

# NUMENÉRA

## JADE COLOSSUS

### 5E CONVERSION GUIDE

BY BRUCE R. CORDELL







# JADE COLOSSUS

## 5E CONVERSION GUIDE

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# INTRODUCTION: HOW TO USE THIS CONVERSION GUIDE



*Iron flesh*, page 49



*Foci*, page 17



*Acquiring Treasure: Shins and the Numenera*, page 23

NPCs in this conversion guide occasionally appear in bold. If provided in relation to stats, they refer to stats of the same name available in the 5E SRD or other source of 5E rules.

JC



BtM

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Throughout this book you'll see page references to various items accompanied by one of these four symbols. These are page references to *Jade Colossus*, *Arcana of the Ancients*, *Beneath the Monolith*, and *Beasts of Flesh and Steel*, respectively. They can help you find additional details about that rule, ability, creature, or concept. Often, it will be necessary to look up the referenced item to find information you need for gameplay. Other times, it's not necessary to look up the item, but doing so can deepen your experience and understanding of the game and the setting.

Using this guide requires a copy of *Jade Colossus: Ruins of the Prior Worlds*. *Jade Colossus* is a 144-page sourcebook for Numenera that details a massive ruin of a prior civilization, including a robust stand-alone system for building random, weird science-fantasy ruins. This guide converts that book for use in a 5E game.

You also might want a copy of *Arcana of the Ancients*. *Arcana of the Ancients* is a sourcebook to help you introduce science-fantasy elements into your campaign. Some material in that book first appeared in the roleplaying game *Numenera*. However, everything in *Arcana of the Ancients* is fully redesigned to be compatible with 5E games.

Got those? Fantastic. This guide converts NPC and creature stats, item stats, mechanics, and character abilities found in *Jade Colossus* to 5E mechanics. So, if you come across something in one of those categories or read something that doesn't make sense in a 5E context, check the appropriate chapter and page reference section in this guide. If there is no conversion, that means we think the context is self-explanatory or it's an in-world reference and not a mechanical one. Otherwise, the appropriate conversion should be provided.

Two types of conversion appear: conversion replacement text and conversion notes. Conversion replacement text does what it sounds like: it replaces similar text in the original book with the new text presented. A conversion note provides relevant commentary on a noted passage from *Jade Colossus*, providing 5E context.

Named locations in the campaign world of Numenera—such as the Amber Monolith or the Obelisk of the Water God—are not subject to mechanical conversion notes. But they do get treatment in *Beneath the Monolith*, so when such terms come up, the appropriate

reference is provided. Likewise, if a creature that appears in *Beasts of Flesh and Steel* also appears in *Jade Colossus*, the appropriate reference is provided.

Finally, **foci** in *Jade Colossus*—which are a category of character ability in Numenera—are also converted. As was the case in *Arcana of the Ancients*, foci abilities are provided by way of special devices called **iron flesh**.

That said, you'll see a few terms throughout the text that don't come with conversion notes every time, which would benefit your game if you understand the context. Those terms are prior worlds, Ninth World, datasphere, and shin.

**Prior Worlds:** The unknown past, before the present era of your game; these were created and inhabited by the Ancients—beings of great intelligence with a command over science that allowed them to work wonders that most people would liken to those of gods. They traveled to other worlds, reshaped landscapes, built intelligent machines, and harnessed the very building blocks of the universe itself. And now they're gone. Long gone.

**Ninth World:** The present era of your game, and/or where and when your 5E campaign takes place

**Datasphere:** An all-knowing remnant of the Ancients, like an insane bodiless god that sometimes answers questions or grants wishes but is usually unreachable

**Shin:** A common form of currency; often small metallic bits salvaged from broken machines. One **shin** equivalent to three gold pieces in value, though shins tend to lose value in large quantities.

