

Beyond Relative Safety, furthest refuge of the Lantern Keepers, lies the Darkness, an alien landscape of stygian ruins untouched by Celestial light for eons. Within this Dark, beyond the shifting sails of the Nlot Stones, with its siren song of pulsing light drawing in explorers like moths to the flame, stands...

THE CIRCADIAN TOWER



THE CARETAKER

A monstrous automaton of clockwork and flesh that resembles a giant arthropod. Three scything mechanical limbs sprout from each of its dozen body segments. A huge industrial claw sits in place of a tail. It's armoured head is adorned with six glowing emerald orbs beneath which a vicious array of articulated cutting and prying tools click and clatter.

The Caretaker will attempt to dismantle any entity that enters the upper chambers of the tower, placing removed parts in either the glass tanks for organic matter or in to large bins of mechanical parts.

The clicking chattering noises made by the Caretaker are a type of echolocation. Loud noises may confuse its senses, but will also make it furiously attack the source of the noise. Any entities emitting the same clicking noises made by the other automata in the tower may pass as friendly.

The Caretaker is powered by the energy of the Beacon itself and nearly impossible to kill while the Beacon is active and material is available in the tower. It will actively repair damaged portions of itself with the material found through the chamber effectively regenerating damage. If its current physical form is fully crippled or destroyed then the victors will have 10 - 20 minutes before a newly formed Caretaker appears (albeit without the precious emerald orbs).

THE CLIMB

Vertical climb, sections of heavy cabling have been jury rigged to provide a makeshift climbing system.

RUINED LEVEL

Whatever purpose these rooms had is hard to discern. Walls are buckled, the floor is scorched and burned. A heap of rubble is all that remains of the staircase. Human remains lie next to stranger mangled forms of automata. Tracks lead to a semi-collapsed archway, a strong breeze blows with a tang of ozone.

ENGINE ROOM

Huge machines protrude from floor and ceiling, power feeding off to other parts of the tower. Though parts of it are inactive, the room is still filled with a fearsome clockwork din. Machine and flesh fused humanoid automata will react to any new notes in the mechanical chorus aggressively.

ENTRANCE CHAMBER

A large chamber with a vaulted ceiling. Storage racks adorn the walls and pillars, though much is looted or destroyed by time. A colony of carnivorous night-razor wings cling to the ceiling, stirring at any light brought into the chamber.

THE ENTRANCE

A pair of ancient metal doors, pitted and scarred by time, stand slightly ajar on shrieking hinges.

THE DARK that surrounds the Circadian Tower is supernatural in nature and will actively seek to extinguish light sources, seeking them out with amorphous, gaseous tendrils from the shadows. Any light source or low light vision used here is greatly reduced in effect and duration. Those who linger over long in this Dark find themselves getting increasingly more and more tired until they eventually fall into the

BEACON ARRAY

A lightning shrouded orb as wide as a man and formed from sheets of rare crystal

CELESTIAL ENGINE CHAMBER

The largest chamber of the tower houses an abundance of active machinery, giant pipes, turning cogs, arcing power coils, dangling cables. It's scattered with dozens of large glass tanks with ravaged bodies glimpsed in the murky liquid contained within.

A great vaulted glass ceiling crowns the chamber and allows the full light of the Beacon Array to flood the room. This is painfully bright to those who have become accustomed to the darkness below, although it also keeps the effects of The Dark at bay.

OBSERVATION DECK

Shattered windows and the ravages of time mar what was once an opulent reception area. Lying in the remains of soft furnishings an explorer clings to life. They have a variable mental state: 1) Happy, 2) Depressed, 3) Romantic, 4) Paranoid, 5) Aggressive, 6) Gibbering.

ANECHOIC CHAMBER

The Silence is deafening, you can hear your own pulse. The effect strengthens nearer the stone seat at the centre, atop which skeletal remains and a strange helm rest. The chamber induces madness for those who linger over long.

DEBRIS FILLED STAIRS

The staircase is filled with the remains of strange machinery. Shards of a glass-like material protrude from the wreckage.

AUTOMATA GRAVEYARD

Twisted pylons loom around the tower, cables snaking between them. Black lightning arcs menacingly above, dimming all light sources. Underneath is a sprawling junkyard of discarded parts and mangled machinery. Hulking humanoid shapes turn out to be long dead machines, entwined with bones.

CORPSE PITS

The foul stench of decaying flesh is masked, to a degree, with a damp acrid smell. The area contains five large pits filled with body parts. Inside them slimes can be seen moving over the remains. A glint of something metallic can be seen in two of the pits.