

# THE GOD-SEED AWAKENS

A PULP WEIRD ADVENTURE  
FOR THE DUNGEON CRAWL CLASSICS RPG



COMPATIBLE WITH  
**DCC  
RPG**

**PAUL WOLFE**









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Illustration of Umber, the Sword of the Tokar Kings  
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## HISTORY

In the distant reaches of time, the god Akavala dominated the world of Urun, appearing as a great, world-spanning tree. Its roots delved deep into the underworld, its branches and leaves filled the sky and its flowering crown touched the very edge of reality. All creatures were the children of this god, and it provided everything that its children required.

But the end of growth is stagnation, and Akavala had other desires. The world constrained it. A powerful drive to expand still boiled within the Ravenous Tree. As its roots, leaves and flowers pressed against the bounds of reality, the god's essence discovered the existence of other worlds – even other universes full of worlds. With all its great power, Akavala pressed against the borders of reality, and in so doing, broke the world of Urun. Many of its children perished, and many more became ever more devoted servants, moving into Akavala's stem, boughs and leaves to offer leal service and protection. Those who survived and did not join with the great tree were left on drifting islands of rock in a sea of shadows and air.

Fueled by the breaking of the world, Akavala's roots thrust through arcane portals into the earth and seas of other worlds. Leaves flourished in dimensions of life-giving light and air, and the center of Akavala's essence and engine of its continued expansion – the great flower – created a dimension all its own. From this vantage, Akavala could touch all of reality and spread its seeds throughout the multiverse. Before long, aspects of the Ravenous Tree sprouted from these seeds. At once separate and the same as the mother, they grew and consumed other worlds.

How does one measure time between universes? Perhaps centuries passed; perhaps seconds; perhaps eons. Eventually the Ravenous Tree reached a world where a man was able to resist its growth. Perhaps a god, perhaps a hero from simple beginnings, this man was able to raise an army to fight the incursion. He destroyed the god-seed on his world and passed through into the shattered realm of Urun to take the fight directly to Akavala. There he organized the rebel children of Urun and, waged a war the likes of which was never seen beneath the Ravenous Tree's waving boughs. The Fhyrian, tiger women of the Shattered Isles, tell the story of a titanic battle: the rebel forces, with their otherworldly general in the lead, mounted on great feathered dragons fought against the defenders of Akavala and the god-tree itself. They further speak of the outlander's struggle with the very essence of Akavala. It is said that Ravenous Tree transformed the man into stone and threw him into the variegated dimensions, there to ever drift as a testament to its power.

## CURRENT SITUATION

On this world, Akavala's seed has lain dormant under Mount Welwood since before time was counted. Slowly its roots seek the sea – the god-tree feeds most efficiently on salt water. Within the seed are the god-seed's servants, animated tendrils of plant-like material that build and repair structures within the seed. These servants also collect creatures from subjugate worlds, confining them to stasis chambers within the seed to be converted either to future slave-defenders of the nascent god-tree or mulched into nutrients.

Two of these future defenders, formidable dragon-like creatures called Achechhari, have broken free from their prisons inside the seed and escaped into the underworld below Mount Welwood. As the servants of the seed repair the damage, the two achechhari have separately gathered servants and devotees from the races of the upper and lower world, their intentions to remain free and destroy their oppressor.

Shaloth, an achechhari brood female, lies mortally wounded by the eons spent within the seed, but quickly began whelping eggs. Shaloth attracted a cult of human followers who enact twisted rituals to transform themselves into achechhari-like humanoids that they call Achari. Their rituals and worship have given Shaloth great power, though her physical form wanes.

Daeroth, unharmed by his stay within the seed's prison, drew to him a race of leech-like humanoids called the tuegel and has captured several of his sister's eggs. Though he seeks to consolidate power within the underworld, his ultimate goal is to lead an army of achechhari into the lands above. The tuegel care for the eggs and the hatchlings, while Daeroth's dreams of power fester.

Though both achechhari believe they've escaped the clutches of Akavala, and while their exit severely crippled the seed on this dimension, the servants of the Ravenous Tree roam the underworld, seeking to recapture their prizes and others that can be converted to future defenders or mulched into nutrients for the burgeoning seed.

## SUGGESTED HOOKS

The recent activity in the Mount Welwood area has drawn the attention of many powerful beings. Incursions of dimension-spanning god-trees, the escape of the achechhari and ascension of Shaloth to something even more powerful, as well as the involvement of Hecate's servant, Nava Sol, should stir up more than enough trouble, both supernatural and mundane. Various rumors, hooks and information are detailed in **Appendix R: Rumors, Aims and Plots**. Doubtless, judges can insert other hooks relevant



to their campaign worlds. Also, depending on the PCs actions and interactions with the various factions under Mount Welwood, PCs may oppose or champion various goals and plans there, as detailed in relevant areas.

## THE FEATHERED DRAGON AND THE DYING GOD

This area of the underworld has experienced a few major changes: the sprouting of the god-seed's roots and escape of the achechari have formed two competing factions.

The PCs enter a situation that is fluid and extremely dangerous if they choose to charge in with swords and spells raised. Within these caverns lurk true threats and potential allies, but neither is remarkably clear at first blush. Any of the intelligent denizens found here could be of aid. If the party is here to investigate and/or destroy the god-seed, the assistance of these potential allies could be paramount to success.

## THE SINKHOLE

Halfway up the western face of Mount Welwood within a sheltered valley lies a great sinkhole, about 300' across. The hole at the bottom is just over 60' wide and drops another 90' into a cave system. A rope ladder, secured to heavy iron bars driven into the rock, descends to the cavern floor. Additionally, a small block and tackle, a disassembled frame of iron bars, and 200' of hemp rope are hidden in the brush nearby. This is used by Sabella and her cultists (see **Area 6**) to move heavier supplies into the cavern. Characters who examine the sinkhole closely, and especially dwarves, may notice the sockets where the iron frame fits into the walls of the sinkhole.

### Area 1 – The Great Cavern

*From the lichen and hummus covered mound of rubble, a dark cavern stretches to the southeast. Bright ferns, small trees and other plants cluster where the light from the sinkhole opening above filters down. Thick green moss hangs from the cave walls, dripping water into the living cave.*

The rope ladder ends on a 40' tall mound of rubble slick with plant life and detritus. A quick examination reveals a safe path down to the main floor of the cave. This trail seems to be well traveled by humans as well as humanoid creatures with three bird-like toes (DC 9 for those with the ability to track). Amongst the hummus and plants are the corpses of various animals that have fallen into the sinkhole, as well as piles of dung thick with hair and crushed bones (from the cave rays in **Area 3**). During the day, the cavern is brightly lit from the western wall to about 100' into the cave system.

There is a 1 in 6 chance that 1d3 cultists from **Area 6** are keeping watch on the entrance. If encountered, they yell wildly and flee back to their camp. Only the most devoted are given watch duty, and thus fight to the death if detained.

### Area 2 – The Dry Cave

*Cave formations jut from the floor and ceiling and seem to pour from the walls. The eastern wall is draped with sheets of cobwebs. Tufts of fur and bones can be seen here and there tangled with leaves, branches and other flotsam. Several piles of dry dung are scattered on the floor of the cave.*

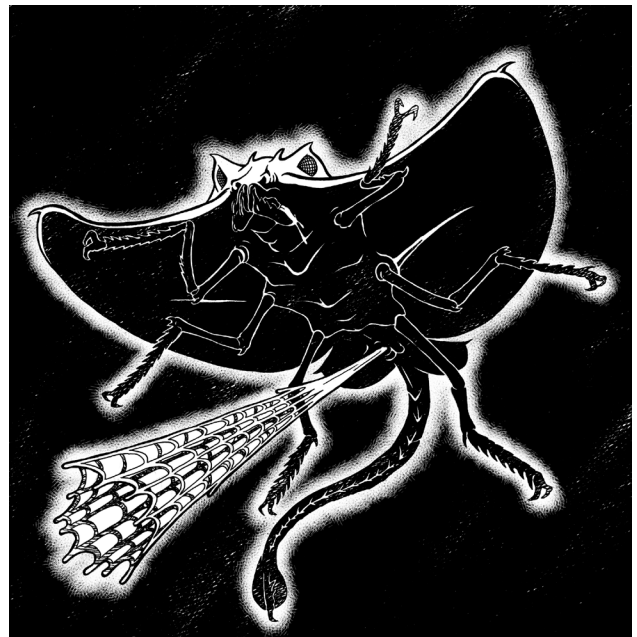
This room appears to be empty, however, 40' up the eastern wall, hidden by the cave ray webs is an opening to their lair. This passage is 3' tall, but 20' wide. The passage is all but undetectable unless the webs are burned away. Climbing to this opening is a DC 10 check – there are many potential holds, but most are rounded or fragile.

Tangled in the cobwebs near the floor is a copper ring with the symbol of the achechari (a serpent-like insect with feathered wings – 10 gp). This was dropped by Sabella during one of her many trysts with Ulur (see **Areas 5** and **6**).

If the party makes excessive noise or remains in this area for more than an hour, 1d4 cave rays enter from **Area 3** and attack.

### Area 3 – Cave Ray Lair

*The cramped passage, also tangled with old cobwebs, widens into a tall natural chamber. The floor of this chamber is covered in a stinking mulch of wet dung crawling with insects, worms and other vermin. Faint scraping and squeaking can be heard from the ceiling, clustered with stalactites. A patch of webs, 20' up the northern wall*





*amongst the cave formations seems to glow in the light.*

Cave rays (8) cluster behind the webs. They are attracted to light, though avoid attacking anyone holding an open flame. Buried under the filth near the eastern wall is the body of an adventurer. His flesh has been stripped by cave rays and vermin, and the skeleton's leg is badly broken in several places. The body lies on a small steel box in the remains of a rotted leather backpack. The lock is rusted shut, but the box contains 300 sp and a moldering letter stating that the coins are final payment for a debt from a merchant to a jeweler in a nearby city. Digging through the muck requires a Fortitude save (DC 9) or the victim suffers from a mild intestinal disorder (incubates after 24 hours; 1 Stamina damage per day that cannot be healed naturally until the disease is cured).

**Cave Ray (8):** Init +4; Atk tail slash +4 melee (1d6) or web line +6 ranged (see below); AC 16; HD 4d6; hp: 12 each; MV 15' or fly 40'; Act 2d20; SP web line 60', implant egg; SV Ref +6, Fort +2, Will +2; AL N

Cave rays are flying stingray-like creatures with insectile legs and mandibles. Cave rays shoot a sticky and very strong web line at their prey as they fly over, attempting to entangle the victim. Typically, the pod of rays selects one target to immobilize. Once immobilized, the cave ray lands on the victim and bites, injecting hundreds of eggs into the wound. The webs are not flammable when initially extruded, though the web line dries in 1d3+1 rounds and can be burned away. NOTE: The cave ray nest is kept continually damp and cannot be fired by mundane means. Fire-based magical attacks do 1 die step lower on the dice chain in damage.

Cave rays can also attack with their spiked tails, as a flyby attack, though they rarely do so.

**Web Line:** The cave ray web line is incredibly strong and sticky. Each cave ray shoots one line at a victim up to 60' away. With a successful attack, the victim must make a Reflex save (DC 14) or become entangled and immobilized. A Strength check (DC 10+1 per line attached) in subsequent rounds may be attempted in order to escape.

**Implant Egg:** The cave ray lands on an immobile victim and bites for 1 hp of damage while injecting hundreds of eggs in the wound. The victim must make a Fortitude save (DC 12+1 per additional implantation) to reject the eggs. Otherwise, the eggs incubate for 3d6 hours, hatching larva which deal 1d6 hp damage per round, per implantation until the host is dead. The larva then consume the corpse (and each other) over the course of a few months while they molt into full grown cave rays. One human corpse



produces up to 2 cave rays. The infestation may be cured as a disease.

#### **Area 4 – The Witch's Chambers**

**NOTE:** This passageway is guarded by Gakim, a shadefire demon and Nava Sol's familiar (described below). It lurks in the shadows of cave formations along the walls and ceiling. The demon does not attack unless the secret door is discovered, and then only if clearly superior to the foe. Otherwise, it uses its abilities to silently and invisibly follow the party into Nava's lair, striking when most advantageous.

The secret door is concealed by an illusory wall and cave formations (Will DC 18 to see through the illusion), locked (DC 15 to open), and magically alarmed (a loud, insect-like buzzing that continues for 1d4 rounds; This draws Nava to her lair within 1 turn, if she's absent and also alerts the tokar in **Area 5**.) The alarm can be detected and disabled by a thief (DC 18).

These are the quarters of Nava Sol, a wizard that has come at the behest of her patron Hecate to investigate and keep tabs on the situation with the achechari. There is only a 1 in 10 chance that she is in her quarters at any given time, though she returns 1d12 hours after the characters arrive here. Nava spends



most of the time invisibly spying on the cultists and the rites at their makeshift temple to Shaloth (see **Areas 6 and 7a**).

If encountered here, she does not attack unless forced to – preferring to use her wiles, and spells (if necessary) to enlist the characters to her cause. Nava is a scheming and capricious creature, but pretends to be a scholarly wizard eager to share her knowledge with neophytes – especially female wizards and elves. If need be, she enslaves male characters with her spells and attempts to convert females to the cult of Hecate.

Her knowledge of the cultists and the tokar is near complete – she can describe the rituals, knows the origin and purpose of the achari, understands the relationship between Sabella and Terek, the tokar prophet, and has even spied on the trysting cult leader and Ulur. She also knows about both the cave ray lair (**Area 3**) and the Hidden Gallery, though she has not ventured beyond the Crowded Chamber (**Area 8**). She knows of both the tuegel and Daeroth (**Areas 20 and 21**) and the collectors (she has not ventured beyond the Morass, **Area 17**). If the characters agree to spy on

and report on activities within the lower caves, she provides any female wizards one of her spells. She is just as likely to betray the party as make good on any promises, however.

**4a)** This hallway has white brick walls and a flagstone floor. A *Rune of Immobility* (Will DC 20) is etched into the face of the southern door (see the spell *Runic Alphabet, Mortal* in the Core Rules). A pit trap drops victims into a 30' shaft ending in a cesspit 20' deep. The fall deals no damage, but exposure to this filth requires characters to make a Fortitude save (DC 12) or suffer from a debilitating parasitic infestation (Incubates within 48 hours; -1 Agility per day; cannot be naturally healed). An immobilized character who drops into the cesspit runs a real risk of drowning.

**4b)** This rich foyer and sitting room contains several overstuffed chairs, a chessboard (golden queen chess pieces – 50 gp each), a bookshelf containing 20 leather bound books detailing the life of Zum the Ancient, a crime solving philosopher (10 gp each), and a painting of a bucolic garden party. If the painting is viewed for longer than a round, all viewers must make a Will save (DC 14). If successful, the scene in the painting subtly changes to one of horrific demonic torture and debauchery. The painting is worth 500 gp, but only to very twisted buyers.

At a command from either Nava or Gakim, one of the demons steps out of the painting and follows their orders. If ordered to attack, the Flat Demon does so until destroyed (see below).

**4c)** A long work table, bookshelf containing 2d10 alchemical reference works (80 gp each), and various jars, nets, bundles and other containers holding various alchemical substances and spell components (250gp), and a well of silver ink (100 gp) clutters this room. Nava Sol's spellbooks are stacked on the table beside the perfectly preserved and dissected body of an achari. The spellbooks have the *Rune of Immobility* carved into their covers (Will DC 21).

**4d)** The door to this chamber is locked. This cluttered storage room holds trunks of clothing, stacks of cleaning supplies, buckets, and the like. Stone shelves along the east and west walls contain flasks of water and preserved rations. In one of the trunks is a silver dagger (50 gp).

**4e)** This room contains a richly appointed bedroom with a canopy bed and silken sheets (30 gp), a small dining table, a ceramic chamber pot decorated with golden runes (50 gp, if cleaned), silver dishes and flatware (150 gp), and a brazier with perfumed charcoal. A closed iron maiden sits in the southeastern corner. A zombie clad in a leather gladiator outfit and matching hood is impaled within. It moans if the iron





maiden is opened, but otherwise does not attack.

**Gakim, Shadefire Demonic Familiar:** Init +2; Atk bite +4 melee (1d6+2) and breath weapon; AC 15; HD 3d6+2; hp: 18; MV 40', climb 20'; Act 1d20 ; SP Breath Weapon (3/day); Darkness (as per the spell; +4 Spell Check), Half damage from non-magical weapons, Immune to normal fire, half damage from magical fire; SV Ref +5, Fort +5, Will +3; AL C

Gakim appears as a shadowy hound-like creature surrounded in billowing black flames. It is about the size of a dire wolf with forelegs that resemble human arms with clawed hands. Three times per day it can emit a cone of irradiated heat (cone 10' w x 30' long; Ref DC 13 or catch on fire; 2d6 damage +1d4 damage per round for 1d3 rounds).

**Nava Sol, Witch of Hecate:** Init +0; Atk poisoned dagger +2 melee (1d4+poison); AC 10; HD 3d4+22; hp: 31; MV 30'; Act 1d20 ; SP Spells, Poison (DC 13 or 1d3 Strength damage per hour); SV Ref +1, Fort +2, Will +4; AL C

**Spells (Spell Check +9):** *Charm Person, Spider Climb, Runic Alphabet (Mortal), Find Familiar, Flaming Hands, Invoke Patron (Hecate, Spell Check +11), Chill Touch (Patron Spell, Spell Check +11), Invisibility.*

Nava is a young and quite beautiful witch who is totally dedicated to the tenets of Hecate. When in the throes of Hecate's power, her beauty is terrible to behold.