PART 1:

# NEW NINTH WORLD CAMPAIGN



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CHAPTER 1

# USING THIS BOOK

## RELICS OF THE COLOSSUS

Page 7

*Conversion Note*

*Jade Colossus* uses the term *relic* for a handful of specific, unmovable living machines within the eponymous structure. *Arcana of the Ancients* uses the term *relic* more freely, to specify a class of Ancients devices that can be used repeatedly—unlike cyphers—until depleted. The latter definition is broad enough to contain the narrower definition, but keep in mind that in *Jade Colossus* the term is usually specific to unique objects, including the Hand of Fury, the Eye of Transcendence, and the Mouth of Exaltation.

Page 7, last paragraph

*Conversion Replacement Text*

In addition to the weird material they're made from, the relics thrum with strange energy. Some have learned to attune themselves to that energy and are gifted with iron flesh as a result. For example, those with the **third hand** iron flesh have attuned with the Hand of Fury relic, while a few of those who've listened to the Mouth of Exaltation have gained the **ancillary mouth of exaltation** iron flesh.

## MIDNIGHT STONE EFFECT TABLE

Page 9

*Conversion Replacement Text*

To activate a midnight stone's void matter, a character must hold the stone and succeed on a DC 14 Intelligence (*Arcana*) check. If successful, a ribbon of greenish-black energy coils out of the stone and immediately produces a random effect,

such as one of those in the table on the facing page. A character can try to channel the energy to achieve a specific effect, either one on the table or one of the character's own choosing (with the GM's permission), but this requires a successful DC 22 Intelligence (*Arcana*) check. On a failure, the player rolls on the table as normal.

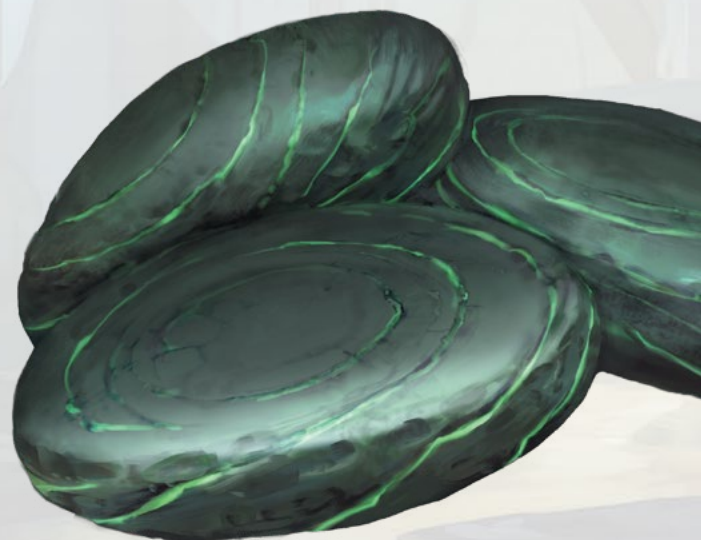
Once used, a midnight stone crumbles, turns to ash, and is gone.

## FIRST MARGIN CALLOUT

Page 10

*Conversion Replacement Text*

PCs specifically looking for midnight stones must enter the Jade Colossus and spend a few hours exploring an area they haven't previously visited. If they succeed on a DC 17 Wisdom (*Perception*) check, they discover one or two midnight stones. Additional information on finding midnight stones is presented with the *Numenera* *Ruin Mapping Engine*.



