at the same rate; in time the Crack will know what they know.

The nature of each tome encoded, or the most dominant knowledge held by an occupant or stored in a given section of cell, can be generated by rolling 1d6 on the Knowledge Type table and 1d10 on the Knowledge Subject table.

Knowledge Type (1d6)

1. Conjecture, dissertation or essay
2. Correspondence, note or declaration
3. Record, e.g. chronicle, log or journal
4. Map, chart or plan, or other diagram
5. Manual, guide, study or description
6. Essence, replication or recording

Knowledge Subject (1d10)

1. Myth, legend or history
2. Folklore, poetry or fiction
3. Art, learning or philosophy
4. Language, code or notation
5. Magic or fundamental force
6. Structure, device or process
7. Lifeform, being or creature
8. People or significant figure
9. Locality, land or continent
10. Body, dimension or plane

Cells

Each intact cell is an equilateral triangle when viewed from above, around 60' along each edge. The three walls are almost exactly 30' high and 10' thick. The floor and ceiling are pyramidal, sloping at roughly 15° to a central point, the floor downward, the ceiling up. Every surface - the three slopes of the floor, the three walls and the three slopes of the ceiling - is relatively smooth, subtly sculpted with illustrations of the knowledge within and cold to the touch.

Most intact cells have three doorways, each of which is midway along a wall. Each doorway is 15' square, but the threshold is 15' above the floor, with the doorway running the remaining 15' to the ceiling. As a result, the cells may appear to be inverted, as if the ceiling is the floor and vice versa.

A number of cells have a well in the centre of the floor, 10' in diameter. Each well is filled to the lip with a rising magma (see Magma), prevented from entering by a magical ward maintained by the haldrs (see Builders and Spells). The retaining field is invisible, but the interaction between field and magma produces an acrid steam which whirls lazily in a layer 3d6' deep, reducing visibility to the lowest of the three d6 results in feet. Immersion requires a save once per turn to prevent asphyxiation; if passed, a coughing fit or the equivalent is caused, negatively modifying all checks, ability tests and to hit rolls by a cumulative -1 for the next 1d3 hours.

There is a 1 in 3 chance that the floor of a cell is strewn with an aggregate of some kind, the remains of a solidified magma release (see Aggregates); much will have slipped down the slopes to form a heap in the centre. If a well is present, some aggregate will rest on the field, obscuring the magma and obscured in turn by the mist.

Each cell may also contain scattered detritus of various types, whether in plain view, lying beneath the mist or covered by an aggregate. For each cell make 1d6-1 rolls on the Crack Treasure table.

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

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

Magma

If the ward sealing a well is not maintained or removed, the magma will burst into the cell in a bubbling geyser, releasing waves of heat and clouds of steam.

A magma release will fill its cell at a rate of 3' per round, slowly cooling into whorls across its upper surface as it does so. In the first round it will fill the hollow formed by the sloping floor, before taking five more rounds to climb the 15' to the thresholds of the doorways. When it reaches these it will spill over into each of the adjacent cells. The flow rate is then divided between the number of cells being filled, i.e. if there is one adjacent cell, the magma will climb this at a rate of 3' per round (filling it in five rounds), if two this will be 1.5' per round (filling it in 10) and if three 1' (filling in 15). After 3d6 rounds the flow rate will halve; after a further 3d6 rounds the magma will have cooled enough to slow almost to a halt, forming a surface crust.

However, for the next 3d6 rounds, this crust has a 1 in 6 chance of collapsing under a light load, 1 in 3 under a heavy load or an impact. The mass will solidify entirely over the course of one day.

Any individual within 2d6' of the well when the field fails must save or be struck by magma. Those struck by or otherwise coming into contact with it, e.g. by breaking through the crust, must save or lose 1d10 HP and have one or more body parts disfigured, either the parts in contact or one randomly determined part if struck; remaining in contact requires a further save once per round to prevent each part being completely melted. If protected with armour or similar, this is affected instead.

A release of magma will draw other creatures, notably builders: 1d3 builder encounters will occur immediately following a release, with a 1 in 3 chance of an additional occupant encounter following within 1d3 turns. Each encounter will enter through a randomly determined doorway.

There is a 1 in 3 chance that a solidified magma has an unusual property, which can be found by rolling on the Aggregate Special Features Table (see Aggregates).

Aggregates

For each aggregate roll 1d100. This is the percentage of the cell floor which is covered, although within this area individual grains or rocks may be widely dispersed. Coverage of a cell begins on and around the well in the centre and runs up the three shallow slopes of the floor to the walls.

The result on the tens die is the number of cubic yards of material; each cubic yard is of course equal to 27 cubic feet, with a cubic yard weighing around two tons, a cubic foot around 150 lb. The result on the units die is the size of the particles on a scale of 1-10, from fine dust (1), through sands and gravels (2-5), then loose stones (6-9), to rubble (10). If the number of cubic yards is 6-10, there may be an effect on movement: in the case of sand, gravel or stones (2-9), movement through the aggregate requires a dexterity check or a check modified by dexterity to avoid falling prone; in the case of rubble (10), movement through the aggregate is halved.

If the d10s produce a double, roll on the Aggregate Special Features table.

Aggregate Special Features (1d10)

1. Crystals - The aggregate contains 2d6 small crystals per cubic yard, each worth a base 1d10 gp.
2. Fliprock - The aggregate is formed of a charged rock which aligns with and emanates a field; roll 1d6 for a possible type: 1) electromagnetic; 2) aetheric; 3) elemental; 4) magical; 5) noetic; 6) planar.
3. Fusidian - The aggregate contains 1d2-1 fusid seeds per cubic yard; if immersed in mineral-rich running water, each will grow into a fusid (see Seeders) in one month.
4. Gemstone - The aggregate contains 1d3-1 gems per cubic yard, each worth a base 1d100 gp.
5. Igneotite - The aggregate contains 1d3 pieces of igneotite, each c. 1 lb and highly reactive; the material oxidises rapidly, sparks if scratched and dissolves violently if immersed in a fluid.
6. Lumium - The aggregate glows faintly with an actinic magical light.
7. Nodules - The aggregate contains 1d3 filaments or nuggets of a precious metal per cubic yard, each equivalent to 2d6 gp.
8. Remains - The aggregate contains 1d2-1 near-complete fossilised lifeforms per cubic yard; the presence of a maarlak (see Risers) will animate them.
9. Tenebris - The aggregate is anchored to another world; contact requires a save to prevent a degree of thinning and the permanent loss of 1 point of every attribute.
10. Zdrudrin - The aggregate is peeling into 1d3 zdrudr skins per cubic yard: if immersed in steam, each will form a zdrudr (see Builders) in 1d3 months.