**NOTE:** The patron Hecate is detailed in *Angels, Daemons and Beings Between* from Dragon's Hoard Publishing. The details of the Invoke Patron spell are reproduced in **Appendix M: Magic**.

**Flat Demon:** Init +1; Atk slashing edges +6 melee (1d8+2); AC 16; HD 2d12+2; hp: 20; MV 20', fly 30'; Act 1d20 ; SP Type I demon traits, immune to all bludgeoning damage; SV Ref +6, Fort +4, Will +2; AL C

The flat demon is a two-dimensional animated painting of a traditional demon (red-skinned humanoid with hooved feet, a barbed tail, and horns). When it turns its side to combatants, the thing seems to disappear.

## Area 5 – Gathering of the Tokar

*The stink of unwashed bodies, mildew and smoke washes out of this sunken natural cave. The southern niche is crowded with tall mushrooms and other fungi, though a path down to a pool of water can be seen. Sheets of multicolored fungi cling to the walls and ceilings.*

This cavern is home to Terek, a tokar seer, and his clan. There are 5 other adult males, 3 females and 6 children in squalid conditions around smoldering

fire pits. The males and Terek are rarely all here at the same time, as they keep vigil over Shaloth in anticipation of a birth and transformation ritual (see **Area 7a**). Roll a 1d6 when the party enters this room, the result of which is the number of male tokar present (Ulur is present on a 5; Terek is only present on a roll of 6).

Terek foretold the coming of Shaloth to his tribe and of the eventual transformation of the tokar race and ascension into powerful achechari god beings. The prophet went into exile, along with his clan, and they journeyed here following Terek's reveries with the dying achechari. He and his clan are fiercely devoted to Shaloth, and though suspicious of strangers, are not immediately hostile. They are allied with Sabella's cult at present, but choose to live apart.

Terek barely disguises his ambition to have one of his tribesmen be the subject of the Ritual of the Achari. Sabella has not yet allowed it, as she is unsure whether the ritual would work with the tokar. If somehow befriended, Terek urges his allies to either convince the priestess to allow the ritual or to do away with her completely.

Terek's most trusted warrior, Ulur, is currently engaged in a secret affair with the priestess Sabella. He knows of Terek's ambitions and his visions of





tokar ascendancy, but has not, as yet, betrayed this information to Sabella. The massive tokar wields a magical flint broadsword called *Umber* (see **Appendix M: Magic**) and believes himself to be the first ascendant described in Terek's prophecies.

The clan has a chest full of treasure, looted from a shrine encountered during their journey here. Within the locked (DC 15) chest are a black velvet bag of 12 sapphires worth 1d3x100 gp each, 657 gp (in various coins) and a leather case holding two potions (*Levitation*: ½ normal duration and *Poison*: Fort DC 15 or lose 1d3 Agility and paralyzed for 1d10 turns).

**Tokar Warriors (4):** Init +2; Atk Great Spear +5 melee or ranged (1d10+2); AC 16; HD 4d8+4; hp: 24 each; MV 30'; Act 1d20 ; SV Ref +2, Fort +6, Will +3; AL N

**Ulur, Tokar Warchief:** Init +6; Atk Umber, Flint Broadsword +9 melee (2d4+4); AC 16; HD 6d8+4; hp: 34; MV 30'; Act 2d20 ; SV Ref +4, Fort +8, Will +3; AL N

**Terek, Tokar Prophet:** Init +4; Atk warhammer +5 melee (1d10+4); AC 16; HD 4d8+4; hp: 25; MV 30'; Act 1d20 ; SP Spells; SV Ref +1, Fort +6, Will +5; AL N

**Spells (Spell Check +5):** *Invoke Patron (Shaloth), Blessing, Food of the Gods, Second Sight, Neutralize poison or disease, Paralysis*

**Tokar Females (3):** Init +2; Atk Fists +5 melee (1d6+2); AC 16; HD 4d8+4; hp: 24 each; MV 30'; Act 1d20 ; SV Ref +2, Fort +6, Will +3; AL N

Tokar are broad humanoids about 5' tall with dead grey skin and shaggy white hair on their heads. Fierce warriors, tokar are only semi-intelligent (average intelligence 5) and are rarely hostile unless provoked. Females generally only fight to defend their young, but are otherwise equal to the males. Terek is a rare example of a very intelligent tokar (Intelligence 13).

## Area 6 – Cultist Camp

*Clustered near the sloping shore of a dark underground lake are rude shelters composed of skins, wattle and mud. Several humans in ragged clothing crouch in groups around smoldering fires or dim lamps. Among the groups are a few large humanoids covered in glittering feathers. These larger creatures have wide mandibles and iridescent insect-like eyes. At the water's edge are several canoes and a wide wooden barge attached to a rope secured to the cave wall with a complex pulley system. The other end of the rope droops off into the water to the east.*

There are 30 cultists to Shaloth as well as 20 achari. At any given time, 1d10+10 of the cultists and 1d5+5 of the achari are in the camp; the rest are in the Cathedral (**Area 7a**). Sabella, the cult leader, is only rarely in the camp (1 in 10 chance per day), spending most of her time in reverie with her god Shaloth (**Area 7a**).

The cultists are devoted to Sabella and Shaloth, though only a few know that they are destined for the transformation ritual – which results in either death or rebirth as an achari. The achari are near mindless servants to the cultists, but are devoted to their progenitor and Sabella, by proxy. At any given time, there are also 2d4 “guests.” These are commoners and others convinced to join the cult, but not necessarily considered among the devoted. These newcomers are confined to a hut until accepted as cultists, or until Sabella needs them for her rituals (willing or not).

The initial demeanor of the cultists is guarded, however; they are not necessarily aggressive. If somehow befriended, cultists divulge common knowledge and possibly more (see **Appendix R: Rumors, Visions, and Plots**). The achari are uninterested at best, and treat any aggressive behavior as a threat to their goddess.

Sabella is particularly keen on two things: Converts to the cause and destroying any who would oppose Shaloth (including Daeroth, his tuegel minions and the god-seed's servants). She, of course, knows almost everything, but will only divulge information to those bound to Shaloth and then only if necessary to support her aims. She provides arcane assistance, as well as bolstering the group's ranks with cultists, to any that convert to the cause (accept a *Patron Bond* to Shaloth) and pledge to destroy the demi-god's enemies in the lower caves. Finally, Sabella is aware of the ambitions and growing frustrations of Terek, the tokar prophet, though she does not suspect treachery; she is the paramour of one of Terek's trusted warriors, Ulur. The two tryst in an empty chamber (**Area 2**) when the opportunity presents itself, typically after a successful ritual.

Any captured party members are drugged (Fort DC 15 or incapacitated for 2d12 hours) and held in one of the huts until the cult sacrifices them to the hatchlings (**Area 7**) or Shaloth (**Area 7a**).

There are 12 canoes at the water's edge. Each will hold three human-sized occupants. The barge holds up to 12 human-sized occupants but requires one strong puller per four occupants to get across the lake to **Area 7a**.

The cultists and camp are rather poor, but Sabella keeps a locked chest in her quarters that contains various golden and silver implements used in the rituals; the Ritual of the Achari requires 1,000 gp of material components. There is enough material to fuel 2d3 rituals. When the necessary components fall below 2,000 gp, Sabella sends out raiding and conversion parties.





**Cultists (30):** Init -1; Atk dagger +0 melee (1d4), or spear +0 melee or ranged (1d8); AC 10; HD 1d6; hp: 3 each; MV 30'; Act 1d20; SV Ref -1, Fort +0, Will +0; AL N

**Achari (20):** Init +2; Atk Claws +4 melee (1d5); AC 14; HD 2d8; hp: 9 each; MV 30'; Act 2d16; SP Shriek (1/day, Fort DC 12 or stunned); SV Ref +4, Fort +1, Will +2; AL N

The achari are humanoids, averaging 7' tall, covered in fine, translucent feathers made of chitin. They are a strange combination of bird and insect (like their "mother") with three-toed feet, a scatter of insect-like eyes across their foreheads, clawed hands and a strange mouth that is somewhere between a beak and mandibles. They speak a degenerate form of Common, but maintain a telepathic connection with Shaloth. Though they can attack with weapons, they most often strike with their formidable claws.

**Sabella, Priestess to Shaloth:** Init +1; Atk dagger +1 melee (1d4); AC 11; HD 4d6; hp: 16; MV 30'; Act 1d20; SP Spells; SV Ref +1, Fort +2, Will +4; AL N

**Spells (Spell Check +6):** *Patron Bond* (Shaloth), *Invoke Patron* (Shaloth), *Ritual of the Achari*, *Heat Ray* (*Flaming Hands* with the manifestation of an invisible wave of

super-heated air), *Magic Shield*, *Ray of Enfeeblement*, *Roar of the Achechari* (Scare with the manifestation of a partial transformation into an achechari)

Sabella is an older woman with steel-grey hair done up in a tight bun. Unlike her charges, she wears fine robes stitched with golden runes (200 gp).

## Area 7 – Great Spring

*Other than an occasional ring of ripples, this dark lake lies still. The roar of an underground waterfall echoes nearby from the south.*

This fathomless pool flows over an 80' tall cliff to **Area 15**. Navigating the lake is tricky in canoes or other small craft. If skirting the northern wall, rowers must make a Strength check (DC 5 – multiple rowers may combine rolls) to keep the boat true. For every 10' closer to the waterfall, the DC increases by 1. Within 30' of the waterfall, the total DC is 15. Within 20', the DC is 18. Inside 10', the boat is automatically lost to the falls. Roll 12d6 damage (just to be fair), but this likely kills everyone in the boat, barring magical protections and aides.

Crayfish, blind cave fish and long flat worms, ranging in size from tiny to somewhat larger than a man, inhabit the pool. Though not aggressive to boats, larger specimens of crayfish and flatworms attack anyone in the water. In addition, eight achechari hatchlings swim through the murky water, preying on or evading the other water creatures. The cultists typically throw haunches of meat into the water to forestall attacks by the hatchlings. Due to this practice, 2d4 of them crest when the barge or canoes move through the water. Their demeanor is aggressive, but not necessarily hostile to those in boats. Anyone in the water, however, is considered food and may cause them to attack passengers in the boats in their frenzy.

**Achechari Hatchlings (8):** Init +1; Atk foreclaws +2 melee (1d4); AC 13; HD 2d4; hp: 5 each; MV 20', swim 50', Fly 30'; Act 2d14; SP withering bite; SV Ref +2, Fort +3, Will -1; AL N

**Withering Bite:** When the achechari strikes with both claws, it gets a free bite that deals 1 damage from its mandibles and 2d4 damage from a withering, invisible heat that emanates from the creature's mouth.

Achechari hatchlings are 5' long insect-like creatures that are amphibian. They typically attack by flying out of the water on their beetle-like wings. Achechari hatchlings can fly for about 60' before having to land or dive back below the water.

**Large Crayfish (2d4):** Init -1; Atk claws +3 melee (1d6); AC 16; HD 3d8; hp: 15 each; MV 20', swim 40'; Act 2d16; SP drag under; SV Ref -2, Fort +2, Will -3; AL N

These white crayfish are 6' long. With a successful



hit, the crayfish attempts to drag prey underwater (Strength versus a +4). Once drowned, the victim is dismembered and eaten.

**Large Flatworm (2d3):** Init +2; Atk adhering mouth +2 melee (1d6); AC 10; HD 4d8; hp: 19; MV 10', 20' swim; Act 1d20; SP adhering mouth, Entangling body; SV Ref -2, Fort +4, Will -3; AL N

These horrifying creatures are 6'-8' long and attack by biting, and then adhering to their victims (Strength versus a +4 to rip the mouth free for 1d6 damage). Once adhered, the creature wraps its flat glistening body around the victim and drags him below (Strength or Agility to disentangle versus a +5 - note swimming victims may be at a distinct disadvantage). Dealing more than 10 points of damage to a flatworm causes it to disentangle and retreat.

## 7a) The Cathedral

*Looking up from the rocky shore, you see a dark stone escarpment. A narrow trail switches up the face of the escarpment, presumably to the top.*

The escarpment is 60' tall. At the top is a large natural cavern crowded with mounds of variegated and phosphorescent moss and fungus.

If not encountered in the cultist or tokar camp, Sabella and the tokar prophet Terek are attending their achechari god. They are supported by the remainder of the cultists and achari from **Area 6** and any tokar not encountered in **Area 5**.

If not in the midst of a transformation ritual, those present are engaged in mundane tasks - cooking meals, lounging, and the like. Sabella forbids anyone not of the faith to view or participate in the ritual. All present fight to the death to defend their god.

Shaloth, barely alive, is coiled in the northern alcove (see below). Her clusters of multifaceted eyes appear dull and dry, though the fearsome mandibles occasionally open and close spasmodically. If attacked, Shaloth rouses after 3 rounds. The achechari cannot move and can only bite those within melee range (a 30' long, 180-degree arc in front of the bulk of her body.) She uses her breath weapon every other round while screaming in an eerie high-pitched voice. Terek and Sabella, if absent, immediately detect their goddess' torment anywhere within the cave complex and rush to aid her with a phalanx of followers.

**Shaloth, the Achechari god thing:** Init -2; Atk bite +10 melee (4d6), or breath weapon ranged (see below); AC 24; HD 8d12+4; hp: 100 (currently 52); MV 0'; Act 4d20 (only within melee distance); SP +4 to saves versus spells and magical effects, Immune to non-magical attacks, breath weapon (scorching heat); SV Ref -4, Fort +18, Will +16; AL N



Shaloth is an 80' long serpentine creature covered in patches of iridescent chitin feathers. Her lower body is that of a bloated white worm crawling with bright green fibers that wave and quiver as if independent of their host. The spiked and knobbed tail, though once a powerful weapon, lies dormant. Her great tattered wings, once resplendently feathered, spasm uselessly. Though a quadruped, her rear legs are flaccid and dead. Her forelegs stay folded under her bulk. The creature's head is insect-like, with clusters of dull black eyes and a complex set of mandibles. In her current state, the creature can only manage a sickly mewling cry before blasting foes with a formidable breath weapon. Foes that stray too close to her mandibles find that they are still fast and lethal.

**Breath Weapon:** Shaloth can fire a 10' wide by 60' long line of scorching heat 5/day. This attack deals the achechari's current hit points as fire damage to all within the area of effect. Half of the damage is avoided with a successful Reflex save (DC 18). The attack is visible only as heat-distorted air.

Every 3d10 days, the achechari god thing uncoils with heart-wrenching screams and moans. The wormy abdomen spasms and undulates for hours before depositing an thick brown chitin egg, as tall



as a halfling. If closely observed, the egg appears to bulge and flex with the growing life inside. When this momentous event occurs, Sabella and her minions, along with Terek and his tokar, drag either a “guest” or a carefully selected cultist into the cavern where they conduct a day-long ritual (as described in **Appendix M: Magic**). If successful, the victim merges with the egg and in some number of days is reborn as an achari. If the ritual fails, the victim dies within the egg, and it is dumped into the lake. There is a 1 in 6 chance that the egg is still viable and hatches an achechari larva in 1d12 months. The creature grows to adulthood over a period of 300 years.

Those that accept a bond with Shaloth find that the crippled patron desires only to destroy the god-seed on this realm and Akavala, the Ravenous Tree, in every realm.

### 7b) The Hidden Stair

Beyond the far western edge of the waterfall, hidden among the stone draperies and glistening stalagmites (Luck DC 18, if searching in the area; the path is known to one or two of the cultists – see the **Appendix R**), is a narrow and treacherous switchback path down to the surface of the underground river. Moving along the path requires an Agility check (DC 8) each turn. The total length of the path is 340’, and characters can only safely move 10’ per round. Increase the DC by 2 for each 10’ increase in speed, per round. If carrying a canoe or other bulky object (especially in concert with someone else), the DC is increased (DC 10 or higher; Judge’s discretion). Complex operations, such as lowering boats down, using ropes and the like are sure to attract the attention of the cave fishers (see **Area 15a**).

## THE HIDDEN GALLERY

Beyond the cave ray lair (**Area 3**) lies a wandering limestone gallery, once another tributary of the underground river. This passage not only provides a back way to the chamber of the god-seed (**area 18**), but also potentially reveals more about the true threat of Akavala and her servants.

### Area 8 – The Crowded Chamber

The narrow passage opens into a chamber crowded with cave formations and rubble.

### Area 9 – The Evolved

**NOTE:** The passage to this chamber is 60’ up the wall. The entrance is well hidden by cave formations (DC 20, with sufficient light, etc).

*This damp, close chamber has a strange animal reek. Husks of huge insect creatures lie strewn on the floor, some are the desiccated bodies of very large beetles, while others appear to*

*be shed from some humanoid insect. Near the southern wall is a small pool of water beside which sits a three foot tall leathery egg.*

An achari of distinctive intelligence and form lairs here. Calling itself Uroth, the creature has molted three times in the last month, growing vestigial wings and a spiked tail.

Uroth has also found one of Shaloth’s eggs, which it bathes in water that collects in a small pool in the western niche. It most often lies curled around the egg whispering in its strange language, a series of insect clicks and buzzes. The creature defends the egg with its life, but is otherwise not aggressive.

