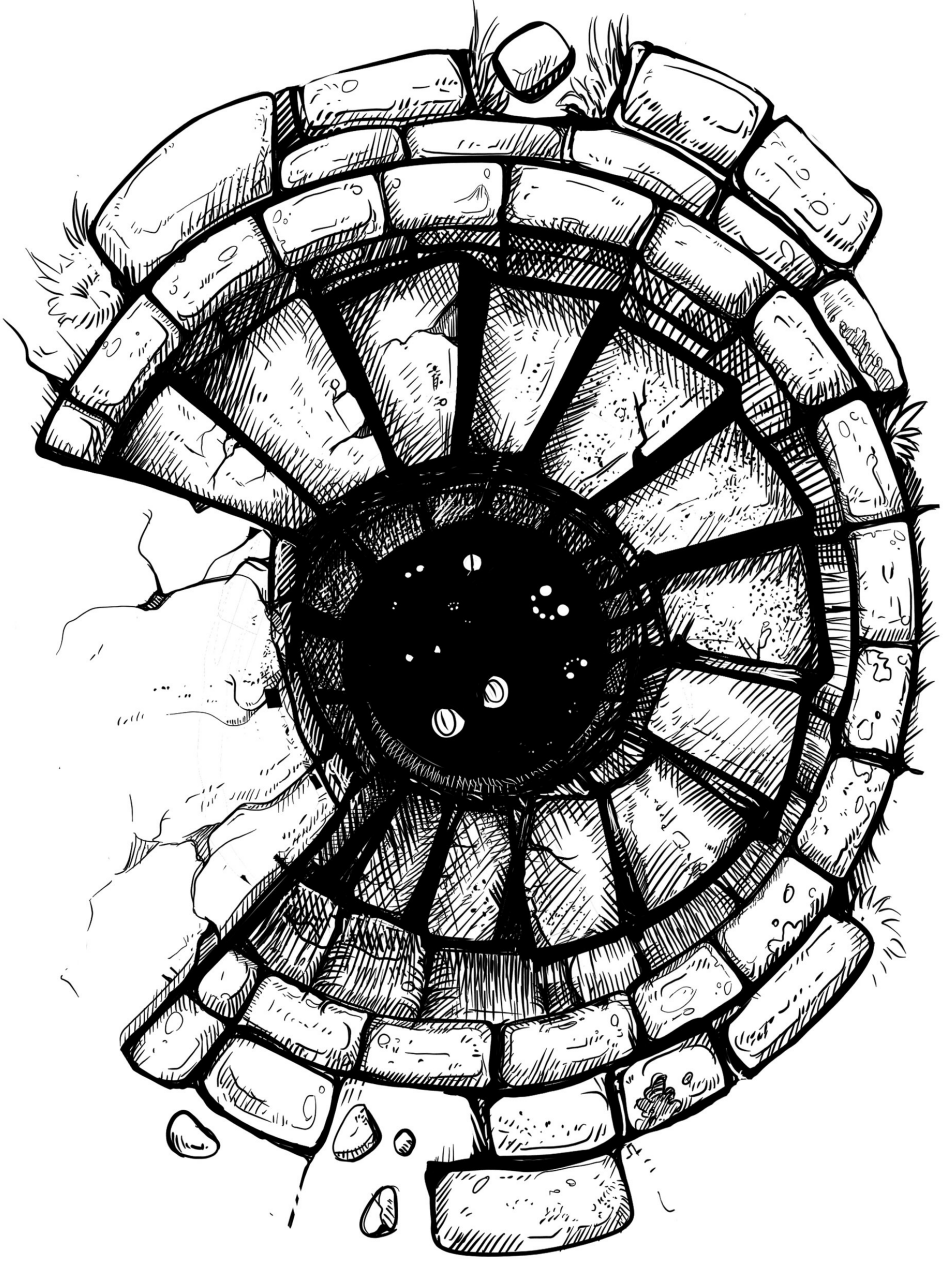


Beneath the Canals



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Beneath the canals and spires of Pentola lies a sprawling and interconnected honeycomb of tunnels and chambers used by *Those Who Came Before* for commerce, civil infrastructure, storage, and - most importantly - as catacombs to store the dead.

The deeper you travel beneath the surface the more opulent and desperate the decor becomes as later peoples invested more and more of their money and skill into resting places for their dead. Go deep enough and you'll find yourselves in tunnels hot with the breath of the earth and slick with black magueglass.