For speed, the number of the host cell could be used instead of rolling 1d100.

OCCUPANTS

Builders

Builders are creatures responsible for the expansion and maintenance of the Crack. While intelligent and growing ever more knowledgeable, their actions are largely inherited and habitual. They move decisively, pass freely over any aggregates and crusts and never need test for falls or breaking through, although they move at half speed through undergrowth. Treasure carried will generally represent materials being studied by the haldr, potential tools carried by the sudrik and detritus adhering to the zdrudr; for each individual make one roll on the Crack Treasure table.

Haldr

The haldr is a highly-intelligent, 12-limbed, fleshy climber, adept in the manipulation of physical matter and an overseer in the expansion of the Crack. Each haldr wears a full suit of intricate structures sculpted by sudriks, providing a number of shaped blades and channelling away thermal energy and fluids, halving damage received or improving base saving throw by 2 points.

A given haldr has a caster level of 1d3+6 and knows each of the three haldr spells (see Spells). There is a 1 in 3 chance when met that the spell Form / Deform Surface is being used for camouflage; this is also used to isolate foes and seek knowledge, with blades reserved for threats to the Crack or its expansion.

The alignment of a given haldr can be found by rolling 1d2: on a result of 1 the haldr is lawful, on a 2 neutral.

Haldr: lawful / neutral; 120' (40'); 2 HD; AC as plate and shield (halves heat or fluid damage); 2 blades (1d6 each); SV 10+ (8+ vs. heat or fluids); 1d3+6th level caster (all haldr spells), climbs as spider

Sudrik

The sudrik is a lively elongated crawler with two sets of six limbs, front and rear, the forelimbs highly articulated with multiple sensitive digits, claws and channels. It is tasked with sculpting material provided by the zdrudrs into cell structures and creating other items required by the haldrs. It perspires 1d3 drops of haldr nectar per day (see the General Crack Debris table), sole source of sustenance for the haldrs.

Sudrik: neutral; 60' (20'); 1 HD; AC as unarmoured; 1 claw (1d3); SV 10+; climbs as caterpillar

Zdrudr

The zdrudr is a broad rippling slitherer involved in construction and maintenance. It secretes a corrosive able to dissolve rock, absorbs the resulting slurry through its skin and, when swollen, transports its load to an extrusion site where it is expelled in the form of a gel. It will fire bursts of this gel at an opponent in combat, and at ranges of up to 30' if threatened; the gel solidifies across the target surface almost immediately, weighing the victim down with 1d3 x 10 lbs each time.

Zdrudr: neutral; 60' (20') unloaded, 30' (10') loaded; 6 HD; AC as leather; 1 spurt (1d10, special) + 1 swipe (1d3); SV 10+

Seeders

Seeders are creatures colonising the Crack, both with their own kind and with other beings. They are intelligent, sensitive and independent within their symbiosis, and growing ever more knowledgeable. They pass freely over any undergrowth, but move at half speed through aggregates. Treasure carried will generally represent materials caught up in the limbs and roots of the drevod and accumulated among the segments of the fusid; for each individual make one roll on the Crack Treasure table.

Drevod

The drevod is a bushy fruiter with a mass of slender limbs and a prehensile rootball. It is able to crawl across most surfaces and haul itself over obstacles of up to 3' in height per HD.

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

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

Drevod: neutral; 30' (10'); 1d6+3 HD; AC as leather up to 6 HD, with shield if higher; 1 whip per HD (1d3 each) + 1 root (special); SV 14+; can cross obstacles of up to 3' in height per HD

Fusid

The fusid is a large, 10-limbed, chitinous climber sustained by an alchemical reaction in its bulbous abdomen; a dermal sheath allows the creature to direct and focus the energy produced. In its symbiotic relationship with the drevod it takes to the ceiling of a cell, bathing the interior with a warm glow.

If a cell is threatened, a fusid will superheat standing water to create a disorienting mist. If no drevods are nearby, it will use its reaction in combat: if the attack is successful, the fusid exposes the chamber, requiring an insufficiently shielded opponent to save or be desiccated instantaneously; if the save is passed, 1d10 HP are lost; in either case there is a 1 in 3 chance of each item worn or carried being destroyed.

If a fusid is struck by a sharp attack, there is a 1 in 6 chance that its abdomen splits, spilling reaction and forcing all within 3d6' to make the same save. If killed, the reaction fails in 1d6 turns.

Fusid: neutral; 120' (40'); 2 HD; AC as chainmail; 1 claw (1d6) + 1 beam (special); SV 14+; climbs as spider

Risers

Risers are creatures coalesced from the remains of those gathered at the base of the Pit, driven ever upwards by a bodily memory of the horrors below. Their long sojourn on the airs of the Pit means that they are not entirely comfortable in their new environment, moving at half speed through aggregates and undergrowth. Treasure carried will generally represent materials caught up in trailing limbs and tissues; for each individual make one roll on the Crack Treasure table.

Maarlak

The maarlak is a collection of animated fossilised structures from a diverse range of ancient former beings, and individuals vary in form, number of limbs, means of locomotion and behaviour. The creature is usually brought up from the depths of the Pit by a waarfa, benefiting from its pity or adhering to its tissues.

Certain characteristics are determined randomly once when met; alignment is found by rolling 1d3: on a result of 1 the maarlak is lawful, on a 2 neutral and on a 3 chaotic. Its stone construction means sharp weapons do only half damage.

Maarlak: lawful / neutral / chaotic; 1d6 x 30' (1d6 x 10'); 2d6 HD; AC as plate and shield; 1d3 crushes or tramples (1d10 each); SV 10+; sharp weapons do only half damage

Waarfa

The waarfa is a vast expanse of tissues accumulated from beings at the base of the Pit, living, dead and undead. Over long ages the ancient skins, scales and cartilages are formed into voluminous sails and wings, drawn taut by sinew and muscle and twitched by cognitive organs, often competing. When sufficiently developed the creature is lifted on the eddies of the Pit base and carried upwards on thermals, often bringing with it fossilised remains.

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

The creature may fly, but only in the Pit or beyond the Crack; each waft when moving or in combat will raise any dust or fine sand present for 1d6 rounds. It is treated as undead, as if a creature of half the HD rolled.

Waarfa: lawful / neutral / chaotic; 1d6 x 60' (1d6 x 20'); 3d6 HD; AC as unarmoured; 1d3 wafts (1d3 each); SV 10+; flies if unrestricted; undead, as if half the HD rolled

Relicts

Relicts are beings present in the Crack as unwillingly isolated individuals or the last remnants of their kind. They have adjusted or adapted to their new circumstances, but are not entirely comfortable in the environment of the Crack, moving at half speed through aggregates and undergrowth.