Uroth has only a vague understanding of its environment, though it often creeps down the cave wall to hunt for cave beetles and other food. It is aware of and avoids the cavern of the Undermind (**Area 10**). The creature’s aims are difficult to determine, but it ultimately seeks to destroy the god-seed. If given the impression that the party intends the same, it becomes a henchman of the character with the highest Personality score. Uroth is unique in that it has no connection to Shaloth.

**Uroth, evolving Achari:** Init +2; Atk Claws +6 melee (1d6+1); AC 14; HD 3d8; hp: 13; MV 30’, climb 20’; Act 2d16 ; SP breath weapon (20’ long, 5’ wide line of super-heated air – 4d4); SV Ref +4, Fort +4, Will +6; AL N

### Area 10 – The Undermind

*The dull, wet smell of mold washes over you as the passage widens into a large natural chamber carpeted with lichen, fungi and molds, all glowing with an ethereal luminescence.*





*Vaguely humanoid figures lumber through the hazy glow.*

This is the realm of the Undermind, a vast fungal collective intelligence. The creature is the carpet of fungus in this room and communicates through ambulatory slime molds that it forms from its body. The Undermind and its mindless servants are not immediately hostile, though it extrudes 2d4 creatures to forestall attacks. A single, 8' tall humanoid mold forms in the midst of the slime mold group to speak for the Undermind.

The creature is both curious about the invaders and eager to enlist aid against its new enemies, the collectors from **Area 18**. Through a gasping, wet form of Common, the Undermind questions the characters. If it finds them worthy and they agree to fight its enemies, the Undermind opens a path through to **Area 13**.

The Undermind can direct the PCs to the fhyrians (**Area 12**), describe the situation in **Area 14**, where its twin fights a continual war against the collectors, and provide its theories on the incursion's source (**Area 13**). It knows little about its enemies, other than they seem relentless in their inscrutable aims.

Should the characters attack the Undermind or its servants, the creature attempts to drive off the attackers, before resolving to destroy them if they persist. Should the party reduce the Undermind to ½ hit points, the sentient fungus calls waves of cave beetles to its aid (2d4 per round).

**Slime Mold Guardians (2d4 per round):** Init always last; Atk Pseudopods +4 melee (1d8); AC 10; HD 2d10; MV 20', climb 20'; Act 2d16 ; SP Engulf ; SV Ref -4, Fort +6, Will -4; AL N

Though slow moving, slime mold guardians attack with powerful pseudopods, attempting to surround an opponent. Once the opponent is boxed in, one or more of the slime mold guardians collapses onto the opponent, engulfing him or her in a choking, semi-fluid substance. The victim takes 1d4 Stamina per round until suffocated, though can escape with a Reflex save (DC 8+1 per round). Slime mold guardians are susceptible to both fire and alcohol, taking double damage from the former and 1d6 points per pint of the latter. Even mildly alcoholic liquids (such as ale) deal damage.

**The Undermind:** Init always last; Atk Mental Blast +12 (1d10 Intelligence damage); AC 10; HD 25d12; hp: 176 MV 0'; Act 4d20; SP Mental Blast, Regenerate, Control Beetles, Immunities, Slime Mold Guardians ; SV Ref -8, Fort +16, Will +12; AL N

The Undermind is immobile but is protected by its formidable mind and slime mold "children." When threatened, it blasts opponents with a psionic wave



of excruciating pain that deals damage directly to the victim's Intelligence. Once reduced to 0 INT, the victim becomes a servant of the Undermind and is absorbed, then extruded as a slime mold guardian. The Undermind regenerates 2d12 hit points per round, and is immune to damage from fire, cold, mundane weapons, poisons and diseases. The creature can create 2d4 slime mold guardians per round, however, it loses the ability to regenerate that round. Additionally, the Undermind maintains a symbiotic relationship with the cave beetles in **Area 11**. If necessary, it can call forth the beetles to defend itself.

### **Area 11 – Meet the Beetles**

*This chamber stinks of strange chemicals and the creaking of many insect wings creates an unholy harmony.*

There are 2d24 large beetles in this chamber at any given time. The Undermind allows them to wander its expanse, since their offal provides it much needed nutrients. These beetles have no special traits, apart from 100' infravision and the traits common to all giant beetles.

**Cave Beetles (2d24):** (See Core Rules, page 397)





## Area 12 – The Refugees

This damp natural chamber appears to be empty.

However, it is not. In the eastern niche, four escaped fhyrians hide and gather their strength. These tiger women of Akavala's realm were imprisoned within the god-seed in an attempt to convert them into future defenders of the Ravenous Tree in this realm. The destruction caused by the achechari's escape freed them from their bondage, as well. After encountering the Undermind, they sought refuge here to gather their strength and figure out what to do next.

The fhyrians are unarmed, but have constructed armor from the giant beetles they've killed. They are defensive, but not immediately hostile. The creatures speak only their native language, but if some way is devised to communicate with them, they can tell the party what to expect. Though they can be convinced to join the party, it is difficult to convince them to return to the god-seed unless it is made very clear that the party intends to destroy it and free their sisters.

**Fhyrian (4);** Init +2; Atk Claws +2 melee (1d3) Bite +2 melee (1d4); AC 15 (12); HD 1d8+2; hp: 7, 4, 4, 6; MV 40'; Act 2d16; SP Hide and Move Silently +6; SV Ref +4, Fort +1, Will -1; AL L

Fhyrians are tiger women. Fierce warriors, fhyrians can use any weapon, though when unarmed they use their claws and bite to defend themselves. Their names sound like feral growls, but to those that understand the language, their names translate to: She Who Stalks the Evils, Hidden Death, Eyes of Fear and Pain, and Terror of the Shattered Isles.

## Area 13 – Gallery of Horror

*This natural gallery overlooks an underground lake that is illuminated by lurid green and pink light emitted by ropy structures that float just under the surface of the water, crawl up the sides of the cavern and encase a rock pillar near the center of the lake. The reek of dead fish permeates the area.*

This gallery is unoccupied, though if characters are not disciplined with their light and sound, there's a 20% cumulative chance per round of drawing 1d4+2 collectors from area 18. Once attacked, an additional 1d4+1 collectors attacks every 1d5 rounds. Also note that this opens a second front in the struggle between the Undermind and the god-seed's minions (see **Area 14**).

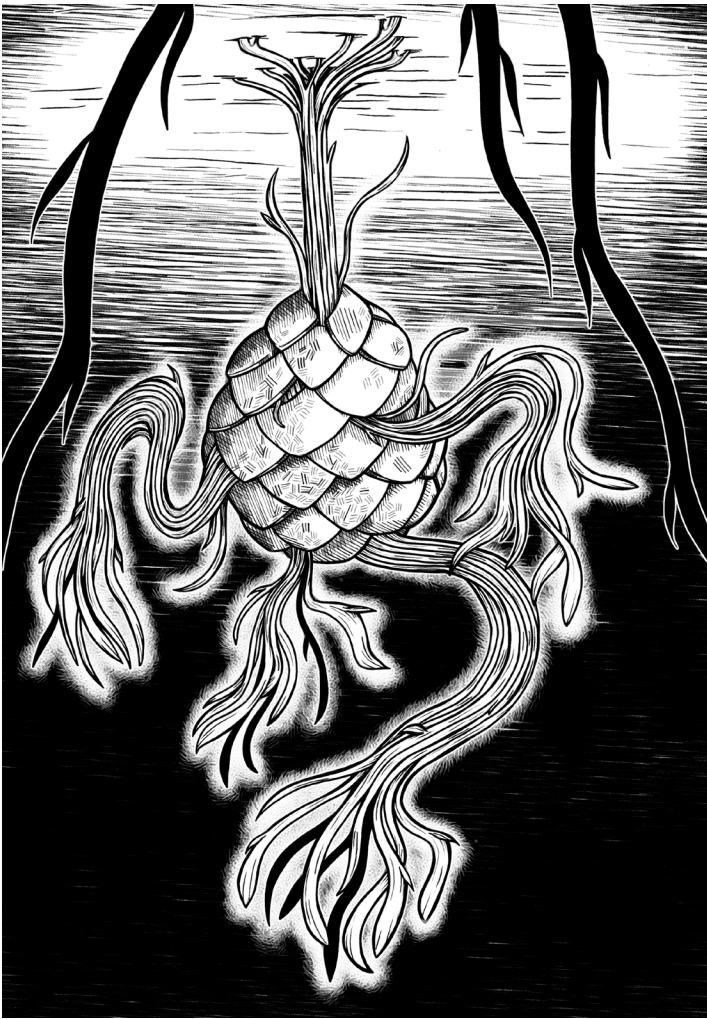
**Collectors of Akavala (1d4+2):** Init +4; Atk Entangling Tendrils +5 melee (Entangle); AC 17; HD 4d8+3; MV 30', Climb 30', Glide 30'; Act 2d20; SP Entangling Tendrils, Constriction (1d3 Stamina); SV Ref +4, Fort +1, Will -1; AL L

Collectors are nearly amorphous bundles of fibrous, plant-like material encased in rusty interlocking scales of iron. The fibrous bundles, which are exposed as the creature flexes and moves, are garishly colored and luminescent. Collectors move quickly, both on the ground and climbing, on these innumerable tendrils. In addition, the creature can launch itself from a perch and glide up to 60', traveling at 30' per round.

Collectors have one mission: Secure prisoners that become either the future slave defenders of or nutrients for the god-seed. Collectors attack by separating their "arms" of fibers, entangling and then constricting victims. Each successful strike by a collector's appendage requires a Reflex save (DC 14) or the opponent is entangled and immobilized. Once done, the collector begins constricting the victim, dealing 1d3 Stamina damage per round. Each round of constriction, the victim must make a Fort save (DC 14), or fall unconscious. While still conscious, the victim may attempt to break free with a Strength check against the collector's check (+5). There is a 25% chance that the collector continues to constrict an unconscious victim until he or she is dead (meaning the corpse is destined for "nutrient" processing). Otherwise, the collector bears the unconscious victim to one of the cells within the god-seed (See the **Within the Seed of the World Breaker** section).

Note that clever PCs may choose to "play dead" to be carried within the god-seed, but such characters run the risk of being turned into nutrients instead!





### Area 14 – The Hidden War

*A carpet of glowing molds and fungi extend into this descending passage and to the edge of a thrashing pool. Within the pool various oozes and slimes struggle with what appear to be luridly glowing bundles of rope.*

The minions of the Undermind fight with the collectors of the godseed. The carpet of mold in the passageway and cramped flooded chamber is co-sentient, but technically separate from the Undermind. The creature extrudes 2d3 slime guardians per round to fend off the attacks by the collectors. This prevents it from regenerating, and it is slowly losing ground against its foe.

The sentient mold and slime guardians have the same statistics as those presented in **Area 10**. There are 2d3+1 collectors involved in the fight and an additional 1d3+1 arrives every other round.

## THE LOWER CAVE

The lower cave was once a raging underground river flowing from the southeast to the northwest. This torrent burst from the mountainside turning into the Veils, a waterfall that descends 500' to the Roaring River. Since the incursion of Akavala's god-seed, however, the river has been reduced to a shallow, quick flowing channel. Though the god-seed's roots are tangled in a stinking morass at **Area 17**, the collectors still roam the galleries, seeking to subjugate future defenders or nutrients for their master. This has all but driven the tuegel leechmen to a southern cave system, where they spend their time in the service of Daeroth, the achechari brother of Shaloth. Small groups still move through the river channel and a main branch of the river connecting the upper cave system to the lower (**Area 15**).

Though the god-seed continues to grow its roots toward a source of salt water, and its collectors continue to search for both the achechari and other future defenders (or nutrients), the entire system is severely disabled. A total of 1d30+10 collectors exist after the escape of Shaloth and Daeroth. The seed's system produces 1d10+4 per week. Against a sustained assault, the seed is left vulnerable to even moderately successful parties.

### Area 15 – The River

A murky and sluggish river flows away to the south. The river is only navigable by boat (or a very strong swimmer). The current is slow (10' per round), though canoes can be paddled at up to 20' per round faster. Any of the random encounters listed below can occur here.

### Area 15a – The Fishers

Two cave fishers, large amphibians that are similar to toads with thick claws used for climbing, are positioned on this slightly submerged ledge. They attack anything visible within range.

**Cave Fisher (2):** Init +3; Atk trapline +8 ranged (adhesion), claws +5 melee (2d4); AC 17; HD 4d8+2; hp: 21 each; MV 10', swim 20'; Act 1d20; SP Adhesive trap line (60') ; SV Ref -2, Fort +4, Will -2; AL N

**Adhesive Trapline:** When the cave fisher's trap line strikes a target, the line is adhered to the creature. The fisher then "reels" in the line and victim at a rate of 15' per round and then dismembers the victim with its formidable claws. The victim can break free from the line with an opposed Strength check (versus a +5 check from the cave fisher). The near invisible trapline can also be severed (AC 18, hp: 10). Those trapped by the line suffer a -4 to AC while engaged in melee with the creature. The adhesive can be dissolved by liquids with high alcohol content.



## Area 16 – Rapids

*It is quickly apparent that though this is a gentle slope in the riverbed and may be navigable, crosscurrents and protruding rocks look treacherous.*

The upper spring flows into the main river channel here. Those in canoes must make four successive Reflex saves (DC 8+Check count) or capsize. Those thrown into the water take an immediate 1d4 damage from the collision and then must make a Fort save (DC 10) to avoid being stunned and drowned. Swim checks here are made at -2 due to the treacherous conditions. After three rounds of swimming, the character can find purchase on the southern bank of the river channel.

## Area 17 – The Morass

*The outflow of the river is choked with flotsam and stinks of dead things. Tangled through the mass are root-like bundles that glow in lurid green and pink, some of which climb a short distance up the cave walls.*

The neck of the underground spring that feeds the river terminates here. The morass is shot through with near invisible tendrils from the god-seed's longest root system. The water is navigable by boat, but anyone in the water is immediately attacked by grasping fibers of the root system (Fort DC 18 per round or slip into unconsciousness). Anyone knocked unconscious lies just above the water's surface (supported by the tangled fibers) until collectors arrive from **Area 18**

(2d4 collectors in 3d4 rounds).

Even if pulled into a boat or otherwise removed from the water, the tendrils must be cut away from the victim. Once done, a final Fort save (DC 10) must be made, or the tendrils burrow into the victim's body. This does not have an immediate effect (see the **In the Seed of the Worldbreaker** section). Note that anyone touching the root system or its fronds are affected. If a victim is rescued from the deadly embrace within 1 turn, the collectors do not arrive to investigate.

## Area 18 – The Infested Lake

*This underground lake is illuminated by lurid green and pink light emitted by ropy structures that float in a tangle just under the surface of the water, crawl up the sides of the cavern and encase a rock pillar near the center of the lake. The reek of dead fish permeates the area.*

The chamber, similar to **Area 17**, is a stinking morass of flotsam and dead things. The walls glow faintly with phosphorescent moss, while the huge natural stone column (**Area 18a**) glows and pulses with a bright pink light.

The party has a 10% chance per turn of drawing the attention of the collectors, which lurk on the island and cling to the root-wrapped column at **Area 18a**. However, due to their reduced numbers, only two waves of 1d4+1 of the creatures attack, once the party is detected. If these are defeated, any remaining collectors retreat to within the god-seed to repel

## RANDOM ENCOUNTERS

Each hour, roll a 1d6. On a roll of 1, an encounter occurs. Note that only collectors are encountered in **Areas 17** and **18**.

2d6	Encounter	Notes
2	Collector	2d3 collectors from the god-seed. Immobilized targets are taken back to <b>Area 18</b> and into the god-seed.
3	Tuegel	1d3 scouts that flee if discovered; next tuegel encounter is a warparty.
4	Cave Rays	2d4; hunting.
5	Giant Flatworms	1d3; Lurking in the water, though they can reach up to 30' from the water's edge.
6-7	Large Crayfish	2d3; In the water, or lurking along the cave wall.
8-9	Cave Beetles	2d4; hunting - See Core Rules page 397.
10	Tuegel	2d4; Warparty. They fight to disable, bringing incapacitated characters to <b>Area 20</b> and eventual sacrifice to Daeroth.
11	Achechari Hatchling	A single hatchling has managed to escape from either Sabella or Daeroth. The creature is ravenous and attacks immediately.
12	Collector	2d6 collectors from the god-seed. Half of them have victims secured (roll again on this table ignoring results of 2 or 12 to determine their victims. 25% of victims are dead)

continued assault. The collectors approach from the ceiling and glide down to attack foes.

Passage across the small lake is difficult in a boat (and impossible without it) – requiring 10 minutes of hard rowing for every thirty or so feet of progress. After an hour of such work, rowers must make a Fort save (DC 10) to continue for another hour. Flying creatures are not impeded, though see **Area 18a** for additional impediments.

### **18a) Area of the God-seed**

A stone pillar rises from a stone platform a few feet above the lake and stretches to the ceiling, lost in the shadows overhead. The pillar is covered in the god-seed's roots that glow and pulse in lurid, pink light. Sprouting from the roots are fronds like those that infest the underground lake. The fronds are difficult to see (DC 15) and reach 10' away from the stone column. Anyone touching the fronds are affected as **Area 17** above. Flying or climbing characters are caught and held fast until the collectors arrive.

