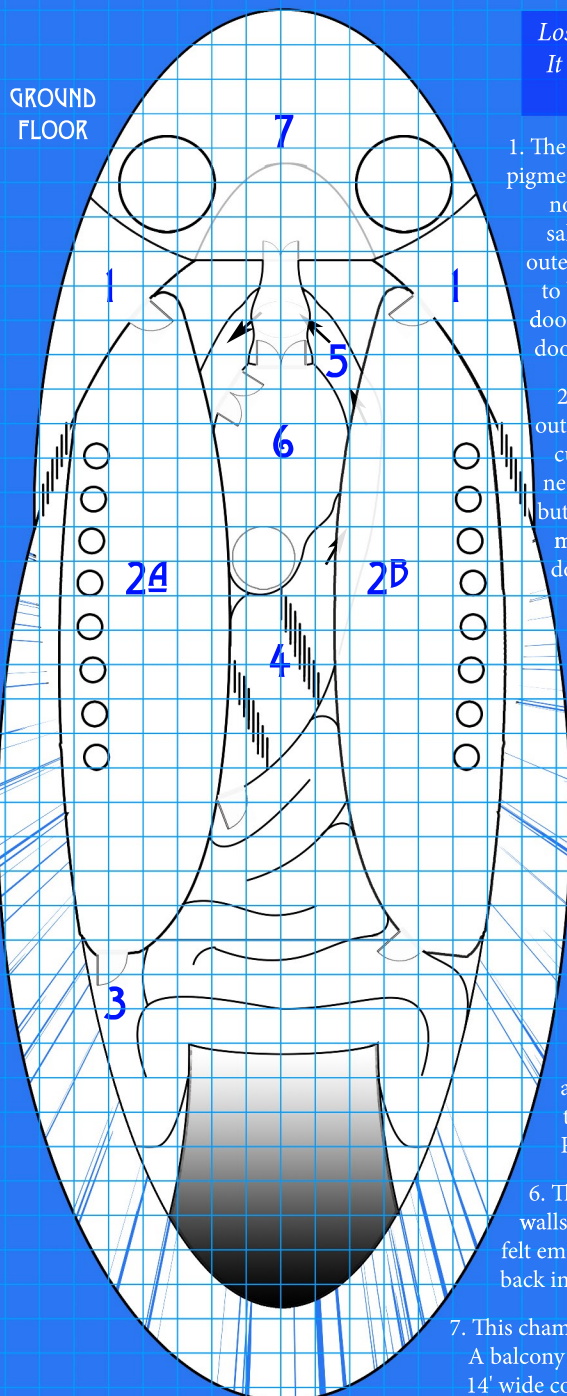


GROUND FLOOR



Lost in the mountainous wilderness, the party spies a black dome not too far away, perched near the cliff edge of a deep trench. It is a large building with a stone frill around it. Oval and long in shape, it is made of obsidian, with the front 40' smooth but the rest of its 200' length covered in a latticework of chevrons, also formed of obsidian, that point towards the other end.

1. The entrance from outside has no door, but instead strips of vividly pigmented mauve leather hang down across the entryway. Inside, the noticeable thing is that all the walls of the dome are comprised of salmon-pink marble. The room itself is an acute triangle, and the outer wall is lined with empty caribiners, suggesting something was to be connected here before venturing further into the dome. The door on the inner wall has no handle, but is hanging wide open (all doors in the dome are in this same unsecured stated).

2a/2b. Long, oval rooms with a series of eight columns along the outer wall. However, instead of supporting the roof, these columns curve inward toward the center of the building and actually connect to the inner wall, forming arcs. They are comprised of a fine but flexible kind of coral, and will only give slightly no matter how much pressure is applied. From where the columns join the wall down toward to the floor, hammock-like sacks hang, anchored at each end with more caribiner-like devices. Inside of each sack is held an inert Patchwork Man -- flesh golem-ish pastiches of mismatched bodily parts sewn together. The party can choose to "kill" these Patchwork things, but slitting their throats or impaling where the heart lies triggers no reaction from them.

3. Instead of a hallway, this corridor is more rounded, like an underground tunnel. It does not travel in angular directions, but instead seem to fold into curves. Small patches of dried, caked-on brown algae cling to the walls, floor, and ceiling, in no discernible pattern.

4. This room is trisected by two parallel rows of curtains made of hanging leather strips, similar to those at the entrance of Rooms 1. They seem to insulate the sections they form, with each next one becoming warmer than the last.

5. This barren and narrow corridor curves sharply to the left, and almost imperceptibly angles downward. The further along, the faster the air moves forward, until curving back upward at Room 6.

6. This round cavern has thousands of tiny holes speckled across its walls and ceiling. They are too small to let in light, but a flow can be felt emanating from them. There is a larger hole in the ceiling, further back into the room, that leads up to Room 8 in the Upper Floor.

7. This chamber is large, at least two stories, and curves back into the dome. A balcony hangs over the entrance way, and immediately to each side is a 14' wide column. These columns are covered in a thick, solid plug of wax. Should the party penetrate the wax plug, the Patchwork Men from Rooms 2a and 2b will animate. At this point, treat the whole building as a wild zone, where any spell or energy employed has unexpected consequences. The balcony is described in Room 10 of the Upper Floor section.

8. A 10' hole in the floor leads down to room 6 on the Ground Floor. The floor has an ever changing cascade of red travelling across it, like an eternal wave across the ocean.

9. This room has complex mathematical formulae written all over the walls. There are levels of math here that have yet to be discovered.

10. The balcony from Room 7, where a huge node of crystal looms. It has a large center staff and smaller spikes emanating from around its base. It is immovable, and any small bit chipped of immediately disintegrates to silt.

11. This room is actually a cage with bars barely 5" apart. There doesn't appear to be a door, and the cage appears empty.

12. This trio of long rooms each hold a mask and mantle at the back, perched upon a pole and cross bar. The mantles are large and bulky, and drape a floor-length cape around the entire body. The masks cover half the face and are smooth, with tiny eye openings, and tapering out to a long, pointed nose, reminiscent of a marlin.

THE PATCHWORK MEN

The Patchwork Men from Rooms 2a and 2b will animate should the seals on the pair of briofonts be punctured. Only if a player dismembered the bodies will they fail to activate. The Men are not magical, and have standard stats as a normal NPC for the setting, save for heightened stats. The manner of these boosts are based on the type of "replaced parts" the Patchwork has -- they gain whatever ability bonus the race would normally get at the time of character generation. An orc arm would give extra strength, dwarven lungs would give constitution, or elfen eyes might bestow heightened senses. The GM can be creative in the possible combinations, and can increase then number of sewn-on parts to scale with the party's level of power.

BROKEN SEALS

Cruor starts pouring into Room 6 through the tiny holes in the walls and ceiling when the wax seals on the fonts are compromised. It takes 1 minute for room 6 to fill, after which the cruor will begin to advance down Room 5 and fill room 4 in another minute. Then it will travel along Room 3, taking 3 minutes to fill. Room 2b has a closer door than 2a, but that also means the Patchwork Mer inside may have intercepted the party before reaching it. Otherwise, both Room 2s will fill in 10 minutes, and finally Rooms 1. However, no Cruor will spill out of the hanging strips that make up the entrance ways of Room 1. Soon thereafter, the entire dome uproots itself and falls into the chasm, taking any still inside with it.

UPPER FLOOR