Glonten

The glonten is a glowing fluid coalescence delivered into the Crack with a release of magma and now bound within a set of cells, an aggregate or a load being carried by a zdrudr. Although it must remain anchored to its origin material, and moves at half speed through aggregates, it is able to extend itself outwards up to 10' per HD in order to bridge a larger gap, interact or strike, and may produce either extreme cold or heat along its surface at will. It is also diffuse, receiving only half of any damage done.

The glonten carries no treasure, but if destroyed will collapse into 1 lb of aggregate per initial HD; this has an unusual property, found by rolling on the Aggregate Special Features Table.

Glonten: neutral; 180' (60') in origin matter; 1d6 HD; AC as unarmoured; 1 tongue per HD (1d6 each, extreme heat or cold); SV 8+; diffuse - receives only half damage

Grooblik

The grooblik is a broad clinging tick which inserts a proboscal comb into the flesh of a large living creature and extracts nutrients from the humours passing over the tines. It will remain in place for as long as possible, shedding multiple exoskeletons to accommodate its growing stores, until removed or outgrowing its host. Those that remain in the Crack have adapted to exist on either the zdrudr or drevod.

Treasure carried will generally represent materials accumulated unintentionally in the exoskeletal plates; for each individual make one roll on the Crack Treasure table.

Grooblik: neutral; 90' (30'); 1d3 HD; AC as plate; 1 comb (1d10) + 1 claw (1d3); SV 14+; climbs as beetle

Obscrudo

The obscrudo is a 10-limbed scurrer modelled on the fusid and indistinguishable from it by normal means. It is a part-magical, exploratory being formerly under the supervision of a being from another world, its usual role being to scout, linger and return small samples. Since the unexpected collapse of the portal by which they arrived, the obscrudoes trapped on the Crack side have variously entered hibernation, continued their planned operations or reinterpreted their purpose, even going so far as to dominate the fusids they mimic and pursue wider agendas.

The alignment of a given obscrudo, which will usually be the alignment of its former supervisor, can be found by rolling 1d3: on a result of 1 the obscrudo is lawful, on a 2 neutral and on a 3 chaotic.

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

Obscrudo: lawful / neutral / chaotic; 120' (40'); 2 HD; AC as chainmail; 1 toolset (1d10) + 1 beam (special); SV 8+; climbs as spider, but clumsily

The Zrudrenroamer and Haldrevod

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

Zrudrenroamer

The zdrudrenroamer is a hybrid of builder and relict, a glonten trapped within a zdrudr, anchored to trace particles of its source rock. The glonten exerts a degree of control over the zdrudr, to which the zdrudr largely yields, and the creature travels the cells of the Crack and beyond satisfying the curiosity of both as to the nature of the wider world. The zdrudrenroamer is a typical zdrudr with one glonten tongue attack and the ability to extend the glonten up to 10'. There is a 1 in 3 chance that any glonten attached to a zdrudr is the zdrudrenroamer.

Haldrevod

The haldrevod is a symbiotic being formed by one of the lost haldrs and a mature drevod, bound through the rootball within a flexible, translucent suit of sudrik-sculpted armour. The creature resides in the Haldrevodon, from where it patrols the Pit in a bid to protect the peoples of the Crack. It receives delegations from seeders elsewhere,

adapting new species to life on the Meadows or beyond the Crack with use of the spell Write / Read Structure. The haldrevod is a drevod of maximum size and all usual abilities with the casting level, spells and armour of a typical haldr.

ENCOUNTERS

Use the following tables to generate each encounter, rolling an initial 1d6 on the table for the given region of the Crack; for the Dell and Passage roll 1d3 to determine which of the three is used. For initial results of 1-5, current activity can be found using the list in the relevant entry; additional occupants required can be generated randomly using the appropriate entry.

1. The Meadows (1d6)

- 1d6 drevods - roll 1d6: 1-2) rooted, lit by 1d3 fusids; 3) rooted, attempting to remove 1d3 groobliks, with 1d3-1 fusids; 4) rooting or uprooting, with 1d3-1 fusids; 5) travelling with 1d2 fusids; 6) migrating alone
- 1d3 fusids - roll 1d6: 1) lighting 1d6 rooted drevods; 2) travelling with 1d3 drevods; warding off 3) 1d3 groobliks, 4) 1 maarlak or 5) 1 waarfa; 6) passing through
- 1d2 glontens - roll 1d3: 1) anchored to a cell, solidified magma or aggregate; 2) anchored to a drevod; 3) distracting another encounter
- 1d3 groobliks - roll 1d6: 1) attached to a drevod; 2) studying 1d6 drevods; 3) detaching from within a drevod; 4) migrating; 5) mesmerised by a glonten; 6) defending against another encounter
- 1 obscrudo - roll 1d6: 1) examining; 2) passing through; 3) observing another encounter; 4) leading 1d3 fusids and 1d3-1 drevods; 5) salvaging another obscrudo; 6) hibernating
- Roll 1d3: 1) 1 haldr; 2) 1 maarlak; 3) 1 waarfa

2. The Pit (1d6)

- 1 glonten - roll 1d3: 1) anchored to a cell, solidified magma or aggregate; 2) anchored to a zdrudr; 3) distracting another encounter
- 1 maarlak - roll 1d3: 1) passing through; 2) avoiding a glonten; 3) being observed by another encounter
- 1 waarfa - roll 1d3: 1) passing through; 2) avoiding 1d3 groobliks; 3) being observed by another encounter
- 1 obscrudo - roll 1d6: 1) examining; 2) passing through; 3) observing another encounter; 4) leading 1d3 fusids and 1d3-1 drevods; 5) salvaging another obscrudo; 6) hibernating
- The haldrevod - roll 1d6: 1) patrolling with 1d3-1 fusids; 2) visiting 1d3 drevods and 1 fusid; 3) conversing with 1d2 haldrs; 4) observing another encounter; attempting to communicate with 5) 1 maarlak or 6) 1 waarfa
- Roll 1d3: 1) 1 haldr; 2) 1 fusid; 3) 1d2 drevods