Unless alerted, 50% of the remaining collectors lurk along the length of the pillar. If the fronds are not touched, the creatures remain inert, appearing to be composed of the same glowing pink and green tendrils as the god-seed's roots; however, if alerted, the collectors fold themselves out of the tangled roots and attack any living thing on the island in waves of 2d3. These remaining collectors fight to the last to defend the god-seed.

The only way into the god-seed is through one of the root bulbs (there are three living bulbs, and one that is ruptured). The root bulbs are black hemispherical nodules that cling to the side of the stone column. Sprouting from each are three thick roots composed of bundles of neon pink or green fibers. The root bulbs can be damaged (AC 10, hp 42 each; damaged by slashing or piercing weapons only) by hacking off the root sprouts and cutting into the bulb itself. If the bulb is destroyed, the tendrils binding it relax, opening a 5' wide passage that leads up into the stone column and terminates at the **Root Chamber (Area 1; Within the Seed of the Worldbreaker)**. Attacking the bulbs draw waves of collectors as above.

### **18b) The Shattered Bulb**

This large, shattered bulb lies 10' underwater behind the stone column. Root fronds do not extend to this area, but the bulb is difficult to find in the murk (DC 12). If the party can reach it, this 10' wide passage is composed of bundles of dying tendrils and leads up to the **Root Chamber (Area 1; Within the Seed of the Worldbreaker)**. Entering this bulb does not attract the collectors. This was the passage that Daeroth and Shaloth cut through the god-seed to escape.

## **Area 19 – Tuegel Sentries**

2d4 tuegel maintain a watch post here at all times. The tuegel typically remain hidden under the water or in the cave formations along the wall, keeping tabs on strangers, while some of their number go to **Area 20** to alert the tribe. There are 50 total tuegel in this area of the cave (including **Area 20** and **21**), and though many of them remain at the camp, they also roam this portion of the river with impunity.

**Tuegel, Leechman underworlders (50):** Init +1; Atk paralyzing claws +3 melee (1d6), bite +2 melee (1d4, only when locked to foe); AC 13; HD 2d8+2; hp: 10 each; MV 20', swim 50', climb 20'; Act 2d16; SP Paralysis (Fort DC 13); SV Ref +1, Fort +4, Will +0; AL N

**Paralyzing Claws:** The tuegel's spear-like claws extrude from its chest when it attacks. When struck, the claws inject a weak paralytic poison (Fort DC 10; 1d3 rounds) and the barbed claws remain stuck in the wound. The hold can be broken with an opposed Strength check (tuegel receive a +2 to the roll). If the hold is not broken, the tuegel can inject paralytic poison every 1d3 rounds and deliver a painful bite (1d4) each round.

Tuegel, standing about 4' tall, and are humanoid from the waist up with two sets of arms: one pair are small, but have manipulators that can handle tools and such. The second set are 4' long, spear-like appendages that retract into their chests, springing out when the creature attacks. The lower half of the tuegel is a long, worm-like body. Their faces, while vaguely human, have large black eyes and a circular leech-like mouth ridged with teeth.





## Area 20 – The Tuegel Camp

*The muddy natural passage opens to a large chamber crowded with low mounds of mud. Small humanoid creatures slide through the mud on their worm-like bellies.*

The tuegel camp clusters at the base of an 80' cliff. The tuegel are immediately hostile to invaders, but they might be convinced to assist a party that pledges to take the fight to the god-seed in the name of Daeroth. Regardless, they are difficult to communicate with, even through magical means, imparting a -4 to all Personality checks when dealing with them. If achari or cultists to Shaloth accompany the party, the leechmen cannot be reasoned with and attack immediately.

If somehow befriended, tuegel may reveal the information below. If attacked, the tuegel defend this cave and the passage to **Area 21** with their lives. Captured opponents are brought to Daeroth in **Area 21**.

If somehow befriended, the tuegel know the following:

- Three priests and Daeroth are attempting to magically enhance the larva of Shaloth into a powerful army of achechari.
- The river flows out of the mountain to a cliff that drops hundreds of feet.
- Daeroth and Shaloth escaped from a prison. A tuegel guide can lead the party to the morass (**Area 17**) and describe the node from which the two achechari escaped (**Area 18a**).

## Area 21 – The Achechari

*This huge natural cavern smells of caged animal. A bone-shaking hiss shatters the silence as a massive serpent-like creature unwinds from the shadows. Its gaping, insectoid maw glows with an unholy green light.*

Daeroth is not likely to reason with invaders. Sacrifices are eaten without a second thought. If brought here (somehow) as ambassadors, the creature dully acknowledges the Common speech, though it speaks through one of its three priests. The creature's only aim is domination of all that it encounters. If the tuegel priests are convinced that the PCs will assault the god-seed, they will convince Daeroth not to eat the party. In addition, they will send 2d3 tuegel to accompany the expedition.

If Daeroth is overwhelmed by the party, it flies at best speed to **Area 22** and out into the world.

There are 8 eggs here stolen from the achechari's "sister." The priests and Daeroth attempt to accelerate the growth cycle of the larva, as Daeroth believes itself to be a king and god of its kind. One of the priests



has devised a ritual that it believes calls upon the collective gods of the underworld, however, this ritual is completely ineffective. It holds a scroll that is all but unintelligible, even with a *Read Magic* or similar spell.

Piled in the back of the cave is a mound of gold, silver and platinum coins--the exact composition is left up to the Judge but should total many thousands of gold piece value in addition to artifacts of the *achechari's* attacks on the countryside. Also, the dismembered bodies of several Welwood area militia and sheep are stacked almost ritually around the treasure pile. These were victims of the watchtower attack and its predation of the area's sheep herds.

**Daeroth, the Achechari:** Init +8; Atk bite +10 melee (3d6), or breath weapon ranged (see below); claws +10 melee (2d4); AC 20; HD 8d12; hp: 96; MV 50'; Fly 100'; Act 3d20; SP +4 to saves versus spells and magical effects, breath weapon (30' line of scorching heat, DC 18); SV Ref +8, Fort +8, Will +8; AL C

Over 40' long, Daeroth is an odd combination of insect, serpent and bird. Its wings, serpentine body and four powerful legs are covered in iridescent "feathers" that resemble insect wings. The head, while vaguely serpent-like, is sprinkled with clusters of insect-like eyes and a complex tangle of mandibles clack and buzz when it attacks. Its short knobby tail is ineffective as a weapon.

**Breath Weapon:** Daeroth can fire a 30' long 5' wide line of scorching heat twice per day. This attack deals damage equal to the *achechari's* current hit points to all within the area of effect. Half of the damage is avoided with a successful Reflex save (DC 18). The attack is only visible as heat-distorted air, though its mouth glows with an intense green light before the attack.

**Tuegel, Leechman priests (3):** Init +1; Atk paralyzing claws +3 melee (1d6), bite +2 melee (1d4, only when locked to foe); AC 13; HD 2d8+2; hp: 13, 11, 15; MV 20', swim 50'; Act 2d16; SP Paralysis (Fort DC 13), bite (1d4) - only when locked to foe; SV Ref +1, Fort +4, Will +0; AL N

Spells (+3): *Animal Summoning* (cave beetles of appropriate HD), *Choking Cloud*, *Comprehend Languages*, *Magic Missile*

## Area 22 - The Falls

The natural cavern widens considerably and natural light can be seen emanating from the west. The faint roar of a waterfall can also be heard.

The river channel deepens and quickens as it enters this chamber. Characters in watercraft have 2 rounds to successfully beach their canoes or be swept out of the cavern and over the 500' falls of the Veils. This

cave mouth may be entered from the outside, though presumably only if the party has the ability to fly. Scaling the cliff is nigh impossible.

# WITHIN THE SEED OF THE WORLD BREAKER

Akavala's seed is a complex environment thrown into chaos by the escaping *achechari*.

## THE ENVIRONMENT

The seed complex is composed of a tuber-like structure that surrounds the core seed and a root chamber that sits below the core. Each of these areas are connected by tubal structures similar to elevators - if an elevator were composed of bundles of plant-like fibers that contract around the passenger and then undulate him or her to the next floor. Several of these tubal elevators require a defender's gemstone in order to operate it. In these cases, each PC traveling within the tubal elevator must hold the appropriate gemstone.

The structures within the seed are composed of bundles of plant-like fibers that glow either neon green or pink. The light emitted allows PCs to see without restriction, and in fact, does not interfere with infravision. All of the structures resist weapon attacks, fire, and other destructive means (AC 20, hp 60 per 10' section). Doors are particularly resistant, taking only half damage from any successful weapon attack.

Several doorways only open if touched with a black iron core (from a collector), an onyx gemstone (from a builder) or an iridescent gemstone (from a controller). These doorways are described in the appropriate sections. When touched, these apertures flex open with a wet sucking sound.

## THE DEFENDERS

The seed's native defenders are beings composed of the same plant-like tendrils that make up much of its structure. There are three types: collectors (described previously), builders and controllers.

**Builders of Akavala:** Init +2; Atk Heat Ray +5 ranged (2d6); AC 12; HD 5d8; MV 30', Climb 30', Glide 30'; Act 2d20; SP; SV Ref +2, Fort +5, Will -1; AL L

Similar to collectors, builders are amorphous bundles of glowing plant-like fibers, however, they are not covered in iron plates. The builders built the structures that protect and feed the godseed and house its future defenders. They also repair damage.

Builders fight only to defend themselves and do so by emitting a heat ray 5' wide and 10' long. Anyone within the area of effect takes the damage, though half may be avoided by a successful Reflex save (DC 15).



Builders are controlled by black onyx-like gemstones embedded within their fibrous bodies.

**Controllers of Akavala:** Init +5 (each tendril rolls separately); Atk Spiked Tendril +6 melee (1d6+2; Special); AC 12 (tendril) 20 (core); HD 1d8 (each – tendrils) 1d8 (core); MV 0'; Act 3d20; SP Mental Assault, Regenerate 1 HD per turn; SV Ref +6, Fort +3, Will +10; AL L

A controller is a complex creature composed of a core and spiked tendrils with which it attacks and controls its victims. The attack tendrils are composed of the same glowing plant-like material that makes up the structures and other servants of the god-seed, and each has a foot-long spike of hard chitin. The core, which is hidden somewhere in the area that it controls, is composed of thick black chitin covering a brain-like structure. This structure encases an iridescent gemstone.

Controllers initially appear to be nothing more than their spiked tendrils which extrude from the very structure of the god-seed. The controller can manifest three such tendrils per round (each has 1 HD) and a total of six, which attack independently. If a spiked tendril strikes a living creature, the controller injects a cocktail of mind-altering chemicals and simultaneously blasts the victim's mind with telepathic images. Both a Will and Fort save (DC 17) must be passed. If failed, the victim loses 1 Personality permanently, and is under the controller's spell (similar to a *Charm Person* spell result 14-17). The controller then directs the victim to defend the god-seed. The effect lasts for 1d3 rounds after the spiked tendril is removed from the subject. Victims reduced to 0 Personality are permanent slaves to the god-seed and the future aspect of Akavala.

If six of its attack tendrils are destroyed, the controller goes into a hibernation state. During this time, the core frees any creatures under its direct control. Those reduced to 0 Personality regenerate 1 Personality per turn and become free-willed creatures again. The controller's attack tendrils regenerate at a rate of 1 per turn.

The core has no defenses, other than its hard covering (AC 20). This covering is immune to bludgeoning weapons.

### Area 1 – The Root Chamber

*You stand within the remains of a shattered mound once composed of plant-like tendrils, though these appear dark and rotting. It and three other intact mounds stand in a broad, roughly conical chamber. The walls and floor of this chamber glow in stripes of neon pink and green. Along the southern curve of the wall are three tubes, roughly 30' in diameter that rise from the floor to the ceiling of this 80'*



*tall chamber. Two smaller tubes emerge from the roofs of mounds across the room. To the north, a narrow aperture appears to be covered in a translucent glass-like material. Each of the intact mounds have similar doorways.*

Three rounds after the party arrives in this chamber, three of the controller's attack tendrils strike (hp: 8 each). The controller can attack anywhere in **Areas 1-6**. Its core is located in **Area 2**.

The PCs likely enter the chamber at the point marked "a" on the map. The achechari destroyed the tubal elevator and its mound chamber as they escaped.

The doorways to **Areas 2** and **5** open simply by touching the translucent covering. The doorway to **Area 3** opens when any of the core stones of the god-seed's defenders are touched to the translucent covering. **Area 4** only opens at the touch of an iridescent controller stone. Attempting to hack through the doorways draws 1d3 collectors per round, which push through the walls and ceiling to attack. In 3d6 rounds, a group of three builders arrives to repair the damage.

### Area 2 – The Guard Station

The secret door can be located with a Luck check (+3 penalty to the roll), but can only be opened with an onyx gem of a builder or the black iron core of a collector. The controller's core (8 hp) can be located

with a Luck check (+4 penalty to the roll), or an Intelligence check (DC 20) if the PC knows about the core and is specifically searching for it.

### Area 3 – Access to the Generals

*The only feature within this flexible mound is a 20' diameter tube with a translucent aperture. Both the room and the tube are dark.*

The tubal elevator fails to function without a core from one of the god-seed's defenders. As before, attempting to destroy the tube or its aperture draws 2d4 collectors per round.

### Area 4 – Access to the Core

*Other than a narrow tube with a translucent aperture, this flexible mound is empty and dark.*

This tubal elevator leads to the seed core. An iridescent gemstone from a controller opens and operates the elevator, however, each person using the elevator must have one of these gemstones. Note that if this tubal elevator is destroyed, PCs will not be able to access the seed core until builders complete repairs. If they live that long.

### Area 5 – Going Up

*The walls, ceiling and floor of this broad chamber are composed of bundles of glowing tendrils. A 20' diameter tube stretches from the floor to the 30' ceiling. A narrow, translucent doorway is inset into the wall of the tube.*

The doorway to this tube opens with a mere touch. This tubal elevator once connected the three storage tubers to the root chamber, but now it ends at the first tuber (Area 8). Only one PC can enter the tube at a time. Once entered, the bundles of fibers contract around the character and undulate him or her up to Area 8.

The secret door, similar to Area 2, can only be found with a Luck check (+3 penalty to the roll). The door opens with the onyx gemstone of a builder or the black iron core of a collector.

### Area 6 – Maintenance Cubby

*This narrow chamber contains a 10' diameter tube that disappears into the ceiling.*

This tube connects the three storage tubers to each other, to the root chamber and is a primary pathway for collectors and builders. Note that an onyx gemstone from a builder or a collector's iron core is required for each character that attempts to use it. The elevator stops at within hidden maintenance cubbies (Area 7) on each level.

### Area 7 – Maintenance Cubbies

Like Area 6, these three cubbies on the three storage

tuber levels are hidden behind secret doors. Similarly, an onyx gemstone from a builder or a collector's iron core are required to open the secret doors and to operate the hidden elevators in each chamber. The secret doors can be found with a Luck check at +3 to the roll. There is a 1 in 6 chance per turn that 2d4 collectors or 1d3 builders enter this cubby, destined for other parts of the seed complex.

## STORAGE TUBERS

The storage tubers are tori surrounding the containment chambers for the generals (Areas 11 and 12) and the seed core (Area 13). The only connections between the tubers and the general's chambers are the secret tubal elevators (A). A general use tubal elevator (B) once connected these three tori, but the velox in Area 9 destroyed the elevator on that level, thus cutting off its level and Area 10.

For every six turns spent in one of the Storage Tubers there is a 1 in 6 chance of a random encounter.

2d5	Encounter
2	Controller
3-4	Escaped Prisoner
5	Builder (1)
6	Collector (1d4+1)
7	Builder (1)
8-9	Escaped Prisoner
10	Controller



## PRISONERS

After the escape of the achechari, general failures throughout the seed complex caused containment cells to rupture, spilling prisoners into the hallways. Unless otherwise indicated, 50% of the time, any given prisoner is a staunch defender of the god-seed. This table is also used to indicate prisoners held in cells.

2d10	Escaped Prisoner	Notes
2	Valru (2d3)	Spider humanoids of Akavala's realm; all are defenders of the god-seed.
3	Blade Beetles (1d6)	All are defenders of the god-seed.
4	Fhyria (2d3)	Tiger women of Akavala's realm.
5	Hadra (1st level Thief)	Seeking escape; never a defender of the god-seed.
6	0-level (1d4)	Roll on the character creation table in the Core Rules.
7	Fohric (1st level Warrior)	Champion of Sabella and Shaloth; not a defender of the god-seed
8	Fhyria (2d3)	Tiger women of Akavala's realm; all are defenders of the god-seed.
9	Maran (2nd level Cleric)	Servant of Shaloth; not a defender of the god-seed
10	Ptero-men (2d4)	All are defenders of the god-seed.
11	Regir (1d4)	Slaves of the Chalix; none are defenders of the god-seed, but are hostile to all living things
12	Thal (1)	Ape scientists from Akavala's realm
13	Crystal Spidermoth (1d3)	Slaves of the Chalix; none are defenders of the god-seed, but are hostile to all living things.
14	Tuegel (1d3)	Leechmen

**NOTE:** Unless they refuse to join the party, named NPCs are only encountered once.

**Valru:** Init +3; Atk Claws +5 melee (1d6); AC 14; HD 3d8; MV 30', Climb 20'; Act 2d20; SP; SV Ref +4, Fort +1, Will +2; AL N

Valru are twisted spider-humanoids that are fiercely devoted to Akavala in its home realm. Hunched 7' tall creatures, valru move around on either two or four legs.