JC

*Hand of Fury*, page 57

*Eye of Transcendence*, page 62

*Mouth of Exaltation*, page 52

*Numenera* *Ruin Mapping Engine*, page 84



*Iron flesh*, page 49

*Third hand*, page 12

*Ancillary mouth of exaltation*, page 10

JC

*Void matter*, page 8



*Optional Rule: Intelligence (Ancients Arcana)*, page 259



MIDNIGHT STONE EFFECT TABLE

d20	Effect
01	The user regains 28 (8d4 + 8) hit points and has advantage on Intelligence checks and saving throws for one hour.
02	The stone sprouts fine, glassy tendrils similar to hair. If the user continues to hold the stone, their body sprouts the same sort of hair (first from their hand, then their arm, and so on across their body), dealing 7 (2d6) piercing damage each round until they let go of the stone.
03	A thundering sound somehow blinds (rather than deafens) the user for several minutes.
04	A used cypher in the user's possession is renewed, or a depleted relic is recharged.
05	The skin around the user's eyes, mouth, ears, and all other orifices is sealed with a sudden surge of new skin growth. The user suffocates if not helped by someone poking a hole through the skin over the mouth or nostrils and keeping it open (the skin tries to grow closed). After about ten minutes, the growth reverses if the user is still alive.
06	The user regains 28 (8d4 + 8) hit points and has advantage on Constitution checks and saves for one hour.
07	The user's legs and arms bloodlessly drop off. If the limbs are held against the body in their original positions during a short or long rest, reattachment occurs.
08–10	The user learns the answer to one question in an intuitive leap, but this leaves a nagging headache for several hours afterward.
11	The user becomes distracted by the sound of a strange crunching noise that only they can hear, apparently coming from behind the nearest wall or under the floor. The user gains disadvantage on all Intelligence and Wisdom checks and saves for a few days.
12	As a bonus action once they activate the stone, the user can direct a ray of transdimensional energy, dealing 18 (4d8) force damage to a target within 120 feet if the target fails a DC 13 Dexterity save.
13	The midnight stone detonates. Each creature within a 15-foot cube originating from that point takes 12 (5d4) fire damage, or half as much on a successful DC 15 Dexterity save.
14–15	The user gains a <b>beneficial mutation</b> that lasts for one day.
16	The user gains <b>midnight skin iron flesh</b> .
17	The user gains a <b>harmful mutation</b> that lasts for one day.
18	The user gains a <b>beneficial mutation</b> that is permanent, replacing any previous beneficial mutation from a midnight stone.
19	The user gains a <b>harmful mutation</b> that is permanent.
20	The user gains a <b>powerful mutation</b> that is permanent, replacing any previous powerful mutation from a midnight stone.



*Beneficial mutations, page 131*

*Harmful mutations, page 132*

*Powerful mutations, page 132*

*Midnight skin, page 11*

CHAPTER 2

# STARTING A NEW NUMENERA CAMPAIGN

## FIRST PARAGRAPH

Page 11

*Conversion Replacement Text*

Whether you're new to RPGs or a veteran GM, the Jade Colossus can be a great vehicle for beginning a new campaign. If you want to take full advantage of the connections and other associations with the area provided, starting with fresh low-level characters is ideal. However, the installation and encounter areas described are also suitable for established characters looking for new challenges. Even characters of 10th level or higher can be tested by creatures and situations within the installation.

## SECOND COLUMN

Page 11

*Conversion Replacement Text*

Step 2: Provide new characters with Jade Colossus connection, iron flesh, and organization options.



Iron flesh, page 49

CHAPTER 3

# CAMPAIGN THREADS AND CHARACTER CONNECTIONS

## CAMPAIGN THREADS TABLE

**Page 12, campaign thread result 01**

Conversion Note

General information about and stats for Aeon Priests can be found in *Beneath the Monolith*.

**Page 12, campaign thread result 03**

Conversion Note

The updated 5E yovok stats can be found in *Arcana of the Ancients*.

**Page 13, campaign thread result 04**

Conversion Note

Updated *Convergence* information can be found in *Beneath the Monolith*.

**Page 13, campaign thread result 08**

Conversion Note

Updated King Noren and Iscobal information can be found in *Beneath the Monolith*.

**Page 13, campaign thread result 11**

Conversion Note

The updated 5E broken hound stats can be found in *Beneath the Monolith*.

## CHARACTER CONNECTIONS TABLE

**Page 15, character connection result 34–36**

Conversion Note

The updated 5E yovok stats can be found in *Arcana of the Ancients*.

**Page 16, character connection result 73–75**

Conversion Note

The updated 5E margr stats can be found in *Arcana of the Ancients*.