3. The Workings (1d6)

- 1d2 haldrs - roll 1d6: leading 1d3-1 sudriks and 1d3-1 zdrudrs, either 1) examining, maintaining or modifying or 2) passing through; 3) observing another encounter; warding off 4) 1d3 groobliks, 5) 1 maarlak or 6) 1 waarfa
- 1d3 sudriks - roll 1d3: 1) passing through; 2) examining; 3) sculpting, with 1d2-1 haldrs and 1d3-1 zdrudrs
- 1d6 zdrudrs - roll 1d6: 1) passing through, empty; 2) dissolving a material; 3) transporting a load; 4) extruding, with 1d2-1 haldrs and 1d3 sudriks; 5) attempting to remove 1d3 groobliks; 6) attempting to remove a glonten
- 1 glonten - roll 1d3: 1) anchored to a cell, solidified magma or aggregate; 2) anchored to a zdrudr; 3) distracting another encounter
- 1d2 groobliks - roll 1d6: 1) attached to a zdrudr; 2) studying 1d3 zdrudrs; 3) detaching from a zdrudr; 4) migrating; 5) mesmerised by a glonten; 6) defending against another encounter
- Roll 1d3: 1) 1 maarlak; 2) 1 waarfa; 3) 1 obscrudo

FACTIONS

A range of factions are active in the Crack, with the two major types being the council of six remaining haldrs and the seeders, notably the overlapping groups of fusids. Each type has its own motivations, visions and schemes and may enlist willing parties to perform suitable tasks, offering gifts in return.

For each subsequent meeting with a haldr or groups of fusids which has not been arranged, assume only a 1 in 6 chance that the individual or group is known; if the number of haldrs falls below six, reduce these odds. A 1 in 3 chance of opportunistic impersonation may also be applied.

Tasks and gifts can be generated using the tables below.

TASKS

Individual Haldr Tasks (1d6)

1. Remove the remaining groobliks from the Crack, killing only as a last resort; 1d2+1 gifts for removing the 2d6 x 10 remaining groobliks unharmed, 1 gift if a minority are killed and no gifts if a majority are killed.
2. Escort the haldr to the Meadows and protect it while it reads or modifies cells; 1 gift per 1d3 cells, at 2d6 x 10 hours per cell, if the haldr is returned safely.
3. Find the seat of the haldrevod and encourage the creature to come before the haldr; 1 gift if the Haldrevodon is located, plus 1 gift for attendance.
4. Clear the Meadows of seeders, killing only as a last resort; 1 gift per 2d3 cells cleared with their seeders unharmed, 1d2-1 gifts if a minority of their seeders are killed and no gifts if a majority are killed.
5. Deliver artefacts and knowledge from the outside world; 1 gift per 1d3 major items.
6. Descend into the Pit to report on the nature of the collapse; 1 gift per 1,000' studied.

Fusid Group Tasks (1d6)

1. Break up the solidified magma of the Meadows; 1 gift per 2d3 cells broken up with current occupants in place and unharmed.
2. Flood cells beyond the Meadows with magma, ready for a major planting; 1 gift per 2d6 cells filled at least halfway to the threshold with magma.
3. Escort a delegation of 1d6 fusids and 1d6 drevods to the Haldron; 1 gift if the delegation returns safely.
4. Find species beyond the Crack willing to consider a symbiotic relationship with the seeders; 1 gift per species which engages in discussion freely and proves suitable.
5. Lead 1d3 fusids carrying 2d6 odrevoids into the Pit to establish a colony; 1d3 gifts for reaching the base, plus 1 gift for finding a suitable colony site.
6. Escort 2d6 x 5 drevods and 2d6 fusids to a site in the wider world suitable for a new colony and support them (the nearest suitable site is 2d6 miles away); 1 gift for a safe arrival, plus 1d3 for a successful colonisation, judged after 1d3 months.

GIFTS

Individual Haldr Gifts (1d6)

1. 10% of the material indicated by 1d6 rolls of 1d10 on the Haldron reserve list
2. 1 randomly determined haldr spell (see Spells)
3. 1d2 sudriks and 1d3 zdruhrs as companions, for 1d2 months
4. 1 suit of tailored haldr armour (see Haldr; cannot be removed once fitted) or another sudrik-sculpted item of similar size and complexity, for up to 1d3 recipients
5. Enlightenment, for up to 1d3 recipients: encoding of up to 1d10+10 tomes of preferred knowledge into the body or items
6. Transcendence, for one recipient: the individual is converted and encoded as knowledge into a cell held by the builders

Fusid Group Gifts (1d6)

1. 1 fusid as a companion or energy source, for 1d6 months; general activity must be agreed in advance, with the fusid free to return if the agreement is broken
2. 1 cell of solidified magma on the edge of the Meadows, i.e. 1,000+3d100 cubic yards, each sixth of which has a 1 in 3 chance of an unusual property, found by rolling on the Aggregate Special Features Table
3. Use of the lake at the base of the Dell, for up to 1d3 recipients
4. Perpetual rights to half of the produce of a specified cell, excluding odrevoids; sufficient to sustain 1d3 recipients
5. 1d3 x 10 odrevoids from the Store
6. Adaptation, for up to 1d3 recipients: fundamental reconfiguration by the haldrevod

SPELLS

The magic used by the haldrs to expand and maintain the cells includes three reversible spells: Form / Deform Surface, Write / Read Structure and Radiate / Absorb Knowledge. The specific forms used are Form Surface, Write Structure and Radiate Knowledge: the first assists in construction, while the second and third are used to store and relay knowledge.

Haldr Spells (1d3)

1. Form / Deform Surface
2. Write / Read Structure
3. Radiate / Absorb Knowledge

Form / Deform Surface (reversible)

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

The caster indicates an area of up to 10 square feet per caster level squared and forms a new surface there / deforms the existing surface. The surface may be given any shape and texture and any degree of solidity and visibility desired by the caster, any or all of which may be adjusted each round while the caster is in range. At its most solid, the surface prevents the passage of all physical matter; if cast through existing matter, it will sever or divide this, requiring a living target to make a save or be mortally wounded.

Write / Read Structure (reversible)

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

The caster indicates a mass of up to 10 lb per caster level squared and encodes / decodes information in the fundamental structure at a rate equivalent to one tome per caster level squared per turn. Information may be stored in any language known to the caster, and may include magic; a reader must know the storage language to comprehend its content. The effect of storage on matter structure will usually be negligible, with no change in outward appearance, although traces of the use of magic will remain. Fluids may disperse information over time. Either version of the spell may be used to erase all or part of a record.

Radiate / Absorb Knowledge (reversible)

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

The caster indicates a mass of up to 10 lb per caster level squared and initiates an autonomous, automatic process radiating / absorbing information, transferring it between fundamental structures within 1' per caster level squared at a rate equivalent to one tome per caster level squared per day: the information in the one is copied to the other.