Beware traveling beneath the surface, for though there are riches to plunder and forgotten places to explore there are creatures native and strange - and, if luck isn't with you, Shards, the humanoid magic-stuffed horrors of *Those Who Came Before*.

For this reason it is useful to be able to randomly and procedurally layout dungeons either one room at a time or in advance using the table below.

ROLL A D4&6&10 TO DETERMINE THE NEXT CATACOMB ROOM YOU EXPLORE

CATEGORY (D4)	ROOM (D6)	FEATURE (D10) §
1 Undercity (d4)⚡	1 Stairs (-2)§	1 Water on the surfaces
	2 Passage (-1)§	2 Thick mold & fungus
2 Ancient (d6)⚡	3 Grotto (+0)§	3 Crumbling surfaces
	4 Chamber (+1)§	4 Ambient colored glow
3 Opulent (d8)⚡	5 Vault (+2)§	5 Blood stains
	6 Tomb (+3)§	6 Hot air from crevasses
4 Volcanic (d12)⚡		7 Partially melted walls
		8 Corpseant tunnel
		9 Ossuary
		10 Beast den
		11 Hideout
		12 Sarcophagus

TABLE SYMBOLS:
Several of the tables will have symbols in the headers or after values in parentheses. If the value is a die size, that's what should be rolled for the column with that symbol - if it's a bonus, it should be added to any rolls for that column instead.

CATEGORIES:
The typology of catacomb rooms is broadly ordered by depth, with Volcanic and Opulent rooms being generally the deepest.

However, Pentola sits above a partially-collapsed caldera, & the tunnels beneath have shifted drastically. It is expected that any room can lead to any other level.

ROOMS:
It's helpful when laying out your catacomb map to place the d6 for a room on the table to keep the layout visualized.

To determine the number of exits to a room you can roll randomly or choose a number that seems reasonable.

Roll the die in parentheses on the encounter table

ROLL A D6 TO DETERMINE THE TIME OF DAY IF YOU DON'T KNOW IT

PERIOD (d6)	TIME OF DAY DESCRIPTION
1 Bakerslight (+0)⚡	First period of daylight with no visible moon, during which bakers begin their work and the canals are mostly empty as the world wakes.
2 Tabledark (+1)⚡	First sunless period with slowly rising moon, during which Pentolans typically eat & spend time together before starting their full day.
3 Hopelight (+2)⚡	Middle period of daylight with moon rising to its zenith, during which most folks work and Spiredwellers attend parties and functions.
4 Quietdark (+4)⚡	Middle sunless period with moon falling from its zenith, when magic is most powerful, and the canals and the Undercity are best avoided.
5 Lastlight (+2)⚡	Final daylight period with setting moon and waning magic, during which folks eat their supper before heading to bed or out carousing.
6 Slumberdark (+1)⚡	Final sunless, moonless period, during which folks slumber, carouse til they drop, or make their living when the moon can't see them.

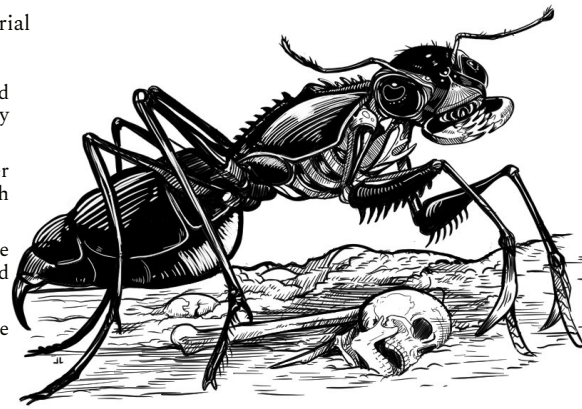
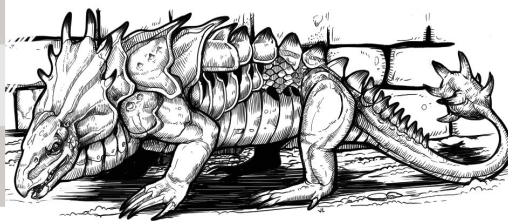
Add the parenthetical bonus to your encounter roll

TIME IN THE PENTOLAN CATACOMBS:

Pentola is a Toroidal world (think donut-shaped) with a Moon bobbing up and down through its center. Because of this shape it rotates much faster than Earth and actually sees three periods of day/night in 24 hours.