BTM

*King Noren*, page 50

*Iscobal*, page 50

*Aeon Priest*, page 150

*Convergence*, page 129

*Broken hound*, page 143



*Yovok*, page 243

*Margr*, page 197





CHAPTER 4

FOCI

ENTIRE CHAPTER

Starting on page 17

Conversion Note

In Numenera and the Cypher System, foci are one of three fundamental building blocks for PCs. There's nothing quite like it in 5E rules. The character-creation systems are just too different. Instead, the functionality offered by foci is provided to PCs in the form of iron flesh. Iron flesh grants foci-like abilities for characters who find them. PCs don't choose iron flesh; they discover it, then choose whether to adopt the sometimes-intrusive prostheses into themselves.

All that to say, this material fully replaces Chapter 4: Foci from *Jade Colossus*, if converting the material for a 5E game.

The following varieties of iron flesh are most associated with the Jade Colossus, and instances of these powerful devices aren't often found in other locations, at least not without a reason for them to have traveled so far. They are most likely to be granted after communion with one of the relics of the Jade Colossus. For instance, after achieving communion with the *Hand of Fury*, a character might be granted a third hand.

d100 Random Iron Flesh

01–20	Ancillary mouth
21–40	Ancillary mouth of exaltation
41–60	Midnight skin
61–70	Third hand
71–80	Third hand transcendent
81–90	Void symbiote
91–00	Void symbiote broodmother

ANCILLARY MOUTH

Iron flesh, uncommon (requires attunement)

This disembodied mouth of textured green-black lips and a tongue composed of blue energy takes root somewhere on your body and serves as a companion.

ANCILLARY MOUTH AS A COMPANION

You can use an action to position the mouth on your body as you choose, though when you're not paying attention, it sometimes moves around on its own. To use the mouth effectively, it must not be covered.

Treat the mouth as a disembodied allied NPC that speaks your language as well as any language ever spoken in the *Jade Colossus* (which means it could be helpful for translation). It sometimes speaks its own mind, but usually follows your lead. It can't help you in combat, but it can grant advantage on knowledge, persuasion, and intimidation checks you make when you allow the mouth to speak and provide support.

When you sleep, the mouth sometimes hums strange tunes, never the same one twice.

ANCILLARY MOUTH OF EXALTATION

Iron flesh, very rare (requires attunement)

This disembodied mouth of textured green-black lips and a tongue composed of blue energy takes root somewhere on your body and serves as a companion.

In addition, the mouth whispers glories in your ear and improves you. Increase



Iron flesh, page 49



Hand of Fury, page 57

Third hand, page 12

your Intelligence and Wisdom scores by 1. These glories also allow you to apply your proficiency bonus whenever you attempt a Charisma (Persuasion) check.

Moreover, the ancillary mouth of exaltation has 10 charges and regains 1d10 expended charges daily at midnight.

If you expend 2 charges as an action, you can ask the GM one question and get a very short answer from the mouth. If the question is particularly difficult to answer (or the answer is a secret that powerful beings wish to keep), the mouth may be unable to answer, may answer only in the form of a riddle, or may require more charges.

As your action, you can cause the mouth to scream a directed ray of sound with a range of 120 feet. Make a ranged attack roll for the ray. On a hit, the target takes 1d8 thunder damage and must succeed at a DC 15 Constitution saving throw or be incapacitated for one round.

Lastly, if you expend 3 charges as your action, the mouth triggers a portal to open before you. If you step through it, you are instantaneously transmitted to the chamber in the Jade Colossus that contains the *Mouth of Exaltation*, no matter how far you are from it. The portal remains open for as many rounds as you specify, up to one minute. Your allies can use it as well. You can also use this ability to travel back, returning to the exact spot you left. You can use this ability to travel to other locations besides the relic chamber, though doing so requires that you expend 5 charges and have specific knowledge of the alternative destination.

## MIDNIGHT SKIN

*Iron flesh, very rare (requires attunement)*

This artificial skin of green-highlighted, midnight-colored armor clamps across your natural skin. It ultimately replaces your normal skin and grants a +1 bonus to AC. Your appearance becomes that of an armored silhouette, granting advantage to all Dexterity (Stealth) checks. However, these benefits come with a cost—eating, touching a companion in a friendly or

intimate fashion, or doing anything that requires fine manual agility is impossible while the skin is active.