DEVELOPMENT

The number of cells in the Crack varies over time, with older cells being swallowed by the Pit as new are constructed at the Workings. Cells are currently vanishing at a rate of 1d3 per month, with the builders constructing at the same rate. In addition, the seeders will expand the Meadows by 1d3 cells per month, planting 1d6 odrevoids from the Store per cell; if populations in existing cells grow too dense, excess drevods and fusids will migrate beyond the Crack.

The location of each cell lost can be found by rolling 1d100 to identify an intact cell and removing the first cell adjacent to the Pit in that direction. Each new cell will appear adjacent to the last completed, maintaining the overall segment structure; a well will be sunk in the central cell of every cluster of four. Each cell added to the Meadows will be the unplanted cell currently closest a Vent, or the most Vents if more than one is equidistant; every 1d3rd cell added will be a Vent.

If the Haldron or Haldrevodon is lost, a new will be created 2d6 cells further back.

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

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

Beyond the changes to Crack structure, the emanation of knowledge from the cells will produce a gradual improvement in the ability and comprehension of the occupants, reflected in their activities. After 1d60 months a randomly determined faction will initiate negotiations with 1d3 other occupant groups; builder expertise, seeder craft, riser drive and obscrudo computation may combine to exert transformational influences on the wider world. The Crack itself will grow in sapience and sentience, making open contact with up to 1d6 occupant groups after 1d100 months.

LOCATIONS

With the exception of the Dell, the Pit and the Passage, and the Haldron and Haldrevodon, all of the locations described below are cells or sets of adjacent cells. They are standard cells except where a specific description below overrules this, and may have aggregates, encounters and treasure as usual.

The Haldron and Haldrevodon are each treated as a single large hexagonal cell occupying the same space as six standard cells.

Dell

A ravine running down into the Crack. Screes flow from its sides and its base is scattered with boulders, but most is overgrown. The vegetation at the lip is identical to that found locally, but becomes increasingly unfamiliar with depth.

In among the taller plants just off the track are 1d6+1 rooted drevods standing guard. If passed before they can uproot, they will knit themselves across the path and wait. They wish to be assured of productive intentions.

The lake at the base of the Dell is fed by rills from the Meadows; 2d6+6 rooted drevods line its lush banks, rooted in fallen interlopers, and 1d6-1 fusids drink. Its waters are saturated with knowledge leeched from the cells on its journey, with each mouthful worth one tome (see Knowledge). The seeders deny outsiders access for fear of imbalances emerging.

Passage

A rubble-strewn and soil-covered highway running through cells long ago ruined by the cocoon, and still partially divided by the ruins of their walls. Beyond the far wall of the Crack the Passage becomes a winding burrowed tunnel.

At the Dell end of the Passage the twilight and rich loam sustain a sparse vegetation, with this thinning and becoming still more alien further back.

The tunnel beyond the far wall curves left for 1d3 x 1,000' then loops back right for a further 1d3 x 1,000'. It holds the remains of the cocoon root, a shrivelled tube around 10' in diameter punctured every 1d6 x 10' with a hole 2d6' across.

The end of the tunnel is blocked by a great heap of 2d6 + 12 exoskeletons resembling outsized groobliks. These are partially overgrown by the lurid flesh which forms a bloated and faintly pulsing barrier beyond, and from beyond this flesh in turn emanates an extensive network of aurethric fields.

Meadows

The cells held by the seeders. Each is filled or near-filled with solidified magma and overgrown with grasses, shrubs and stunted trees local to the Crack. Cells close to a Vent are twilit and most abundant in life. Waters flow from the Vents in rills and form pools, most eventually reaching the lake in the Dell.

There is a 1 in 3 chance that the level of the solidified magma and soil in a cell does not reach that of its doorways, in which case a channel 1d3' in depth or diameter has been melted by a fusid through each wall with a doorway to allow the waters to pass.

Every cell other than a Vent is home to 1d3 fusids, often ensconced high up in a corner. They cast a warm glow down upon the foliage, which includes 1d6 rooted drevods of varying ages.

Scattered in the undergrowth are 2d6 odrevoids (see the General Crack Debris table); each drevod rooted under fusid light produces 1d3 odrevoids per day, under natural light 1d6. Once per day a fusid performs a selection, relocating those odrevoids to be grown and rolling the remainder to the nearest Store. Odrevoids are defended zealously.

Vent

A cell on the Meadows, filled or part-filled with solidified magma as usual, but thickly forested and lit naturally from above by means of a near-vertical shaft, melted through the ceiling and the material beyond it. The shaft is 1d6 x 5' across and rises 1d6 x 10', its inner surface formed of gleaming vitreous rock. Waters from above the Crack drip or fall in delicate sheets into shallow pools, with rills running out into neighbouring cells. The walls are overgrown with creepers.

The cell is occupied by 1d6+3 drevods, blending in among the static species. Scattered in the undergrowth are 3d6 odrevoids (see the General Crack Debris table), left to grow as they will; each drevod rooted here produces 1d6 per day.

Store

A cell used for the long-term storage of odrevoids (see the General Crack Debris table). One doorway has been sealed with rubble melted into slag, while the second is guarded at all times by 1d3 fusids and 1d3 drevods. There is a 1 in 6 chance that one fusid is in fact an obscrudo awaiting the optimal moment to utilise the odrevoids.

The cell holds 1d6 heaps of odrevoids, each heap containing 3d6 x 10 fruits.

Haldrevodon

A thickly forested, large hexagonal chamber lit naturally from above by means of a near-vertical shaft, melted through the ceiling and the material beyond it. The shaft is 1d6 x 10' across and rises 1d6 x 10', its inner surface formed of gleaming vitreous rock. Waters from above the Crack drip or fall in delicate sheets into and around a central pool 30' in diameter and 10' deep, with rills running out to flow over the edge of the Pit. The walls are overgrown with creepers.

There is a 1 in 3 chance that the haldrevod is present, unless recently met elsewhere; there is a 1 in 6 chance that it is adapting a new species. At all times 1d3 fusids and 2d6 rooted drevods stand guard. There is a 1 in 3 chance that one fusid is in fact an obscrudo monitoring activity in the haldrevodon so as to better manage or apply pressures.

Scattered in the undergrowth are 4d6 odrevoids (see the General Crack Debris table); each drevod rooted here produces 1d6 odrevoids per day. Once per day a fusid performs a selection, relocating those odrevoids to be grown and rolling the remainder into the Pit in the hope of bringing life to the depths. Odrevoids are defended zealously.

Pit

A void overlooked by partially collapsed cells, its walls dropping into darkness. Warm airs swirl under a sagging ceiling, low by comparison to the depths.