The moon goes through a full circuit - from zenith to zenith and back - every other day, alternating between North and South horizons.

Each day starts with the moon hidden inside the ring of the world, "noon" is when the moon is at a Zenith, and day ends again with the moon hidden. During that time the sun will rise and set three separate times.



ROLL FOR AN ENCOUNTER EVERY 15 MINUTES, 3RD ROOM EXPLORED, GROUP MAKES LOUD SOUND, OR GROUP DRAWS ATTENTION TO THEMSELVES

CATACOMB ENCOUNTERS ⚡	
Ominous Sound, d8: (1) Hear an alien whisper, (2) Taste blood in the air, (3) Smell sulfur, (4) Get the shivers, (5) Feel a touch on the back of the neck, (6) See a shadow shift, (7) Hear a giggle from your own belly, (8) All light sources flicker.	1
Unsavoury Sneaker, d6: (1) See someone slip out the next exit, (2) See 1d3 folk counting treasure, (3) A drunk stumbles in, (4) Con artist approaches the party, (5) 1d4+1 Bruisers approach, (6) 1d3 corpsethieves butchering fresh human corpse.	2
Mercantile, d4: (1) Merchant & 1d4-1 mercs returning with goods, (2) Merchant approaches party seeking a lost item, (3) Merchant & 1d3 each living/dead guards defend vs 1d4 Corpseants, (4) stumble across rival guild merchants meeting.	3
Corpseants, d6: (1) 1d4+1 soldiers file in, (2) soldier breaks through the wall, (3) Spot 1d3 soldiers feeding a honeypot, (4) A pair of soldiers spring an ambush, (5) a honeypot slain by blindserpent, (6) d3 soldiers fighting a blindserpent.	4
1d4 Adventurers, d6 (goal): (1) recover treasure, (2) acquire alchemical reagents, (3) capture a bonedrake, (4) destroy rogue bonegolem, (5) catch a thief, (6) find a Shard; d4 (mood): (1) friendly, (2) frustrated, (3) suspicious, (4) mischievous.	5
Corpse, d4 (cause): (1) starved, (2) partially eaten, (3) crushed, (4) blasted apart; d6 (item): (1) pair of copper rings, (2) half-slagger iron charm, (3) faintly glowing khopesh, (4) scorched feather, (5) shattered gem, (6) hobnailed boots.	6
Bonedrake, d4: (1) one erupts from the shadows, hurtling away from the party, (2) 1d3 juveniles are eating the remains of a human, (3) one is stalking another adventurer in the next room, (4) 2d4-1 are engaged in a territorial fight.	7
Ambling Beast, d6 (beast): (1) Caruncle, (2) Bandersnatch, (3) Catacomb Spinner, (4) Gryph, (5) Undercity Rat, (6) Blindserpent; d8 (mood): (1) Surprised, (2) Scared, (3) Hungry, (4) Curious, (5) Territorial, (6) Shy, (7) Friendly, (8) Aggressive.	8
Bone Golem, d4: (1) a large golem is cleaning the area slowly, gathering debris into itself, (2) a pair of golems are fighting off 2d3 corpseants, (3) a golem is standing motionless, (4) a golem is partially destroyed, dragging itself along the floor.	9
Spot a Shard, d8: (1) slinking away, (2) devouring a beast, (3) shuddering in place, (4) chewing on its own arm, (5) looking at the wall fixedly, (6) mumbling dark secrets, (7) blowing slobber bubbles, (8) painting with blood	10
Blunder into Shard, d6 (state): (1) eating a corpse, (2) wandering, (3) hunting, (4) dancing in someone's skin, (5) applying a dweomer, (6) sleeping on ceiling; d8 (response): (1) scream, (2) charge, (3) retreat, (4) berserk, (5) whisper, (6) stalk, (7) vomit, (8) defecate.	11
Shard Ambush, d6 (method): (1) Leap from ceiling, (2) grab from crevasse, (3) appear in midst of group, (4) erupt from doorway, (5) charge head on, (6) trigger dweomer; d4 (tactic): (1) hit-and-run, (2) mage-eater, (3) prey on weak, (4) kill biggest threat.	12

EVERY TIME YOU ENCOUNTER A SHARD, ROLL 3D12 TO GENERATE A NEW ONE.