The iron flesh has 16 charges and regains 2d8 charges daily at midnight.

When you expend 1 charge as your action, you can suppress the midnight skin for up to 10 hours, during which time you can act normally, though you can't call upon the benefits of the skin without allowing the effect to run its duration or expending another charge as your action to end the suppression.

When you expend 2 charges as a bonus action, you can move up to 60 feet and make a normal attack (leaving a trail of *void matter* like black lightning in your wake). If your attack is successful, you deal an extra 2d6 necrotic damage.

JC

*Mouth of Exaltation,*  
page 52

*Void matter,* page 8



*Midnight skin can be recharged to full if a midnight stone is used; the recharge effect replaces the normal results of a midnight stone's use.*

*Midnight stone, page 6*

When you expend 3 charges as your action, a sheen of boiling void matter is fused to your fist or melee weapon for one minute. You can use your hand normally during this time. If you attack and successfully strike or touch a target with your fist or weapon during this period, the void matter deals an extra 1d6 necrotic damage.

If you expend 3 charges as an action, the void matter twists light around you so that you become invisible for up to 30 minutes; if you attack or do something else requiring concentration, the effect ends at the beginning of your next turn.



Finally, if you expend 5 charges as your action, you deal 10d8 necrotic damage to whatever you touch or successfully hit with a melee attack. If this reduces the target to 0 hit points, it is disintegrated by the void matter.

## THIRD HAND

*Iron flesh, rare (requires attunement)*

This textured green-black prosthesis replaces one of your hands with a slightly oversized version that you can use normally. As a bonus action, the gauntlet manifests a free-floating twin of itself that hovers near you, accompanying you wherever you go and following your instructions. The floating hand has AC 15 and 30 hit points. A third hand can be used as a literal third hand.

### THIRD HAND AS A LITERAL THIRD HAND

At your mental command, a third hand or third hand transcendent can move up to 100 feet from you, lift something about as heavy as you could lift with one hand, manipulate objects with about as much grace as you could, and so on. A third hand in combat usually doesn't make separate attacks but helps with yours, imposing disadvantage to one attack made against you or advantage on one attack you make against another creature in any given round, as you determine. If destroyed, you can create another, but you can't normally manifest more than one at a time, unless you use charges to do so.

## THIRD HAND TRANSCENDENT

*Iron flesh, very rare (requires attunement)*

This textured green-black prosthesis replaces one of your hands with a slightly oversize version that you can use normally. As a bonus action, the gauntlet manifests a free-floating twin of itself that hovers near you, accompanying you wherever you go following your instructions. The floating hand has AC 19 and 50 hit points. A third hand transcendent can be used as a literal third hand.

In addition, the third hand transcendent has 12 charges and regains 1d12 expended charges daily at midnight.

If you expend 2 charges as an action, you can manifest one additional hand charged with protecting you and nothing else for one hour. It hovers next to you, imposing disadvantage on all non-area attacks made on you during that period.

When you touch another Ancients device as an action (and expend 1 charge) with either your prosthesis or the third hand hovering nearby, tiny filaments from the fingers interface with the object for a round. Afterward, attempts you make to identify and use it have advantage.

If you expend 2 charges as an action, the hovering third hand delivers a rocket-fueled punch at a foe within 60 feet. If that target fails a DC 17 Dexterity saving throw, it takes 12d6 bludgeoning damage, or half that on a successful save. Then the hand returns to your side.

Finally, you can expend as many charges as you wish in multiples of two as your action. For every 2 charges expended, you manifest a hand that hovers nearby and persists for up to one hour. Each additional hand beyond the first (which retains its normal base abilities) grants you a cumulative +1 bonus to AC.