Moving laterally along the lip is possible, but the edge is unstable and has a 1 in 6 chance of collapsing under a light load, 1 in 3 under a heavy load or an impact. The first ledge below the lip is 1d6 x 10' down, with 1d3 more below that; ledges have the same chance of collapse as the lip. Thereafter the Pit widens with no break before the bottom, which lies at a depth of 1d6 x 1,000'.

A spiral path down into the void was begun long ago by the fusids, formed from molten rubble. This descends 1d6 x 100' before ending in a sharp drop; the final few feet are at the same risk of collapse as the lip and ledges. The walls below 1,000' are riddled with tunnels caused by an acidic growth, undermining the Crack. The base is a vast realm of sumps strewn with mountainous rubble heaps.

Distortion

A cell with a concave depression in one wall, formerly the site of an antigravitational vortex leading to the world from which the obscrudo originates. The cell surfaces are scuffed and scratched, and stained with various fluids, generally in alignment with the depression.

The cell is occupied by 1d3 hibernating obscrudoes and 1d3 obscrudoes actively protecting the space. The protectors are growing increasingly desperate, and concerned as to the various schemes of their ostensible rivals elsewhere in the Crack and beyond.

Haldron

A large hexagonal chamber occupied by 1d10-1 swaying, perspiring sudriks and 1d6 communing haldrs, up to the total number remaining, reduced by individuals recently met elsewhere. Each haldr has the usual 1 in 3 chance of being camouflaged.

The cell has a central hollow 30' in diameter and 10' deep, concealed beneath a false floor maintained with a rotating daily use of the spell Form / Deform Surface. Within is a reserve of material used in acquiring knowledge and protecting the Crack, containing all of the following:

1. 1d3 x 100 filaments or nuggets of a precious metal, each equivalent to 2d6 gp
2. 2d6 x 100 small crystals, each worth a base 1d10 gp
3. 1d3 x 50 gems, each worth a base 1d100 gp
4. 2d6 x 50 tablets, sheets, sheaves or discs, each equivalent to one randomly determined tome (see Knowledge)
5. 1d6 x 10 cubic yards of a fliprock*
6. 1d6 x 10 cubic yards of lumium*
7. 1d3 x 100 zdrudr skins**
8. 1d3 x 50 fusid seeds*
9. 1d3 x 50 odrevoids**
10. 1d3 x 50 fossilised lifeforms*

* see the Aggregate Special Features table

** see the General Crack Debris table

Workings

The cells currently involved in the expansion of the Crack. A central group of four cells have been filled or part-filled with solidified magma and this is being dissolved, absorbed and transported by a team of 1d3+3 zdrudrs to the cell under construction, where 1d3+3 zdrudrs excavate, 1d3+3 sudriks sculpt and 1d2 haldrs imprint.

The cell under construction is 1d100% complete; construction takes 1d10+10 days in all. When complete, work will begin on a new cell adjacent to it, with a new set of cells being flooded with magma as required.

TREASURE

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

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

Crack Treasure (1d60)

1-10. Cell Structures (1d10)

1. 1 capstone edge, c. 1d3' long and straight as a rule, worth a base 1d6 gp
2. 1 cell wall chip; equivalent to 1d3 tomes (see Knowledge), encoded to a carrier with this number of failed saves
3. 1d3 fall glitterweeds, each 2d10' long and worth a base 1d6 gp
4. Passage loam, c. 1d3 lbs; highly fertile, endowing sapience
5. 1 piece of fool's marble, worth a base 1d10 gp; a cell wall inversion, requires one save per day carried to prevent permanent, cumulative loss of 1 point of intelligence
6. Pool sand, c. 1 lb, kaleidoscopic, worth a base 1d10gp; 1 oz brings recurring fevered dreams if ingested
7. Quick clay, c. 1d6 lbs; easily animated, worth a base 2d10 gp per lb to a local specialist in the esoteric
8. 1 relief fragment, worth a base 2d6 gp; illustrates and holds 1d3 items of knowledge, imparted over 1d6 days
9. 1 vent glass shard, iridescent, worth a base 1d6 gp; holds 1d3 items of corrupted knowledge, imparted over 1d6 days
10. 1 well lip flake; warm to the touch, attracts heat and flame

11-20. General Crack Debris (1d10)

1. 1 crust, condensed mist or zdrudr mucus; contains 2d6 fine crystals, each worth a base 1d6 gp
2. 1 drop of haldr nectar; if consumed by a non-haldr, restores 1d6 HP, but its potency requires a save to prevent 2d6 turns of sleepiness, i.e. movement at half speed and with base chance of performing actions halved
3. 1d6 lbs of dung
4. 1d3 filaments or nuggets of a precious metal, each equivalent to 2d6 gp
5. 1 heap of a randomly generated aggregate
6. Loose detritus - a mixture of bark, flakes, scales, plates and extremities
7. 1 odrevoid, woody fruit, equivalent to one portion of rations; in poor soil an odrevoid will grow into a drevod sapling in one month under natural light, 1d3 under fusid light and 1d3+3 under lumium, in common soil twice as fast, in good thrice
8. Spent fusid fuel - 1d3 icy black pellets, debt to another universe; each requires one save per day carried to prevent permanent, cumulative loss of 1 point of constitution
9. 1d3 zdrudr skins; if steamed, each forms a zdrudr in 1d3 weeks
10. Roll 1d2: 1) 1d10 small crystals, each worth a base 1d10 gp; 2) 1d3 gems, each worth a base 1d100 gp

21-30. Occupant Parts (1d10)

1. 1d3 drevod tendrils, each 1d10' long and strong; 1 in 6 active, treated as a successful drevod root attack at a quiet moment
2. 1 grooblik body plate; flexible and strong - if worked, AC as plate
3. 1d3 grooblik leg plates; flexible and strong - if worked, AC as plate
4. 1d6 grooblik tines; sharp and strong with a single channel, may be wielded as a dagger for 1d3 damage
5. 1 haldr armour section, light, intricately sculpted; AC as plate, or plate and shield if two or more are combined
6. 1 maarlak fossil fragment; draws and animates fossilised matter
7. 1d3 partially dissolved body parts, of a riser or relict (reroll glontens; if an obscrudo, use the Obscrudo Components table)
8. 1 scrap of waarfa tissue; fuses gradually with living, dead and undead matter, animating it
9. 1 sudrik limb section, with a 1 in 3 chance of an intact bladder attached; flexible with several channels
10. 1 zdrudr mucus gland, with mucus to dissolve 2d6 lbs of rock

31-40. Obscrudo Components (1d10)