Their main set of arms can use tools and the like, though they often use them as a second set of legs. Two long, hinged appendages protrude from their backs. The claws on these "arms" help the creature climb, as well as defend itself.



**Blade Beetles:** Init +2; Atk Blade arms +2 melee (1d4); AC 17; HD 1d8+1; MV 30'; Act 2d16; SP Carapace turns bladed weapons, susceptible to magical attacks; SV Ref +1, Fort +4, Will +1; AL N

Blade beetles are beetle creatures with a humanoid torso. They move on six legs, but attack with sinuous segmented arms that end in curved hooks. Believed to have been captured on another world, blade beetles worship an otherworldly entity called the Nazhghad. All blade beetles encountered here are slaves to the god-seed, however. A blade beetle's carapace is particularly resistant to edged and piercing weapons, taking only half damage from such attacks. However, the creatures are susceptible to magical attacks and effects, suffering a -4 to all saves versus magic and taking double damage, when applicable.

### **Hadra (1st-level Thief)**

Hadra is a small, dark woman with an oddly ridged face. She wears a tight-fitting leather jumpsuit (leather armor equivalent) and a wide-brimmed leather hat. She fights with a set of silver bladed knives that, when thrown, deliver a painful electrical shock with a successful hit (1d4 damage from the knife and 1d4 damage from the shock; Each of her 10 knives has 3 charges). Hadra was taken from an orbital station near a world she calls Urzin.

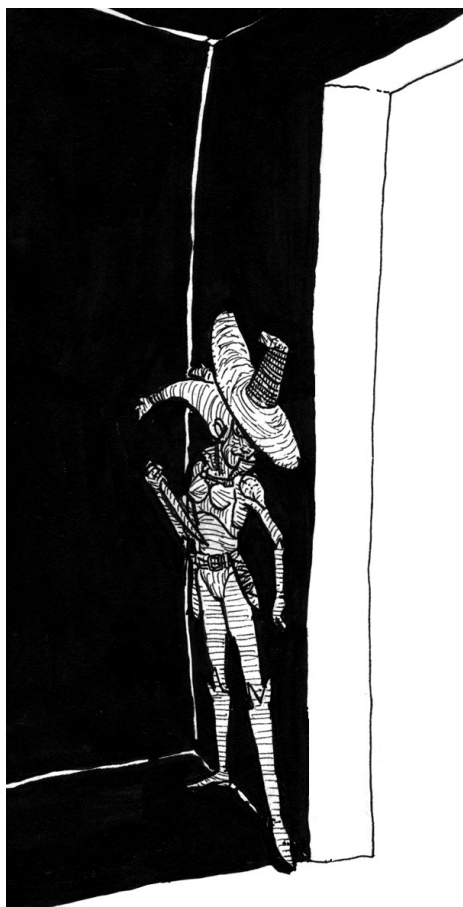


### **Fohric (1st level Warrior)**

Once the lover of Sabella, the cult leader and devotee to Shaloth, Fohric was taken when he led a scouting mission into the morass of the godseed's roots. Eager to find a way out, he will join any party that has that same aim. Clad in a breastplate and carrying a shield, Fohric found one of the thal's spikes (see below) and has worked out the method of its use.

### **Maran (2<sup>nd</sup> level Cleric)**

Maran, another devotee of Shaloth, was taken with Fohric and several peasant cultists. She seeks not escape but revenge for the death of her lover at the hands of the collectors. Unarmored, she uses a thick thighbone (mace equivalent) in combat and will assist any party willing to take the fight to the god-seed.







**Regir:** Init +4; Atk Crystalline tentacle +6 melee (1d6+2); AC 15; HD 6d8+2; MV 30'; Act 2d20; SP Constricting tentacles; SV Ref +2, Fort +8, Will +4; AL L

Thick dwarf-like humanoids, a regir's body is combination of flesh and a kind of living crystal. The creature can extrude supple crystalline appendages to defend itself, climb and perform other tasks. Once a crystalline tentacle strikes an opponent, it automatically wraps around the victim (Reflex DC 8+damage to avoid). Once trapped, the victim is dealt damage each round unless he or she can beat an opposed Strength check (regir have a +4 to the check). Regir are the slaves of the chalix, a race of super-intelligent sorcerers that track the pieces of a great stone god through the multiverse. The chalix will be detailed in a future adventure.

**Ptero-men:** Init +1; Atk Bite +5 melee (1d6+1) or Dropped stone +2 ranged (1d4 per 10' dropped); AC 12; HD 4d8+4; MV 20', Fly 60'; Act 1d20; SP; SV Ref +0, Fort +2, Will +4; AL L

Staunch defenders of Akavala within her realm, ptero-men are short humanoid pteranodons with slashing beaks and leathery wings. Their arms and hands are part of their wing structure, so they can do little more than drop things on opponents while in flight.



**Thal:** Init +1; Atk By weapon +2 melee (see below) or psionic spike +4 ranged (see below); AC 12; HD 4d4; MV 30'; Act 1d20; SP Psionics; SV Ref +2, Fort +2, Will +6; AL L

Native of Akavala's realm, thal are super-intelligent ape-like humanoids that create living machines. They are naturally opposed to the Ravenous Tree, being one of the few sentient creatures within that realm not under Akavala's control. Thal are encountered singly and each has a different living machine that it has managed to keep with it during its imprisonment. Thal are generally friendly to those that oppose the godseed and Akavala, though some have succumbed to the god-seed's control.

Thal attack with their living machines or with a psionic spike. The psionic spike attacks the victim's mind directly and are made against an opponent's Intelligence or Personality score, rather than Armor Class. Not normally war-like, thals typically use their psionic spike to knock opponents unconscious.



**PSIONIC SPIKE ATTACK MODES**

Each effect lasts for 1d6 rounds, with the exception of Coreburn, which is temporary ability damage that may be naturally healed. The Effect column entry is otherwise as the spell of the same name.

Attack	Effect	Additional Effects
Neural Disruption	Paralysis	Fort DC 12 or physical checks -2 for 1d4 days
Mesmerizing Eye	Confusion	Will DC 13 or restless sleep 2d3 days
Prism of the Mind	Blindness	Fort DC 14 or color blind and infravision does not function for 3d4 days
Transcendental Journey	Sleep	Character receives a specific insight (Judge's discretion)
Coreburn	1d3 Intelligence damage	Healed naturally; Will save (DC 8+damage) or lose 1d3 spells



## Thal Machines

The living machines in the following table are further detailed in **Appendix M: Magic**.

1d6	Device	Notes
1	CHUD	A hand-sized insect creature that emits a steady series of buzzes as it detects living things within a certain range.
2	Spike	A crustacean that fits over the forearm. The thing has a 3' long chitin spike that is used as a piercing short sword. The spike injects a painful venom into its victim with a successful strike and mental command.
3	Shiv	A small crustacean that fits over the hand. The thing has a 1' long chitin spike that is used like a piercing dagger. With a mental command, the shiv injects a painful venom into the victim on a successful hit.
4	Black goggles	Drops of a dull black liquid that are placed in the eyes. The substance hardens over the eyes in 2 rounds and provides the wearer with infravision (60') for 2d4 turns. Black goggles also ward the user against gaze attacks, bright lights, and other attacks that target the eyes.
5	Squiggly	A semi-intelligent, translucent ooze that fits over the forearm. With successful mental control, it fires a bolt of hot plasma at the range of a short bow.
6	Handtool	A crustacean that fits over the hand. The creature can be mentally controlled to use its many legs as fine tools (Thieves tools; +2 to checks)



**Crystal Spidermoths:** Init +3; Atk Proboscis +4 melee (1; Poison); AC 13; HD 3d6; MV 20', Fly 40'; Act 1d20; SP Crystalline poison (Fort DC 13); SV Ref +4, Fort +1, Will +2; AL L

Servants of the chalice, crystal spidermoths are actually multi-legged constructs composed of living crystal. Though they can move on the ground, they typically fight on the wing. Their proboscis can attack up to 10 feet away and inject a specialized poison that petrifies the victim into a crystalline statue for 1d3 days. During this time, the victim is slowly transformed into a regir. Crystal spidermoths are near mindless and attack anything that they can perceive.

### Area 8 – Nutrient Storage

This dark curving hallway is lined on both sides with cells framed by translucent doorways similar to those seen earlier. Some are large, stretching up to 30' along the wall, while others are smaller. Though bundles of fibers pulse and glow throughout the hallway, many areas are dark and at least one of the larger chambers appears to have ruptured.

**NOTE:** There are no random encounters on this level.

None of the apertures in this hallway are designed to open, but they are easy to rupture (hp 4, AC 10). Attempting to break a chamber draws 1d3 collectors per round. Other than the ruptured chamber, each of these units is tightly packed with a chalky white substance. The substance is composed of concentrated nutrients used by the seed once it sprouts. The substance can be eaten by any living creature – a mere ounce is enough for a daily ration – however, anyone that consumes the substance suffers a -2 penalty against mental attacks from a controller.

Victims captured by the collectors and destined for the nutrient cells are brought to this level, however, as described below, the velox attacks anything that enters this area.

Within 1d3 rounds after entering the hallway, the velox makes its presence known. The creature is half mad from the attention of the controllers and attacks anything it sees.

**Velox:** Init +4; Atk bite +6 melee (1d8); AC 15; HD 5d8; hp: 25; MV 50'; Act 1d20; SP Rake (2d4); SV Ref +4, Fort +1, Will +2; AL L

Velox are humanoid saurial creatures about 8' tall with bright, colorful feathers. They attack by biting, and on a successful hit, rake with their claws at the same attack bonus. The creatures originate from Akavala's realm, where they serve as scouts for the saurial race found there. Though they can use weapons, this velox is not in a state to do so.

### **8a) The Ruptured Chamber**

This chamber once held the velox, and a controller still lurks here. Its grasping tendrils lash out at the first living creature to enter the ruptured chamber. If more than one creature attacks the controller, it calls for collectors (2d4). They arrive in 1d6+1 rounds. The controller's core is located in the next cell, but the nutrient chalk must be shoveled out of the way in order to get to it.

**Controller:** hp: 8 (Core), 5 each (6 attack tendrils)

### **Area 9 – Guardians**

This level houses future defenders of Akavala on this realm and is relatively intact, though a few of the smaller chambers are ruptured. As with any destructive action taken within the god-seed, breaking open a guardian chamber draws 2d4 collectors in 1d6+1 rounds. The controller on this level has been defeated (many times) by Gyrwallion (see **Area 9a**), yet it continually regenerates. Currently the controller has regenerated three spiked tentacles but continues to regenerate one per turn while the characters are here. Its core is embedded in the wall of the large ruptured chamber across from the ruined tubal elevator.

**Controller:** hp: 8 (Core), 5 each (3 attack tendrils)

When the PCs break open a chamber, roll on or select from the Random Encounter table at the beginning of this section. The exceptions are detailed below.

### **9a) Gyrwallion**

This chamber is broken open and occupied by an aged blind man in a loin cloth floating 3' above the floor. His bushy black beard tumbles down his chest, though he is otherwise bald and his eyes are wide and white. The structure of his arms and legs seems to have melted away, leaving husks of skin in their place. This is Gyrwallion, a dimensional traveler and wizard of some power that was entrapped by Akavala. The man communicates telepathically with the first person that tries to speak with him (and will only speak to that person on subsequent conversations). Trapped in the god-seed for millennia, his continual mental





fight with the controller caused his physical body to begin to melt away. He knows much about the god-seed, having fought the controller for so long. Though Gyrwallion's mind is broken (and thus his formidable magical knowledge has been lost), he can still levitate up to 10' above the floor and move 20' per round. He knows that the controllers have iridescent stones at their core, but does not know their use. He is also aware that the seed can only be destroyed at its core, though he does not know the way in.

**Gyrwallion:** Init -2; Atk None; AC 10; HD 12d4; hp 30; MV 0', Fly 20'; Act None; SP Telepathy; SV Ref -2, Fort -2, Will +15; AL N

### 9b) Umat

This closed chamber holds a transparent, spherical creature, about 3' diameter with a glowing amber gemstone at its core. This is Umat, one of a race of intelligent hyperspatial oozes dedicated to Effer, the Ooze Lord. The creature speaks a droning unintelligible language (without magical aid), but if conversed with, will join the party for 500 gp of gemstones, which it absorbs and digests over the next few days. The controller has been unable to find Umat's "mind," thus it has been stuck in this chamber for a millennia. If asked, Umat merely mentions that its stay here has been inconvenient.

**Umat:** Init +0; Atk Blaze Light (2d4 + Blindness); AC 14; HD 6d6; HP 24; MV 30', Climb 30'; Act 1d20; SP; SV Ref -2, Fort +1, Will +7; AL N

Umat moves by rolling. Its semi-adhesive body also allows it to move along sheer surfaces, including walls and ceilings, at its normal pace. When attacking, Umat emits a blazing light focused on one target. This attack deals 2d4 fire damage (Reflex DC 8+total damage for half). Creatures with eyes, that fail the saving throw, are permanently blinded (their eyes are literally boiled in their heads). Umat can only fire his blaze light once per turn.

### 9c) The Velox

Several velox (see **Area 8**) are crowded into this chamber. These creatures are dedicated to the god-seed and attack immediately.

**Velox (4):** HP 20, 24, 15, 18

### Area 10 – Chaos

This level is dark and fetid. Pools of ichor (melted god-seed tendrils and defenders) dot the hallway. Other than a platoon of blade beetles and the dreamtaker (described below), nothing else lives here. The tendrils of this level are dying, yet the structure is still sound. The collectors and builders cannot access this level except through the secret elevator, though they currently avoid this level and will not



respond to attacks against the remaining viable cells. The controller on this level is utterly destroyed. Its iridescent stone is still within its shattered core in the ruptured chamber where the dreamtaker lurks (**Area 10b**). Unbroken cells only have a 1 in 10 chance of housing a prisoner (see **Prisoners** table); otherwise, the cell contains foul smelling goop.

### 10a) Blade Beetles

A platoon of blade beetles cowers here, having lost many of their number to the dreamtaker in **Area 10b**. They attack the PCs when detected but flee if the dreamtaker comes out of its cell.

**Blade Beetles (13):** HP 3x2, 2x2, 4x4, 7x3, 5, 8

### 10b) Dreamtaker

A hyperspatial ooze similar to Umat, the dreamtaker appears as a near transparent sheet of diaphanous material that floats through the air. When attacking, it "sings" a melodic tune that draws prey into its acidic embrace. The dreamtaker is otherwise mindless.

**Dreamtaker:** Init +0; Atk Acidic Embrace (2d3 per round); AC 16; HD 8d8; HP 46; MV Fly 20'; Act 1d20; SP Dreamsong, 20% miss chance; SV Ref -2, Fort +4, Will +10; AL N

Due to its near transparent structure, successful attacks have a 20% chance to miss the dreamtaker.

The dreamtaker selects a victim at random and broadcasts a melodic tune into the creature's mind. On a failed save (Will DC 18), the dreamtaker becomes the most beautiful creature the victim has ever seen. The victim moves at half speed toward the dreamtaker, until the creature envelops the victim. The charm effect lasts for 1d8+1 rounds or until the victim takes damage. Each time the victim is damage, he or she may make a subsequent saving throw. Escaping the acidic embrace of a dreamtaker requires an opposed Agility or Strength check. The creature receives a +3 to the opposed roll. If a victim is embraced in the dreamtaker, all successful attacks against the creature deal half damage to the victim.

### Area 11 – Devastation

*This large, ovoid chamber contains two huge mound structures. Each of these are torn open, as is the large tubal elevator between them.*

Every 4 turns, there is a 1 in 6 chance that a group of 2d4 collectors arrives escorting 1d3+1 builders. Only one such group will be encountered. The controller on this level has been destroyed. The iridescent stone that was once at its core is missing.

In the back of the eastern mound, lying under a carefully stacked pile of achechari feathers is a young achechari. This creature (it did not receive a name) is a child of Shaloth. Since the controller on this level was destroyed, the creature has not come to the attention of the god-seed's defenders but is weak from hunger.

The achechari's initial reaction to the party is defensive – flaring its feathers and hissing. If attacked, it uses its breath weapon to put its opponents to sleep and then attempts to use its invisibility power. The creature bonds to the first character to feed it. The achechari has rudimentary language skills – but only in its native language and speaks only if fed.

**Achechari (young):** Init +2; Atk Claw +3 melee (1d2) or withering bite +3 melee (1d4+1d4 heat) AC 12; HD 2d12; HP 4 (8); MV 30', Fly 60'; Act 1d20; SP Breath weapon, Invisibility; SV Ref +3, Fort +3, Will +3; AL N

Already over 10' long, this young achechari is destined to be a powerful representative of its race. It defends itself with a withering bite, which deals 1d4 damage plus another 1d4 from an intense internal heat. Its breath weapon is a cloud of scorching gas covering a 20' radius area and can be centered up to 60' away from the creature. This gas deals 2d4 fire damage (Reflex DC 12 for half damage) and causes each creature within the cloud to make a Fort save (DC 13+damage dealt) or fall into a catatonic sleep. The creature can also become invisible, as per the spell *Invisibility*. Both its breath weapon and invisibility power requires a Spell Check (+4).