## VOID SYMBIOTE

*Iron flesh, rare (requires attunement)*

A ribbon of void matter (part matter, part greenish-black living energy) burrows into your body. Thereafter, the symbiote is visible beneath your skin, coiling like a parasitic worm. It sometimes makes your flesh bulge; at other times it stains your skin the unhealthy hue of a bruise. The symbiote grants +5 points to your maximum hit points, and +1 bonus to AC and increases your Strength score by 1.

A void symbiote comes with a few significant costs.

### VOID SYMBIOTE COSTS

If you host a void symbiote or void symbiote broodmother, you have disadvantage on all actions when exposed to direct bright light. This is the likely reason why you wear a hood, a mask, gloves, some sort of eye protection, and other layers—to protect yourself from stray glints of light. Even then, in bright light your +1 bonus to AC goes away. If any part of you is exposed to direct bright light, you take 3 (1d6) necrotic damage each round you are exposed. Finally, should you ever perish, the void matter symbiote may seep out and infect the nearest person. You get the feeling it would not treat a new host as well as you were treated—it would probably just eat them.

### VOID SYMBIOTE BROODMOTHER

*Iron flesh, very rare (requires attunement)*

A ribbon of void matter (part matter, part greenish-black living energy) burrows into your body. Thereafter, the broodmother is visible beneath your skin, coiling like a parasitic worm. It sometimes makes your flesh bulge; at other times it stains your skin the unhealthy hue of a bruise. The parasite grants you +10 points to your maximum hit points, and +1 bonus to AC and increases your Strength score by 1.

A void symbiote broodmother comes with a few significant costs. But it offers many additional abilities over a base symbiote, as follows.

JC

*Void matter, page 8*

**Out of Phase:** *You can pass through solid objects as though they are entirely insubstantial.*

*You cannot make physical attacks or be physically attacked, nor do magical attacks affect you. If you end your turn in another object, you both take 5d10 bludgeoning damage and you are forced out the nearest edge.*

JC

Void matter, page 8

The void symbiote broodmother has 12 charges and regains 2d6 charges daily at midnight. (If you ever fully drain the broodmother symbiote, you must succeed on a DC 17 Constitution save or black out and lose all memory of your actions for the next 72 hours. Observers see that you seem to phase out of existence, after which they lose track of you.)

When you expend 1 charge as a bonus action, you can extrude streamers of void matter from your fingertips for one minute at a time, increasing your normal reach by +25 feet and allowing to you interact with distant objects (including attacking with a weapon) as if you were standing next to them.

When you expend 2 charges as an action, you discharge a void matter bolt 20 feet long and 5 feet wide. Targets in the area must succeed on a DC 12 Dexterity saving throw or take 2d6 necrotic damage, or half as much damage on a successful save. Each additional charge you spend beyond the initial two increases the bolt length by 10 feet and the damage by 2d6 points of necrotic damage.

When you expend 7 charges as an action, you discharge a void matter bolt 100 feet long and 5 feet wide.

Targets in the area must succeed on a DC 17 Dexterity saving throw or take 12d6 necrotic damage, or half as much damage on a successful save.

When you expend 2 charges as an action, the void matter symbiote pulls you slightly out of phase so you become incorporeal for one minute. During this time, you can pass through solid objects as though they are entirely insubstantial. You cannot make physical attacks or be physically attacked, nor do magical attacks affect you. If you end your turn in another object, you both take 5d10 bludgeoning damage and you are forced out the nearest edge.

If you spend 4 charges as a bonus action to modify an Attack action or cast a spell attack, that action is infused with void matter. Your attack has advantage; on a hit, you deal an additional 5d6 necrotic damage.

As an action, you can drain all but 1 daily charge. This grants you a power surge, boosting your AC, Strength, and Dexterity scores by 1 point and giving you temporary hit points equal to the number of charges expended. This benefit lasts for 10 minutes. Any excess hit points retained after 10 minutes bleed away in a harmless energetic display.





CHAPTER 5

# ORGANIZATIONS

## HERITORS OF THE COLOSSUS

Page 25, second paragraph

*Conversion Note*

General information about abhumans can be found in *Beneath the Monolith*.