GENERATE A CATACOMB SHARD (3D12)			
D12	FORM	DETAIL	ABILITY
1	6-fingered hands with palm-mouths	Flesh melting slowly	Step through shadows
2	Prehensile tail in place of head	Endlessly sloughing skin	Cut light into splinters
3	Chest gapes open, spewing embers	Slowly crying lava	Eat dweomers
4	Arms split & branch into clawed wings	Visibly trailing shadow	Vomit aerosol blood
5	Distended & rotund, dragging self along	Dweomer-scribed flesh	Chew through stone
6	Broken antlers grow from every joint	Face stretches out of stomach	Catch and spread fire
7	Two-Dimensional	Ears have teeth	Walk on water
8	Split in half tenuously	Steam bubbles under skin	Rot organic materials
9	Arms grow from hips	Sweating acid	Ignite liquids
10	Crumpled & unsteady	Lips are floppy and pale	Reshape flesh
11	Long fingers drag on the floor	Joints are all backwards	Liquify stone
12	Lamprey maw in forehead	Teeth continuously falling out	Inhale light and flames



See Item Generation tables on back cover

DRAW A CARD FROM A STANDARD 52-CARD DECK AND ROLL A D6&8&12&20

CARD	ITEM TYPE	SUITS	D8 DECORATIVE MATERIAL			
2	Weapon	♦ Diamonds: Positive effect on self	1	Bronze	5	Ironoak
3	Armor	♥ Hearts: Positive effect on others	2	Iron	6	Mageglass
4	Shield	♠ Spades: Negative effect on self	3	Pentolan Marble	7	Precious Metal
5	Jewelry	♣ Clubs: Negative effect on others	4	Porcelain	8	Precious Gem
6	Tablet					
7	Art					
8	Tool					
9	Clothing					
10	Pottery					
J	Ritual Sacrifice					
Q	Humanoid Statue					
K	Beast Statue					
A	Building Statue					
			D6 THEME		D12 DETAIL	
			1	War	1	Dusty with a bloody smudge
			2	Love	2	Polished smooth & soft
			3	Prosperity	3	Partially wrapped in silk
			4	Nature	4	Marked with a strange rune
			5	Fire	5	Intricate opaline scrollwork
			6	Moon	6	Tiny iron charms attached
			7		7	Always causes static shock
					8	Growing strange mold
					9	Hums softly in the dark
					10	Makes light flicker nearby
					11	Smells like cinnamon
					12	Always slightly damp

ON GENERATING ITEMS

The method for generating items in the catacombs listed here is best done prior to a session to seed 3-4 interesting items for players to come across - it's a little complex but is designed to scaffold out something usable fairly quickly.

For quick generation at the table, try using these guidelines instead:

1. Draw a card, roll 1d20. The card will tell you the type of item and whether or not the effect is positive or negative. The d20 tells you the general effect.
2. Use the first mechanical implementation of that effect that comes to mind - a ray of fire, making the bearer angry, keeping them young, slowing them down, whatever - just go with the first thing you think of.

If you'd like to generate non-magical items, forego the d20 roll.

EXAMPLE ITEMS

Thumb's Down (J ♠, 3, 5, 5, 10)

This beautifully polished ironoak box is lined with opaline scrollwork in the shape of tiny lightning bolts chasing a stylized wagon. Inside the box is the desiccated left thumb of a merchant. Pressing this thumb into someone's property ensures that it will be struck by lightning 1d6 days later.

Moonmoth (K ♦, 6, 4, 5, 16)

This vibrant, brightly enameled porcelain figurine of a small butterfly is delicately patterned with inlaid opaline images of the moon's cycle on its wings. While carrying this figurine the bearer heals +1HP per day naturally.

Stoneaxe Cloak (9 ♥, 1, 3, 7, 13)

This bright yellow cloak has beads of beautiful blue-gray Pentolan marble lining the hem, and the tiniest slivers of the same are sewn into the center in the shape of a hand gripping a short-handled ax. Whenever it is first picked up, the energy within causes a slight shock. Anyone seeing this cloak finds initiative tests one step easier.

D20	ITEM EFFECT
1	Gravity
2	Lust
3	Anger
4	Age
5	Sight
6	Light / Darkness
7	Greed
8	Fire
9	Ice
10	Lightning
11	Stone
12	Speed
13	Mind
14	Hearing
15	Taste
16	Health
17	Beasts
18	Size
19	Plants
20	Metamagic