### Area 12 – The Generals

*This large, ovoid chamber contains two huge, intact mound structures with 20' diameter apertures each sealed with a hard translucent material. The one on the right appears dark, but the one on the left glows with a reddish light.*

The controller on this level has been destroyed. Its iridescent gemstone is intact in the ruptured core.

The dark mound contained three huge blade beetles that were destined to lead their lesser cousins in the defense of the Akavala aspect on this world. Unfortunately, the destruction wrought by the achechari killed the controller and thus them. The entire cell is filled with an acidic slurry of creature remains. The chamber door can only be opened with a controller's iridescent gemstone. Once opened, the slurry floods dealing 2d12 damage to anyone in a 20' long, 40' wide arc in front of the doorway. The foul ichor continues to deal 1d12 damage per round for 1d4 rounds or until washed off with a significant quantity of water. The danger can be detected as a trap.

The glowing mound holds a ruby serpent, huge creatures bred on a jungle world far away to serve as mounts for the giant inhabitants there. The door can be opened with an iridescent gemstone, prompting the ruby serpent to immediately attack.





**Ruby Serpent:** Init +6; Atk Bite +12 (2d6+4); AC 21; HD 9d12; hp 72; MV 60'; Act 2d20; SP Swallow whole; SV Ref +9, Fort +9, Will +4; AL N

The ruby serpent is a blind snake-like creature, 60' long, composed of a living mineral similar to red corundum. The creature bites with its jagged, stoney teeth and attempts to swallow its victim whole. On a successful bite, the victim must make a Reflex save (DC 8+damage) or be swallowed. The grinding action of the creature's digestive system deals 3d6 damage per round. Characters with a short weapon in hand can deal automatic weapon damage to the creature each round while inside its gullet.

### Area 13 – The Seed Core

*You stand at the bottom of a chamber that resembles a bell jar. Hovering near the top, 60' above your heads, is an uncut iridescent gemstone the size of a horse. It slowly revolves, lights reflecting from the rough facets and clusters of quartz-like stone around its base.*

The seed core is the soul of the god-seed, a sliver of Akavala itself. However, in its nascent state it is occluded from its perceptions of this world. In an ethereal voice, the seed attempts to discern the PCs intentions and tries to convince them to enter its service, focusing on those that hold iridescent gemstones. Perhaps it tells a glowing version of the tale of Akavala or describes the glory of the coming growth of the Ravenous Tree's seed on this realm.

Should characters wish to enter the god-seed's service, it extrudes crystalline versions of the controller's spiked tentacles, inserts them into willing characters' brainstems and casts *Patron Bond* (+12 to the roll).

Perceptive PCs determine that the god-seed is connected to the walls and ceiling by eight single tendrils, sending instructions to its servants and receiving information. Though not a simple matter, the god-seed can be killed by destroying these vital links. Area affect damage of 10 points or higher does the trick. Otherwise, each of the tendrils must be slashed (automatic if within melee range) or hit with a missile weapon (AC 20). The seed core is not without its defenses. Once it perceives an attack, it fires 1d4 rays of energy each round (+6 ranged, 4d6 damage).

Once the links are severed, the gemstone darkens, cracks and then collapses. A ball of pure void hovers where the gemstone once hung, but before the PCs can react, it expands, or perhaps they shrink, and they find themselves in a different place.

Judges may have a locale picked out on this world or another. If the connected adventure is intended in the future, use the Optional Epilogue.



## OPTIONAL EPILOGUE

*The party stands on a bare stone promontory rising above a small rocky island. Ringing the hill are waving fronds of unfamiliar fern-like trees, some leaning over the stony shore. But only waves of air lap at this beach. As far as you can see, other islands hover in the very air, some small like this one, some larger than cities, and one larger than can be perceived. Dominating all you can see, at an indeterminate distance, is the trunk of an unimaginably vast tree. The crown is just a rumor far above the clouds, and its lower boughs and leaves stretch across the entire sky, shading everything below it to an oppressive twilight.*





## APPENDIX M: MAGIC

### Shaloth

In the distant past, the achechari Shaloth was steed to a man that was worshiped as a god. The free peoples of Urun, the first world broken by the dimension spanning tree-god Akavala, followed this traveler as a savior when he arrived. Like he, these free peoples and Shaloth were ultimately broken by the Ravenous Tree and its servants: the ptero-men, the blade beetles, and Face of the Oloor. The man was taken by Akavala, turned to stone and cast into the multiverse, to float forever without thought or volition.

Shaloth and her brother Daeroth were imprisoned in one of Akavala's seeds where the controllers fought to convert them to the cause of the Ravenous Tree. Though her brother resisted for all the eons where they lay imprisoned, Shaloth weakened, the tendrils of the god-seed wriggling through her flesh even as the whispers of the controllers squirmed within her mind. When Daeroth broke free of his cell, the conflagration ruptured Shaloth's cell and though broken and dying, she followed him into a new world.

Some sorcery, either within the god-seed or in passing out of it, imbued the dying achechari with titanic power. This power is trapped within her broken form, coaxed out by rituals and worshippers and sacrifices. Physically, the power is manifest in the eggs that she lays, but other arcane pathways bind the achechari to her devotees.

To bind to the dying achechari, a devotee must be involved in the ritual of transformation where a humanoid merges with the achechari's egg and is reborn as a true servant, the achari. The back blast of energies that washes over attendees of the ritual forms a tenuous but powerful bond. And all dream of that final sacrifice where they too become an achari. Within this bond is the mistress' desire to throw off the curse of the god-seed which still creeps through her flesh and mind. Should a servant find a cure, the blessings from the mistress would be boundless.



## Invoke Shaloth Check Results

12-13	Wisdom of the multiverse floods the caster's mind. For the next 1d6+CL rounds, the caster's occlusion to true reality is ripped aside. During this time, the caster's actions and mind are enhanced, granting a +CL bonus to all Action Dice and saving throws.
14-17	Shaloth hides her servant from harm. For as long as the caster refrains from attacking, he or she is invisible. If the caster Spellburns more than 5 points during this invocation, he or she remains invisible for only 1d4+CL rounds but can attack for the duration without becoming visible.
18-19	The mewling cry of the wretched mistress echoes from the servant's mouth. Opponents are struck with such a piteous fear that they cease aggressive actions and depart. The number of creatures affected is based on hit dice (no saving throw): 1 HD or less affects 2d8 creatures, up to 2 HD affects 2d6 creatures, up to 3 HD affects 1d6 creatures and up to 4 HD affects 1 creature. If the affected opponents are subsequently attacked, the spell is dispelled, otherwise, opponents move away from the caster and his or her allies at best speed for 1 hour.
20-23	The iridescent feathers of the achechari bear the caster aloft. For 1d10+CL rounds, the caster can fly at a speed of 60' per round. During this time, large wings with iridescent feathers sprout from the caster's back.
24-27	The tortured dreams of the dying achechari burst from the caster's psyche. All living creatures (including allies) in a 60' radius from the caster must make a Will save (DC = Spell Check), or be tormented by visions of death and destruction. The victims drop whatever they are holding, move at half speed in a random direction, but are otherwise catatonic for 2d6 rounds.
28-29	The fires of the achechari burn in the casters gut. For 1d4+CL rounds, the caster may make a breath weapon attack each round consisting of a line of super-heated air 5' wide and 1d4x10' long. The breath weapon deals 4d6+CL damage (Reflex = Spell Check for half damage) to all within the area of effect.
30-31	Out of a cloud of fire flies an achechari formed of shadow. The Type I avatar of Shaloth remains for 3d6+CL turns and serves the caster in any capacity demanded. Shaloth falls into a deep slumber. The caster suffers from patron taint and must bring living sacrifices equal to three times his or her caster level to Shaloth's resting place in order to awaken the patron. Shaloth cannot be invoked during this time.
32+	As above, but the Type I avatar of Shaloth serves the caster for 1d12 days. Shaloth falls into a deep slumber and cannot be invoked. The caster suffers from patron taint and must undergo a major quest of the Judge's devising to awaken the patron. Shaloth cannot be invoked during this time.



## Patron Taint: Shaloth

1	The caster is tortured by the horrors of Akavala. The first time this result is rolled, the caster is unable to sleep soundly, requiring 8+1d4 hours of sleep in order to naturally heal and prepare new or lost spells. The second time this result is rolled, the caster suffers intense physical and mental pain for 1d3 rounds. During this time, the caster suffers a -2 to spell checks. Each subsequent time this result is rolled, the fit lasts for an additional 1d3 rounds each time a spell is cast.
2	The casters physical form mutates. The first time this result is rolled, the caster's arms and legs grow fine, iridescent feathers. The second time this result is rolled, the caster's hands warp into bird-like claws, though still function as hands. The third time this result is rolled, the caster's mouth transforms into a combination of bird's beak and a complex set of insect mandibles.
3	The caster carries the achechari's brood. The first time this result is rolled, the caster's belly distends over the course of 1d3 months. At the end of this time, the caster gives birth to a leathery, insect-like egg. The second time this result is rolled, the caster gives birth to an egg every 1d3 months for a full year. The third time this result is rolled, the caster gives birth to an egg every 1d3 months for the rest of his or her life. There is a 10% chance per birth that the egg is viable and hatches an achechari in 1d12 months. Even if the egg is inert, it may be used in the <i>Ritual of the Achari</i> spell.
4	Shaloth's essence fades. The first time this result is rolled, the caster loses connection to his or her patron and cannot cast the <i>Invoke Patron</i> spell. The loss is permanent until the caster undertakes a minor task for the achechari. This task requires approximately 1 week and is within a 20 mile radius of the caster's current location. The second time this is rolled, the task requires 1d3+CL months and is within a 200 mile radius. The third time this result is rolled, the caster must find the secret of curing the achechari of Akavala's curse or lose access to the <i>Invoke Patron</i> spell for all time.
5	The infection of the mistress moves to the servant. Each time a spell is cast, glowing plant-like fibers burst from the caster's flesh, remaining for 1d3+CL rounds. During this time, the caster is at -2 to all Action Dice rolls. Each subsequent time this result is rolled, the infestation time increases up to the dice chain to d30+CL rounds. While infested, the caster suffers a -4 to all mental-based checks against Akavala's servants (collectors, builders, or controllers).
6	Akavala breaks through the mistress and controls the servant. The first time this result is rolled, the caster is immobilized from a blast of mental images from the Ravenous Tree. The fit lasts for 1d3+CL rounds and the caster can take no actions. The second time this result is rolled, the caster is immobilized, as above, and must make a Will save (DC 13) or lose connection with Shaloth for 1d3 days. The third time this result is rolled, the caster is immobilized and must make a Will save, as above, however, the link to Shaloth is permanently severed on a failed save. The caster is forever marked as an enemy of the achechari god-thing and suffers a -2 to all saves against Akavala, its servants, and other effects associated to the Ravenous Tree.

## PATRON SPELLS: SHALOTH

Level 1	Pyroclastic Cloud
Level 2	Ritual of the Achari
Level 3	Summon Shadow Achechari

## SPELLBURN: SHALOTH

1	The caster takes on the tortured reverie of the god-seed. Glowing plant-like fibers sprout from the caster's flesh, and the caster remains in a strange mental reverie with a god-seed from his or her dimension, while the ability loss heals. During this time, he or she can only move at half speed and suffers a -2 versus any mental effects of Akavala's servants.
2	The caster's physical damage fails to heal until he or she crafts a special healing draught composed of arcane substances. Both the formulae and substances are known to the caster, and the ingredients can be gathered in 1d3 hours. The caster must spend at least an hour concocting the draught and make an Intelligence check (DC 5). If the check fails, the ingredients are ruined and the process must begin again. If successful, the caster consumes the draught, but the effects are felt only by Shaloth; afterwards, the caster's physical ability heals normally.
3	The caster's physical damage fails to heal until he or she undertakes some minor quest for Shaloth. This quest takes less than two weeks, with a goal within a 20 mile radius. The nature of the quest is left up to the Judge.
4	While the caster's physical damage heals, the caster loses the use of his or her legs. During this time, the caster may drag his or her body at 5' per round, but otherwise must be carried or borne by some other means.

Spell Name	PYROCLASTIC CLOUD			
Level 1	Range 50' or more	Duration Varies	Casting Time 1 Action	Save Varies
General	The caster summons forth a cloud of boiling plasma and ash that burns and chokes his or her target.			
Manifestation	A black cloud of ash limned with fire boils from the caster's fingertips.			
Roll	Effect			
1	Lost, failure, and Patron Taint.			
2-11	Lost, failure.			
12-13	One target is surrounded by the pyroclastic cloud for 1d4+CL rounds, suffering a -2 to all rolls. In addition, the target takes 2 damage per round from the burning ash. The cloud follows the target for the duration of the spell.			
14-17	The caster engulfs 1d4+1 targets with individual pyroclastic clouds. Damage and penalties are as the previous result, however, each victim may make a Reflex save against the spell check to duck out of the cloud after the first round of effects. The caster can redirect the clouds for the duration of the spell, prompting subsequent Reflex saves. The clouds move 50' per round and redirecting them consumes all actions for the spellcaster's round.			
18-19	The caster targets an individual with a pyroclastic cloud that engulfs a 20' radius from the victim for 1d6+CL rounds. All affected by the cloud take a -2 to all rolls and 1d3+CL damage per round. The targeted victim does not receive a saving throw, however, anyone else within the cloud receives a Reflex save versus the Spell Check to dodge out of the cloud after the first round of effects. The cloud follows the original victim for the duration.			
20-23	As above, but all victims receive a Reflex saving throw. The caster can direct the cloud, which moves at 50' per round and consumes the caster's actions for the round. The cloud deals 2d3+CL damage per round to those affected.			
24-27	As above, but the cloud can be centered on a victim within 100' of the caster. The victim must make a Fortitude save versus the spell check, or lose 1d3 Stamina, in addition to the damage and roll penalties, as a choking fit overtakes the victim. Others in the area of effect suffer from the physical damage and roll penalties.			
28-29	As above, but the cloud remains for 2d4+CL rounds.			



30-31	As above, but the caster can create two clouds, centered on two different targets, with a 30' radius of effect.			
32+	A cloud of superheated ash bursts from up to three victims within 200' of the caster. Each cloud has a 30' radius and deals 3d6+CL hit point damage and 1d3 Stamina damage to all within the area of effect. Targeted victims receive no saving throw, however others receive a Reflex save to dodge out of the cloud after the first round of effects. The clouds may be moved at a rate of 50' per round without distracting the caster from other actions.			
<b>Spell Name</b>	<b>RITUAL OF THE ACHARI</b>			
Level 2	Range Touch	Duration Permanent	Casting Time 24 hours	Save Will
<b>General</b>	<p>The ritual of the achari involves the merging of a humanoid creature with a viable achechari egg in order to produce a humanoid servant of Shaloth. If the sacrificial victim is willing, there is no save, otherwise, a Will save against the spell check prevents the victim from merging with the egg, though he or she is essentially helpless to the attentions of the cultists present.</p> <p>The ritual requires 24 hours of constant concentration and involves numerous material components (aside from the victim and the egg) totaling 1,000 gp. The caster must Spellburn at least 5 ability points. Unless somehow interrupted, there is no danger of the caster losing concentration, however, if some threat is present, the caster must make a Will save (DC 12 or higher) to maintain focus on the ritual for the duration.</p> <p>If the ritual completes successfully, the egg matures (as described below) and hatches a fully formed achari. More than one caster can participate in the ritual by adding his or her spell check bonus and Spellburn to the final roll. Note that each additional caster must know the spell and must Spellburn at least 1 point in the casting.</p>			
<b>Roll</b>	<b>Effect</b>			
<b>1</b>	Lost, failure, and Patron Taint.			
<b>2-11</b>	Lost, failure.			
<b>12-13</b>	Failure, but spell is not lost.			
<b>14-19</b>	A mindless and uncontrolled achari emerges from the egg in 1d3 hours. The creature attacks all that it can perceive.			
<b>20-25</b>	A single achari of the standard type emerges from the egg in 1d6 days. The creature is a servant of Shaloth, but will follow orders of those bonded to the patron. If ever these orders conflict with the will of Shaloth, the patron's will overrides the servant's orders.			
<b>26-31</b>	An advanced achari emerges from the egg in 1d12 days. As above, the creature is a servant of Shaloth and takes its orders from the reverie it maintains with the patron. The desires of the patron may overlap with those of its servants, allowing an advanced achari to become a follower of the caster or other servant of Shaloth (Judge's discretion).			
<b>32-33</b>	An advanced, free-willed achari emerges from the egg in 1d16 days. This creature, while still in reverie with Shaloth, typically departs after 1d3 weeks on a mission from the patron. Only in extreme circumstances will Shaloth allow this creature to become a follower of the caster or other servant of the patron.			
<b>34+</b>	An achari of singular power emerges from the egg in 2d3 months. This creature, as above, is free-willed and departs immediately on an important quest for the patron. Only in extreme circumstances will Shaloth allow this creature to become a follower of the caster or other servant of the patron.			