1. 1 bronze seed, a compact orb providing a near limitless supply of heat, albeit at low volume and to compatible items
2. 1 intact obscrudo limb; if combined with a bronze seed, may be operated by a mindpatch within 5'
3. 1 cryer, a miniature sphere emanating on outer spectra; a 1 in 6 chance per day that the Distortion pulses, drawing obscrudoes
4. 1 eyeless stalk; draws extrasensory information from within 100' and broadcasts it by psychotelemetry to mindpatches within 5'
5. 1 fireneedle; if combined with a bronze seed, projects a variable-focus cutting beam doing 1d10 damage
6. 1 hypertome, a library of knowledge from the world from the obscrudo originates along with data on the Crack; if interrogated by psychotelemetry, broadcasts to mindpatches within 5'
7. Loose scrap - a mixture of 1d6+1 miniature component sets, each potentially priceless to a local specialist in the esoteric and worth a base 1d10 gp otherwise
8. 1 mindpatch, a slip of thought-enhancing control fabric; boosts wisdom by 1d3 points while worn and allows communication by psychotelemetry
9. 1 multiwhittler, a set of diverse miniature tools ingeniously arranged; if combined with a bronze seed, certain elements may be driven by a mindpatch within 5'
10. 1d3 silvered hide sections, each c. 1' square; adhesive, fluid and strong - AC as chainmail; if combined with a bronze seed, may be flexed by a mindpatch within 5'

41-50. Other Recorded or Realised Knowledge (1d10)

1. 1d3 tablets, sheets or discs, each equivalent to one tome
2. 1d6 enunshrooms; gills absorb and interpret occupant sounds, with psychic proximity stimulating attempts at dialogue
3. 1 haldr glyph pad, a map of Crack knowledge; encoded to a carrier with one failed save
4. 1 hive or nest fragment of exotic architectural style; potentially priceless to a local architect and worth a base 1d3 gp otherwise
5. 1 jyrae colony, a form of flea circus; 2d6 individuals, 1d3 passing away for each day spent beyond the Crack
6. 1 jyraedon column, small marchers using simple tools and carrying 1d3 further rolls on the Crack Treasure table
7. 1 krae hive, containing a delicious gel restoring 1d6 HP, worth a base 2d10 gp to a local chef; requires a dexterity check or a check modified by dexterity to avoid bites and loss of 1d3 HP
8. 1 patch of psychen, colourful crackwide growth processing datastreams; requires a save to prevent infection and connection to the waking Crack mind, positively modifying builder and seeder reaction rolls by 1 point
9. 1d3 strands of jyraedon spawn, holding 1d3 days of distilled water; will birth a jyraedon column in 2d6 days, with drinking requiring a save to prevent gestation and eruption in 1d6
10. 1 sudrik larva; dancing and organising matter to unusual patterns, growing to maturity in 1d3 months

51-60. Other Beings (1d10)

1. 1 clump of crackwort; infused or smoked, positively modifies all checks, ability tests and to hit rolls by +1 for 1d6 turns
2. 1 cryercalled, an otherworldly entity drawn to a surface by a cryer (see the Obscrudo Components table); contact requires a save to prevent creeping alteration, represented by a randomly determined attribute being rerolled
3. Gemworm, gemstone-dwellers infecting possessions on contact; will burrow out 1d3 gems per day for the next 1d3 days, reducing the value of each by half
4. 1d3 heap scourers, small parasites each able to clean a humanoid or tidy a volume 10' square once per day
5. 2d6 khaurics; tiny, highly intelligent explorers constituted from biological detritus, animated initially by an aurethic overmind
6. 1d3 kraegors, striking once then screeching and swooping for 1d6 turns (kraegor: neutral; 120' (40'); 1 HP; AC as leather; 1 proboscis (1d2); SV 14+; flies); has autonomously chameleonic pelt, worth a base 2d10 gp
7. 1 leaping spark, a self-creative tension in the Crack fabric; if touched, inspires one world-changing idea
8. 1 mineral plaque, a decorative layer c. 1d6' square worth 1d10 gp; doubles in size every month
9. 1 rooting tentacle, 1d6' long; paralyses unless a save is made, before absorbing nutrients equal to 1 HP per day; immunity develops over 1d6 days
10. 1 stand of exotic florescence worth a base 1d10 gp unwilted

APPENDICES

APPENDIX A: WHERE IS THE DELL?

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

Where is the Dell? (1d10)

1. In the cone of an extinct volcano, on land or in a lake or sea
2. Partially buried in the dunes of a coastline or the deep desert
3. In a fissure in the earth or a collapsed cliff, or on a lofty shelf
4. In a gorge or cavern wall or floor, or beneath a rock overhang
5. At the heart of a living forest or overgrown with unusual flora
6. In a vast crater on a broad plain or at the end of a great furrow
7. Below a ceremonial complex, perhaps collapsed or burst open
8. In the grounds of a residence or great park or on the commons
9. In the rubble of a sprawling palace or fortress or a large town
10. Within a giant wall, manned from the inside or out, or ruined

APPENDIX B: THE SAARDRIKS AND AURONT

The saardriks and auront are two further combinations of being emerging from the unusual mix of natures present in the Crack.

Saardriks

The saardriks are sudriks assigned by a haldr to assist the risers in safely departing the Crack and surviving in the wider world. The sudriks accompany the being on its journey to the Dell, optimising its form by adding, adjusting or removing matter. There is a 1 in 3 chance that each maarlak or waarfa has a group of 1d3 saardriks attached. The riser is typical of its kind, but each roll for randomly determined characteristics, beyond alignment, is modified by +1.

Auront

The auront is a glonten touched by the network of aurethic fields emanating from beyond the tunnel at the end of the Passage. It is drawn to join this network and seeks to reach it, requesting the assistance of other occupants in its long journey do so. The auront is a typical glonten with a sensitivity to aurethic fields and an ability to communicate with aurmind subsets. There is a 1 in 6 chance that the auront is anchored within any single instance of precious metal or aurethic fliprock found within the Crack.

APPENDIX C: DELL AND PASSAGE ENCOUNTERS

Below is a fourth encounter table, a hybrid which can be used for the Dell and Passage in place of the existing three.

