

Boiling Samsāra

A complex mountainous hive of corrupt phoenix-kin, constructed creatures that regenerate in cleansing flame—only now, the cycles of rebirth have become twisted and corrupt, and the maddened firebird-creatures grow more unnatural and hostile with each regeneration.

Tallis Clark

The Phoenix Blademaster

Waiting inside the room, trapped within the flow of water, unable to regenerate, is the **Phoenix Blademaster**. However, the corruption has already entrapped him. While the **Charnel Pit** is flooded, he cannot cleanly regenerate.

The Blademaster will use the essence of flame within to form a powerful aura around himself, searing anyone in the vicinity. The only way to stop this attack is to summon the flood of water again and quench the Blademaster's fury, making him vulnerable to damage.

Luckily, the spigot in the roof is activated by a handy switch.

The Firebirds' Curse

The phoenixes cannot regenerate properly outside of their enchanted charnel pits—if slain elsewhere, they will return in 3d6 x 10 seconds with an additional mutation. Only the purifying heat of the **Charnel Pits** will burn out the corruption and allow them to return to their true benevolent nature.

Each phoenix starts with a mutation. In duress, phoenixes may slay themselves or each other in order to grow more corrupt and powerful. Each one attacks as a wolf, with flight and appropriate burn effects.

Firebird Mutations: 1d8

- [1] Brass-tipped feathers (non-magical damage resistance).
- [2] Teleports in line of sight in a burst of blinding smoke.
- [3] Shrieks are disorienting and deafening.
- [4] A twisted, clawed additional limb (+1 attack).
- [5] Beak and claws glow green and phase through armour.
- [6] Primary feathers shoot out as poison darts.
- [7] Additional eyes, detachable and illusion-piercing.
- [8] Too many wings. Flight speed doubled, harder to hit.

The Phoenogryphon

When you cannot die or change, eon after eon, how long is it before you become hell-bent on something—anything—new?

The Phoenogryphon is the originator of the firebirds' curse. Once a wise and prudent sorcerer, the ages have sent him in desperate search for novelty. In pursuit of it, he unleashed a mimetic virus upon his kin—to be forced to change eternally with each death, instead of returning as perpetual forces.

This mountain refuge was built upon a natural source of geothermic energy. The water pumps throughout the complex, providing the massive inner axis with power to spin, changing the pathways inside the central shaft.

In the **Control Rooms**, there are three torches placed on the wall. If all three are lit, the great hydraulic gears of this fortress will begin to turn with a grinding, churning hiss, moving the central shaft.

If the torches are lit from left to right, it will move one doorway clockwise. If lit right to left, it will do the same counter-clockwise. Once the rotation is complete, all three torches will flare red and die, allowing for another input. If the middle torch is lit first, it will fizzle out and nothing will happen.

Currently, the pathway across the central shaft leads to the control room on the first floor. The doorway which leads to the next level is covered by a scalding waterfall from the next level up. It is impassable unless the flow of water is stopped above.

The water is ultimately issuing from a large reservoir on the highest level, pumped up through the central axis, and then down through the lair of the **Phoenix Blademaster**. The switch in the reservoir room controls the direction the water will go—if turned the other way, water will instead flood the reservoir room.

A seldom-used feature of the hydraulic controls, primarily designed for system maintenance.

In the open grotto at the foot of the mountain is a lush garden shaded by a cavernous wall of earth. In among the gardens are three **Charnel Pits**. A phoenix killed within one will be able to cleanly regenerate.

Currently there are 2d4 **Corrupt Firebirds** patrolling the grotto.