**Achari, Standard:** Init +2; Atk Claws +4 melee (1d5); AC 14; HD 2d8; MV 30'; Act 2d16 ; SP Shriek (1/turn, Fort DC 12 or stunned); SV Ref +4, Fort +1, Will +2; AL N

**Achari, Advanced:** Init +2; Atk Claws +5 melee (1d5) or Bite +5 melee (2d3); AC 14; HD 3d8; MV 30', Fly 60'; Act 2d20 ; SP Shriek (1/turn, Fort DC 12 or stunned); SV Ref +5, Fort +2, Will +3; AL N

**Achari, Unique:** Init +2; Atk Claws +5 melee (1d5) or Bite +5 melee (2d3); AC 14; HD 3d8; MV 30', Fly 60'; Act 2d20 ; SP Shriek (1/turn, Fort DC 12 or stunned), 1d3-1 unique qualities, ; SV Ref +5, Fort +2, Will +3; AL N

The achari are humanoids, averaging 7' tall, covered in fine, translucent chitin feathers. They are a strange combination of bird and insect (like their "mother") and human with three-toed feet, clawed hands and a strange mouth that is somewhere between a beak and mandibles. They speak a degenerate form of Common, but maintain a telepathic connection with Shaloth.

Standard achari are near mindless, though they can follow simple orders.

Advanced achari are of normal to high intelligence and have a set of bird-like wings with iridescent feathers.

Unique achari are physically similar to advanced achari and very intelligent. Each has 1d3-1 unique set of qualities, as indicated on the table below. Unique achari use a d20 for their action die when these powers are called upon.



Roll 2d5	Quality	Notes
2	Invisibility	Cast as the spell; Spell Check +5
3	Resistance to Magic	All saves against magic are +2
4-6	Breath Weapon (Line of Heat)	5' wide; 20' long line of superheated air (3d6 damage; Reflex DC 13 for half)
7	Spells	1d3 random 1st level spells
8	Pyroclastic Breath Weapon	20' radius, 2d4 rounds; -2 to all rolls (Reflex DC 13 to avoid); 2d3 damage per round (Reflex DC 13 for half)
9	Resistance to Mundane Weapons	Magical weapons of +1 or better to damage
10	Shadow Form	AC +4; Body is composed of living shadow



## SUMMON SHADOW ACHECHARI

Level: 3	Range: 20'	Duration: Varies	Casting Time: 1 Turn	Save: Will
General	This spell summons an avatar of the achechari Shaloth. The creature is composed of living shadow and fire, but has the overall shape of its mistress. The shadow achechari serves the caster for the duration of the spell, before disappearing. If ever the orders of the caster conflict with the will of Shaloth, the creature turns on the caster for the duration of the spell. The spellcaster must Spellburn at least 1 point each time this spell is cast.			
Manifestation	A ball of pure void appears over the caster's shoulder, and the shadow achechari bursts upon the scene.			
Roll	Effect			
1	Lost, failure, and Patron Taint.			
2-11	Lost, failure.			
12-15	Failure, but spell is not lost.			
16-17	The caster summons a Type I avatar of Shaloth. The creature remains for 1d4+CL rounds.			
18-21	The caster summons a Type I avatar of Shaloth. The creature remains for 1d4+CL turns.			
22-23	The caster summons a Type II avatar of Shaloth. The creature remains for 1d4+CL rounds. For 1d3 days after this summoning, the caster loses his or her connection to Shaloth. Neither <i>Invoke Patron</i> nor any patron-granted spells function during this time.			
24-26	The caster summons a Type II avatar of Shaloth. The creature remains for 1d4+CL turns. For 2d3 days after this summoning, the caster loses his or her connection to Shaloth. Neither <i>Invoke Patron</i> nor any patron-granted spells function during this time.			
27-31	The caster summons a Type II avatar of Shaloth which remains for 1d4+CL days. As above, the caster loses connection with Shaloth for 3d3 days.			
32-33	The caster summons a Type III avatar of Shaloth which remains for 1d4+CL rounds. The caster loses connection with Shaloth for 5d3 days and suffers from patron taint.			
34-35	The caster summons a Type III avatar of Shaloth which remains for 1d4+CL turns. The caster loses connection with Shaloth until a major quest is completed that essentially heals and reawakens the ailing patron. The details of the quest are left up to the Judge. The caster also suffers from patron taint.			
36+	The caster summons a Type III avatar of Shaloth which remains for 1d4+CL days. As above, the caster loses connection to Shaloth until a major quest is completed. The caster suffers from patron taint.			

**Shadow Achechari (Type I):** Init +6; Atk Mandibles +8 melee (2d6), Claws +8 melee (2d4); AC 19; HD 6d12; MV 30', Fly 60'; Act 3d20; SP Breath weapon, +4 to saves versus magic; SV Ref +6, Fort +6, Will +6; AL N

**Breath Weapon:** The breath weapon of the shadow achechari is a boiling pyroclastic cloud with a 40' radius. All within the cloud suffer a -2 to all rolls (damage, attacks, saves, etc) and take the shadow achechari's current hit points in damage. A Reflex save (DC 16) negates the penalty to rolls and halves the damage.

**Shadow Achechari (Type II):** Init +6; Atk Mandibles +10 melee (2d6), Claws +10 melee (2d4), Tail bludgeon +10 melee (2d10); AC 19; HD 6d12; MV 40', Fly 80'; Act 4d20; SP Breath weapon, +4 to saves versus magic, Immune to non-magical attacks; SV Ref +8, Fort +8, Will +8; AL N

**Breath Weapon:** The breath weapon of the shadow achechari is a boiling pyroclastic cloud with a 60' radius. All within the cloud suffer a -4 to all rolls (damage, attacks, saves, etc) and take the shadow achechari's current hit points in damage. A Reflex save (DC 16) negates the penalty to rolls and halves the damage.

**Shadow Achechari (Type III):** Init +6; Atk Mandibles +12 melee (3d6), Claws +12 melee (3d4), Tail bludgeon +12 melee (3d10); AC 21; HD 8d12; MV 60', Fly 120'; Act 4d20; SP Breath weapon, +4 to saves versus magic, Immune to non-magical attacks, Invisibility; SV Ref +8, Fort +8, Will +8; AL N

**Breath Weapon:** The breath weapon of the shadow achechari is a boiling pyroclastic cloud with an 80' radius. All within the cloud suffer a -6 to all rolls (damage, attacks, saves, etc) and take the shadow achechari's current

hit points in damage. In addition, the victims take 1d4 Stamina damage per round. A Reflex save (DC 18) negates the penalty to rolls and halves the heat damage. A Fortitude save (DC 18) negates the Stamina damage.

**Invisibility:** The type III shadow achechari can become invisible at will. The invisibility lasts until it physically attacks an opponent, but is not dispelled if the creature uses its breath weapon. This power consumes an action dice.

## HECATE, GODDESS OF WITCHES

Hecate, the Goddess of Witches, appears in the book *Angels, Daemons and Beings Between* by Daniel Bishop and Paul Wolfe. This book is currently available in PDF form from <http://www.rpgnow.com>

### Invoke Patron check results:

12-13	Hecate has more important concerns than the caster. She restores one lost spell to the caster's mind, and grants a one-time +4 bonus on a spell check, which must be used in the next 10 minutes or the bonus is lost.
14-17	Hecate casts a magical darkness in a 100' radius, centred on the caster, which lasts 4d8 minutes. The caster and his allies can see through this darkness with ease, but it grants them a +2 bonus to Armour Class against their foes (even those that can normally see in darkness). The caster may spill her own blood to increase the duration, gaining 10 minutes for each point of Strength, Stamina, or Agility sacrificed. The darkness remains centred on the caster and moves with her.
18-19	Witch armour. For a brief second, crackling black flames leap around the form of the caster. The caster's Armour Class is increased by +1 until the next moon rises. In addition, the caster may sacrifice Strength, Stamina, or Agility to these flames, and for each point sacrificed, her Armour Class is increased by +1 until the next moon rises. The black flames last only a moment, so the choice to make a sacrifice or not must be made quickly.
20-23	Witch blade. Hecate transforms the caster's weapon of choice (which need not be bladed) into a magical weapon capable of transmitting the spell power of the caster. Until the next dawn, the caster may attempt to cast a spell and strike with the weapon using the same Action Die (the same result applies both to the attack and the spell check). Only a spell whose casting time is an action or less can be so cast, and the caster may not utilize Spellburn when doing so. If both attack and spell check are successful, the attack does normal damage, and the spell effect takes place affecting the target of the attack only. If a natural "1" is rolled, the caster suffers the effects of a fumble as well as possible corruption, misfire, and patron taint, as per the description of the spell being cast.
24-27	A crack opens in the ground, and 2 hell hounds leap out! These creatures remain for 1d7 minutes or until destroyed, serving the caster as directed with uncanny intelligence. When they expire, they disappear into a searing puff of flame that caused 1d3 damage to any creature within 5'. See the core rulebook, page 417, for hell hound statistics.
28-29	A crack opens in the ground, and a pack of 3d3 hell hounds leap out! These creatures remain for 3d7 minutes or until destroyed, serving the caster as directed with uncanny intelligence. When they expire, they disappear into a searing puff of flame that caused 1d3 damage to any creature within 5'. See the core rulebook, page 417, for hell hound statistics.
30-31	A rolling darkness spreads forth from the caster, obscuring all vision save for that of the caster and her allies. The darkness spreads 50' per round until it reaches 100' per Caster Level. As soon as the darkness reaches its maximum size, from out of its centre leap a pack of 3d7 hell hounds. These hell hounds are obedient to the caster's will. The darkness moves with the caster, and lasts 1d3 hours, or until she dismisses it. The hell hounds remain until 1d3 dawns, or until slain, at which point they fade out of existence. See the core rulebook, page 417, for hell hound statistics.
32+	As above, but the caster's most powerful enemy present is also cursed as follows (Will DC 20 negates in all cases): (1) The enemy's will is subject to the caster's, who can command the foe for as long as a single hell hound from this casting remains, (2) The enemy's reason is shattered by the curse, and his mind is reduced to that of an animal for a period of 1d4 days, (3) The enemy has a permanent -2 penalty to all attack rolls and saving throws until he meets some condition set by the caster, (4) The enemy is permanently aged 4d10 years, or (5) The curse causes the enemy to writhe in agony, losing his next action and causing him 4d6 damage.



## APPENDIX I: EXTRAORDINARY ITEMS

### Thal Living Machines

The apemen of Akavala's realm are skilled bio-engineers and mind scientists. In their underground laboratories they breed telepathically symbiotic creatures that act as the tools and weapons of the K'thal empire. Living machines are mentally controlled by a low-level telepathy possessed by all sentient creatures. For each device, the user must make a Telepathy check by rolling the Action Dice + Intelligence bonus. Those untrained in telepathy roll a d10 on the check. Trained telepaths roll a d20 and add their level and Intelligence bonus to the roll.

Device	Base DC	Notes
CHUD	5	A hand-sized insect creature that emits a steady series of buzzes as it detects living things within a certain range. Base range is a 20' radius, increased by 20' for every 5 above the DC. DC 20 on the check detects undead and invisibility in an 80' radius. These are indicated by a different tone.
Spike	8	A crustacean that fits over the forearm. The thing has a 3' long chitin spike that is used as a short sword (1d6 damage). With a mental command, the thing injects a painful venom into its victim a successful strike (+1d3 damage).
Shiv	8	A small crustacean that fits over the hand. The thing has a 1' long chitin spike that is used like a dagger (1d4+1 damage). With a mental command, the shiv injects a painful venom into the victim on a successful hit (+1d3 damage).
Black goggles	5	Drops of a dull black liquid that are placed in the eyes. The substance hardens over the eyes in 2 rounds and provides the wearer with infravision (60') for 2d4 rounds. Black goggles also ward the user against gaze attacks, bright lights, and other attacks that target the eyes.
Squiggly	10	A semi-intelligent ooze that fits over the forearm. With successful mental control, it fires a bolt of hot plasma at the range of a short bow (1d8+1 damage).
Handtool	5	A crustacean that fits over the hand. The creature can be mentally controlled to use its many legs as fine tools (Thieves tools; +2 to checks)





### **Umber, the Sword of the Tokar Kings**

Umber is a broadsword knapped from red flint. The pommel and cross guards of the weapon are composed of pink granite inlaid with silver and uncut emeralds. Though it appears primitive and unwieldy, the weapon is perfectly balanced and nigh unbreakable. Umber is a +1 broadsword, useable with one hand for 1d8+1 damage or two hands for 2d4+1 damage.

A mere sliver from the spirit of an ancient tokar king sleeps within the sword (Int 3). Once per day, the wielder can bring the spirit of the ancient king to the fore and comprehend languages, as the spell (1d10+20 to the Spell Check).

Though the sword has no intrinsic purpose or drive, it is a symbol of an ancient tokar prophecy concerning a future king that will unite the dispersed people into a great empire. It is said that the tokar wizard Gurduq soaked the knapped flint sword in the blood of last king of the tokar, Agar Ulnir as he died on the battlefield.



## APPENDIX R: RUMORS, VISIONS AND PLOTS

As is traditional, the Judge may need a few nudges from powers both supernatural and mundane to get the party moving toward an initial goal. While within the caverns and the god-seed, there are also opportunities for PCs to learn more about the tenuous situation and the threat of Akavala's incursion.

### SUPERNATURAL VISIONS

Many PCs are directly tied to the whims of their gods or their supernatural patrons. Or their fates are tied to party members which are. The threat of Akavala and its god-seed are great within the PCs realm – and could result in the eventual destruction of their world. The arrival of Shaloth and Daeroth has caused repercussions far beyond the PCs ken, but not beyond the reach of their supernatural masters. These masters typically do not communicate direct intentions or even clear information to their servants. Each of the entries below includes a suggested vision and suggested aims of the patrons and gods involved. All visions lead adherents to the area of Mount Welwood, if not to the mountain directly.

#### Akavala

**Vision:** A shadowy entity blots out the sun; living roots that crawl through the earth; and a sky filled with broken land.

**Patrons:** Some patrons may wish to seize the power contained within the god-seed, to turn the entity itself to the patron's cause, or even recover a specific individual trapped within the god-seed, such as Gyrwallion, Umat, or the ruby serpent. Others, especially lawful patrons, will want to see the threat of Akavala destroyed.

**Gods:** Lawful gods abhor Akavala and the god-seed, sending adherents to destroy it without quarter. Neutral gods may simply seek information or to treat with the entity, while chaotic gods seek to turn the god-seed to their cause or determine the secret of Akavala's power.

#### Shaloth

**Vision:** Darkness and a mewling, raspy cry; of worms crawling through the flesh of the servant, of a world-spanning egg that births a shadowy horror.

**Patrons:** Most patrons will want Shaloth and her brood destroyed, since the achechari and her young are a threat to their power on this realm. Chaotic patrons may wish to swing Shaloth and any of her brood to their cause – typically through subjugation.

**Gods:** The threat of the cult of Shaloth to Lawful gods is immediate and must be stopped. Some neutral gods may embrace the coming of Shaloth as some answer to a prophecy of transformation, others may find the threat of the achechari and her young too great against the natural world. Both lawful and neutral gods may find the creature a perfect foil for the threat of the god-seed. Gods of chaos would find it hard not to covet Shaloth and more importantly, her ability to produce more achechari, especially gods of war and destruction.

#### Umber, the Sword of the Tokar Kings

**Vision:** The servant's sword turns into knapped flint for 1d3 days, taking on the powers of *Umber*, before fading back to normal. Visions persist of the last tokar king, Agar Ulnir, dying on the battlefield and the tokar wizard Gurduq soaking the sword in the blood of the king.

**Patrons:** Though a minor artifact, *Umber* still holds power, particularly to patrons on the lower end of the spectrum. More powerful patrons may see it as a nice sacrifice from a willing servant – or may seek the item in order to enhance it with greater power. Some supernatural patrons may wish to use the tokar, and Ulur, the war chief, in particular, to greater purpose.

**Gods:** Most gods have no particular interest in *Umber* or the tokar – both represent little power and thus little threat. Certain savage gods may hold particular enmity to the race or the ancient king for crimes in the distant past. Chaotic gods may see the potential of Terek's prophecies of transformation and Ulur's belief that he is the subject of that prophecy.

#### Hecate and Nava Sol

**Vision:** The beautiful almond eyes of Nava Sol intrude upon the servant's prayers or ritual. Her voice speaks

the phrase “Evil is among us” in the secret language of witches.

**Patrons:** For devotees to Hecate, or her allies, this is a call to arms to assist a fellow witch. For those patrons who oppose Hecate, see the notes below.

**Gods:** Gods of law are typically opposed to Hecate for her volatile meddling, and may send servants to the area to destroy her servant, Nava Sol, or simply disrupt the witch’s plans. Neutral gods are most likely to be allied with the goddess of witches, though some may find her methods detestable. Chaotic gods, strangely, also hate the witch goddess since her motives can almost never be predicted – and thus cannot be trusted.

### **Daeroth**

**Vision:** The shadowy, serpentine form of a feathered, insectile dragon coils and writhes birthing destruction across the world.

**Patrons:** Patrons of chaotic or neutral bent will desire Daeroth for its sheer power and destructive force. Lawful patrons, particularly those that suspect the achechari’s history, may also want to recruit the creature to their cause. Most, however, want the wild thing destroyed and traced back to its source.

**Gods:** Similar to patrons, each may have inscrutable aims with regard to the achechari. The power the creature represents could be used for any number of aims for Lawful, Neutral or Chaotic gods. But, gods from the three camps may be just as likely to want the thing destroyed.