4. The Dell and Passage (1d6)

1. 1d3 drevods - roll 1d6: 1-2) rooted, lit by 1 fusid; 3) rooted, attempting to remove 1d2 groobliks, with 1d2-1 fusids; 4) rooting or uprooting, with 1d2-1 fusids; 5) travelling with 1 fusid; 6) migrating alone
2. 1d2 fusids - roll 1d6: 1) lighting 1d3 rooted drevods; 2) travelling with 1d2 drevods; warding off 3) 1d2 groobliks, 4) 1 maarlak or 5) 1 waarfa; 6) passing through
3. 1d2 groobliks - roll 1d6: 1) attached to a drevod; 2) studying 1d3 drevods; 3) detaching from within a drevod; 4) migrating; 5) mesmerised by a glonten; 6) defending against another encounter
4. 1d3-1 haldrs, 1d3 sudriks and 1d3-1 zdrudrs - roll 1d6: 1) examining, maintaining or modifying; 2) passing through; 3) observing another encounter; warding off 4) 1d3 groobliks, 5) 1d3 drevods and 1d2-1 fusids or 6) 1d2 fusids
5. 1 obscrudo - roll 1d6: 1) examining; 2) passing through; 3) observing another encounter; 4) leading 1d3 fusids and 1d3-1 drevods; 5) salvaging another obscrudo; 6) hibernating
6. Roll 1d3: 1) 1 glonten (in the Passage only; if the Dell, roll again); 2) 1 maarlak; 3) 1 waarfa

APPENDIX D: PASSAGE AND MEADOW NATURE

The Passage and Meadows each cover large areas and individual stretches of each may vary greatly in their character. The specific content of each location depends largely on the composition of the solidified magma, the plans of the seeders and the lifeforms colonising the space, along with the soil which appears as a result and the wildlife coming and going through the Dell or Vents.

The nature of each stretch of Passage or of each cell or cell cluster on the Meadows can be generated by rolling 1d6 on the Growth Position table and 1d10 on the Growth Type table.

The overall nature of each of these areas could also be determined once with a single roll on the Growth Position table and 1d3+3 rolls on the Growth Type table.

Growth Position (1d6)

1. floor, soil or solidified magma
2. floor, soil and/or solidified magma, plus 1d3 walls
3. 1d3 walls
4. 1d3 walls, plus ceiling and/or vent shaft
5. ceiling and/or vent shaft
6. every surface

Growth Type (1d10)

1. Algal
2. Fungal
3. Lichenous
4. Grassy
5. Floral
6. Tuberous
7. Succulent
8. Coniferous
9. Deciduous
10. Mangrove

APPENDIX E: THE DREAM OF THE AURONT

Find yourself.

Here.

Press through the humid air, upset the droplets sat tight on every surface; rolling off, sparkling, soaking in. The earth steams and a hot reek rises.

Heat!

Rises...

Fat billows of haze wash across vision, burn.

It -

What is it, waiting there?

Beneath...

Follow sinews from all sides grow thick as they approach – approach it. Weave into a membrane that winds, clenches, swells. Glittering folds loll closely furled over a tense mouth. Feel the earth throbbing.

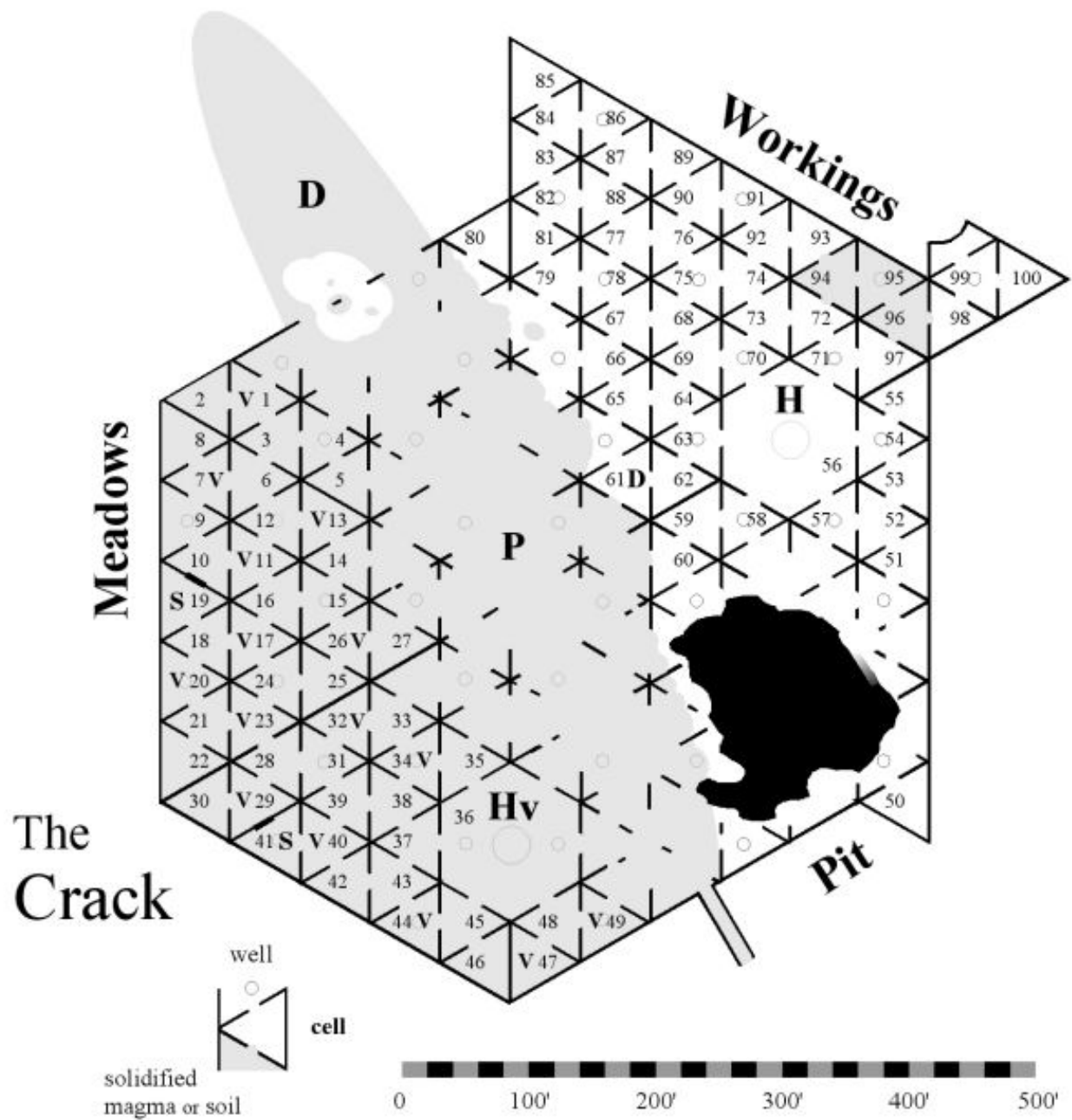
The skin shimmers, slick and iridescent.

It - You -

We -

Pulsing to monstrous rhythms.

... alive?



D	Dell	H	Haldron	V	Vent	D	Distortion
P	Passage	Hv	Haldrevodon	S	Store		