## **RUMORS IN THE MOUNT WELWOOD AREA**

The area around Mount Welwood is settled, but sparsely populated. Other than a few frontier towns and villages, the local lord maintains a few watchtowers along the Welwood Range to defend against the evils to the west. For Judges that are inserting this adventure into their ongoing campaign, the area comprises fertile coastal plains near a small mountain range. For those that are using the adventure as a stand-alone or are starting a new campaign, see the Mystic Bull website for a hex-map of the Welwood area and a mini-sandbox description of the campaign area.

While the PCs are in the area, they can gather information, from common knowledge to specific rumors that may provide advantage.

### **Common Knowledge**

Certain changes in the area are known to everyone. In fact, rumors and speculation are on every tongue.

### **The Veils and Mount Welwood**

A majestic waterfall called the Veils once burst from the slopes of Mount Welwood, falling over 500’ down into the Roaring River. Over the last few months, the waterfall has slowed to an alarming trickle. Associated with various gods, heroes, and household peasant spirits, this is seen as a poor omen.

The slopes of Mount Welwood are well known in the area – shepherds often graze their charges on its lower slopes in the summer, and the mountain has been surveyed several times for mining and stone quarries. Not many know of the sinkhole near the summit (see **Welwood Area Rumors**).

### **The Watchtower**

One of the mountain watchtowers located at Four League Pass, recently caught fire and burned to the foundation stones. Surviving watchmen swear that a serpentine beast flew out of the darkness and fired the tower. The word “dragon” is on every lip, and the local lord, a self-absorbed drunkard has no answer to the rumors. Others suspect that the watchmen accidentally set fire to the signal tower, which in turn burned down the watchtower.

### **Disappearances**

Sabella, leader to the cult of Shaloth, has recruited amongst the villages and towns of the Welwood area, and several disaffected farmers, fishermen, and even a few merchants, have abandoned their lives to follow the visions of the cultist. There are a few in the area that have heard of Sabella and know more details (see the Rumors table), but most think the people have merely run off to a nearby city or taken to the sea.



## WELWOOD AREA RUMORS

While in the Mount Welwood area, characters can seek out specific information, for instance, following up on visions they may have received from their patrons or gods. Otherwise, a night in a local tavern or a day spent in a village marketplace will yield one unique rumor.

Roll 2d7	Rumor	Notes
2	Great glowing spiders came out of the woods and took the Crofter family. Emily Crofter saw it all, and is the only one left alive!	A small group of collectors have escaped from the underworld; At the Judge's discretion, the party may encounter them before reaching the entrance to Welwood caverns, or they and their captives may be found within the god-seed.
3	The hermit priest of Agar has seen horrors out of the mountains. Devil worms with pitchforks! He held them back with the holy cup, but they'll be back!	The tuegel have made forays outside the caverns at the behest of their master, Daeroth. At the Judge's discretion, the party may encounter a group of tuegel in the Welwood area.
4	A woman and several ragged men were in the outlying farms preaching the coming of a new god. I know of several families that packed up and left their farms abandoned to follow her to Mount Welwood.	Sabella has recruited from amongst the peasants, though not heavily.
5	A pretty girl and her weird hound were through here about a month ago. Her eyes entranced every farm boy from here to Stockton's Grove. About the same time the Veils stopped falling.	Nava Sol made an impression on the impressionable young men of the area when she passed through. Those that received supernatural visions concerning the servant of Hecate may recognize the description.
6-10	Common Knowledge	As described earlier in this section.
11	The shrine to Intiri was attacked and looted last winter. Some say it were trollkin down from the mountains. Big bastard with a stone sword killed the priestess and the tribe took the coffers.	This refers to Terek, Ulur and their tokar brethren. Those near the shrine know little about the details. Those that received visions about the magic sword Umber may recognize the description of the sword.
12	The lord's outriders reported seeing torchlights up on Mount Welwood near the great sinkhole, but the lord wouldn't let them investigate.	A reference to the entrance to Welwood caverns, and the activities of Sabella and her cultists.
13	The woods witch over in Tenkar's Ford is scaring children with tales of great feathered sky beasts and their evil servants flooding from the mountains to kill us all.	Wilda, the woods witch, has received visions from her patron, Parsiva, the Hollow Queen. If talked to directly, Wilda has little to say that's relevant.
14	There's a beast among the sheep in the foothills of Mount Welwood. Adred the Shepherd swears the sheep were burned where they stood but saw no fire. He ran from the the beast's roaring from the sky!	Aldred the Shepherd will relay the same tale.

## INFORMATION FROM THE CULTISTS OF SHALOTH

Should the PCs manage to find allies within the cult to Shaloth, they may gather important information. Most of the cultists are recently recruited peasants with little specific knowledge of the situation or the underworld. Many have not even seen their *god* across the Great Spring.

Any cultist that is friendly to the PCs divulge whatever common knowledge exists, though some pointed questions might need to be asked.

Only 1 in 6 have more detailed information, though they are a sullen lot. Suggested DCs are given for Personality-based checks, though Judges may wish to reward players for good roleplaying in this uncertain encounter.

**Special:** Only 1 in 10 of the cultists will relay special knowledge, and then only with a DC 20 Personality check (or great roleplaying, at the Judge's discretion)

### Shaloth

Shaloth is a powerful goddess living in the Cathedral, a beautiful cavern across the Great Spring. The goddess escaped from the prison of a terrible demon and now lies in state where the devotion of Sabella and the cultists bring forth her children. The screams we hear are the spirits of the demon being cast from this world by our goddess.

The Cathedral can be reached via the boats and barge on the shore, though none of the craft may be used without the express permission of Sabella. Everyone has seen the chosen few among them accompany Sabella across the lake to pay tribute to Shaloth, and that sometimes these cultists do not return.

The lake is infested with giant crayfish and flatworms, as well as several of their goddess' hatchlings, which the cultists revere as fervently as Shaloth.

Information	DC
Sabella and her priests throw fresh meat into the spring to keep the hatchlings from attacking the boats.	10
Shaloth is a vast worm with strange feathers and tattered wings.	12
She consumes sacrifices with her burning breath.	15
Shaloth grants great power to those that enter into her service.	18
The chosen are transformed into her children; residing in her many eggs.	20
Shaloth is dying. Glowing worms crawl through her flesh. It is her screams we hear!	Special

### The Achari

All know that the archari are the truly blessed of Shaloth and that only the worthy may know the secret of their origin. Many speculate that the goddess hatches them from eggs. The cultists generally avoid interaction with the achari, as they are near-mindless.

Information	DC
The achari are birthed from Shaloth's eggs after the ritual.	15
They are transformed from the chosen among us during the ritual of birth.	18
Once an achari emerged from its egg and it was different. It had wings and spoke in a strange language. Sabella tried to capture it, but it escaped with one of Shaloth's eggs.	Special



## The Tokar

The tokar are devotees to Shaloth and live in a nearby cave, though only Sabella can grant permission to visit them in their home. They are savage creatures dressed in skins and carry stone, bone, and wooden weapons. Terek, their prophet, and Ulur, their war chief, are often in the Cathedral performing rites to the great goddess.

Information	DC
The tokar prophet often argues with Sabella.	12
The tokar war chief carries a great stone sword that he slings over his back.	12
Sabella sometimes goes to the tokar camp and is not seen for hours.	18
She only goes to the tokar camp when the prophet remains with Shaloth.	20
I have seen her and the tokar war chief together, walking through the caverns alone.	Special
Terek and Ulur believe that the tokar are the true chosen of Shaloth and argue with Sabella, who does not agree.	Special

## The Caverns

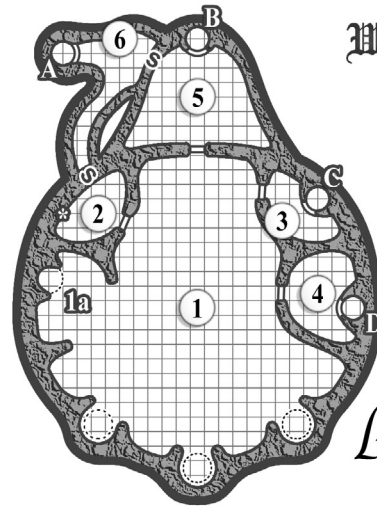
All the cultists know general information about the upper caverns from Area 1 to the cultist's camp. Only one among the cultists know of the cave ray cavern (Area 3, and see the information table below), though all have either seen or been warned about cave rays. The Great Spring falls into a lower cavern where "the evil worm men" dwell. All have been warned about the collectors, which are described as "glowing spiders." Few have seen one, but all know that they lurk in the lower caves.

Information	DC
There is a secret cavern above the dry cave where the cave rays lair.	15
Another cavern lies to the east, its pathway hidden.	18
A secret path exists to the lower caverns. Along the western edge of the falls is a stairway, treacherous, but passable.	18
A pack of glowing spiders attacked the camp three months ago. They carried away several members before they were driven off.	20
The evil worm men serve Shaloth's brother, a powerful demon with great wings and a fiery breath.	Special

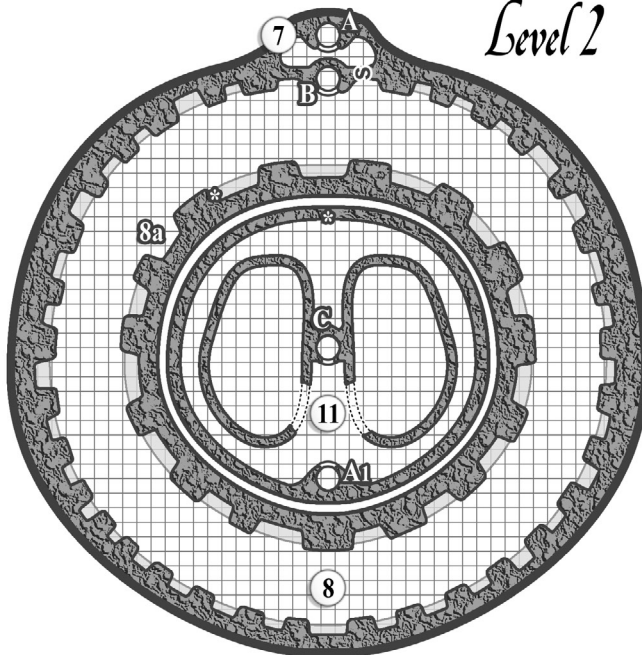




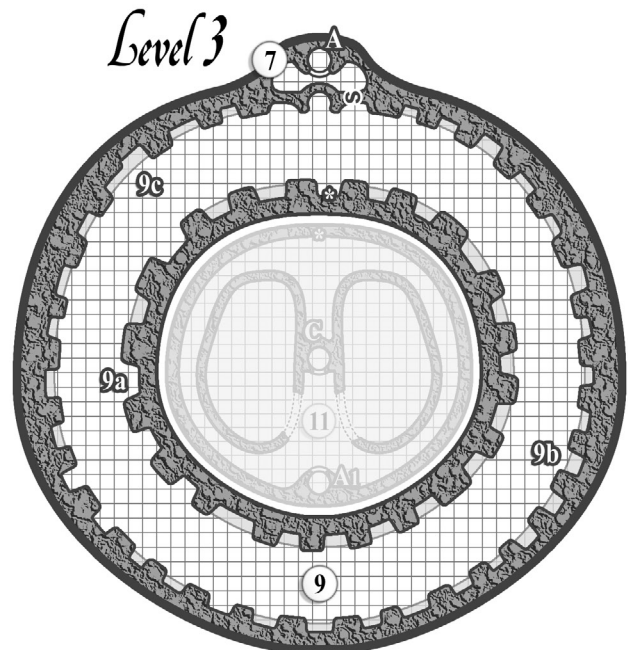
# Within the Seed of the Worldbreaker



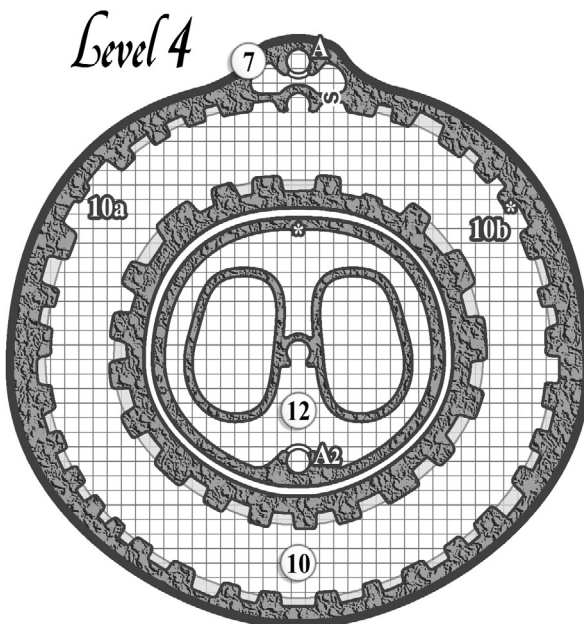
Level 1



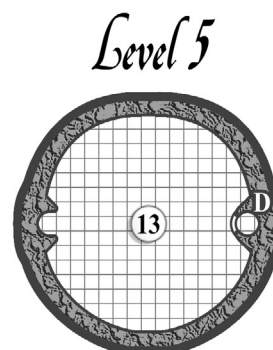
Level 2



Level 3



Level 4



Level 5

1 square = 10 ft.

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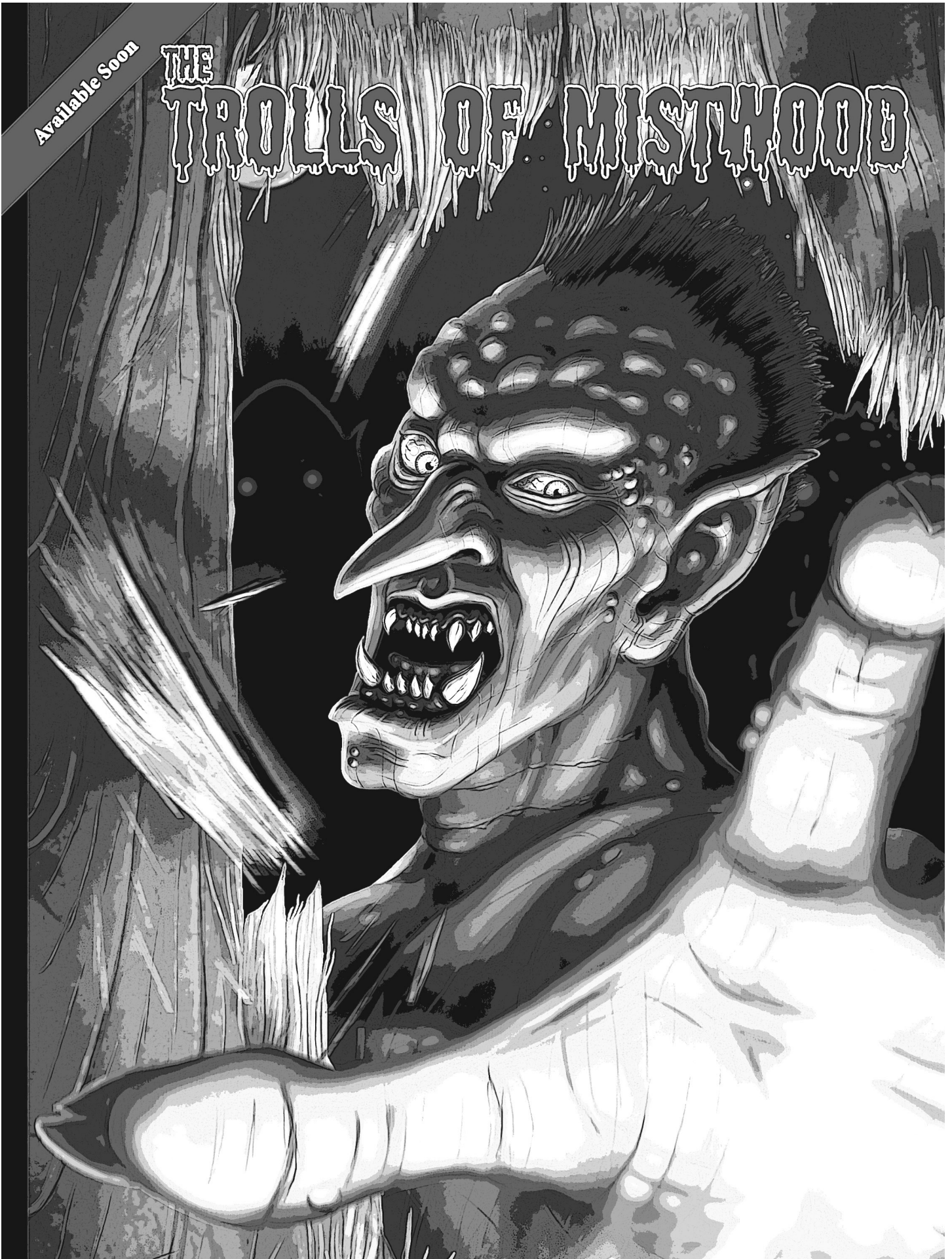
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# THE TROLLS OF MISTHOOD





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## **A SECRET BURIED FOR AN AEON IS ABOUT TO SPROUT!**

From beyond our dimension, a living seed has festered here for an aeon. Within it lurks the nascent form of Akavala, the Ravenous Tree, dread ruler of a shattered world and its carefully gathered and subjugated protectors.

Two of these powerful creatures escaped into the underworld drawing champions and enemies from the complex societies found there.

As the god-seed grows, the world creeps closer to its doom.

The God-Seed Awakens is a Dungeon Crawl Classics RPG adventure intended for four to six 3rd-level characters.