Page 25, second column, first paragraph

*Conversion Note*

General information about and stats for *Aeon Priests* can be found in *Beneath the Monolith*.

Page 25, second column, first paragraph

*Conversion Note*

General information about the *Order of Truth* can be found in *Beneath the Monolith*.

Page 26, Member Benefits

*Conversion Replacement Text*

Heritors of the Colossus gain several advantages. These include access to any leads related to the location of interesting new areas within the Jade Colossus that haven't yet been explored, plus knowledge of at least one alternate entrance to the structure. In addition, members gain a *midnight stone* as their badge of membership, which they can use in an emergency. Finally, members learn passphrases and other rights-of-way that have been negotiated with several abhuman tribes that infest the ruin.

## JADE PROTECTORS

Page 26, last paragraph

*Conversion Note*

General information about and stats for *Aeon Priests* can be found in *Beneath the Monolith*.

Page 27, *Quaran the Watcher* stats

*Conversion Replacement Text*

*Quaran the Watcher* has *Aeon Priest* stats.

Page 27, *Daica the Preserver* stats

*Conversion Replacement Text*

*Daica* has *warlord* stats. *Daica* also has a phasing eye relic.

## PHASING EYE

*Relic, uncommon*

This bulky lens can be worn like a monocle. When activated as your action, you can selectively see into and through solid matter within 30 feet for one minute. Even if not illuminated, you can see into adjacent spaces and cavities. The phasing eye can penetrate five feet of stone, one foot of metal, or up to 20 feet of wood or drit.

A phasing eye has a depletion of 1 in 1d20, checked each minute of use.

Page 27, *Jade Protectors*, member benefits

*Conversion Replacement Text*

*Jade Protectors* gain access to maps that show the route to a few specific locations within the Jade Colossus. In addition, a new member gains a *Jade Protector headband* relic.

## JADE PROTECTOR HEADBAND

*Relic, common*

This slim headband features an eyelike symbol. When activated as your action, for eight hours you gain darkvision to 60 feet. During this period, you also ignore disadvantage imposed by difficult atmospheric conditions such as smoke, fog, or other opaque vapor.

A *Jade Protector headband* has a depletion of 1 in 1d20, checked each minute of use.

BtM

*Abhumans*, page 11

*Warlord*, page 159

*Aeon Priest*, page 150

*Order of Truth*, page 127

*Drit*: a fine, artificial soil.

*Midnight stone*, page 6

BtM

*Aeon Priest*, page 150

CHAPTER 6

# INTRODUCTORY SCENES



Murden, page 204



Aeon Priest, page 150

Scholar, page 157

Order of Truth,  
page 127

Convergence, page 129

Nano, page 155

## OPENING SCENE OF THE CAMPAIGN

Page 29, result 01

Conversion Note

Tystarn has Aeon Priest stats.

Page 29, result 02

Conversion Note

General information about the Order of Truth can be found in *Beneath the Monolith*.

Page 29, result 03

Conversion Note

General information about and stats for nanos can be found in *Beneath the*

*Monolith*. Stats for murden can be found in *Arcana of the Ancients*.

Page 29, result 04

Conversion Note

The Teacher has scholar stats.

Page 29, result 04

Conversion Note

General information about the Convergence can be found in *Beneath the Monolith*.

Page 30, result 06

Conversion Note

Werimbur has Aeon Priest stats.



PART 2:

# SKIN OF THE COLOSSUS



Chapter 7: Ballarad

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Chapter 8: Yovok Hive

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Chapter 9: Heritor's Ride

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CHAPTER 7

# BALLARAD

**BtM**

Obelisk of the Water God, page 33

Diplomat, page 152

Aeon Priest, page 150

Defender, page 152

Legionary, page 154

Specialist, page 158

Scholar, page 157

**BA**

Basic automaton, type three, page 247

Seskii, page 233

Oddities, page 126

**BFS**

Basic automaton, type six, page 20

Jade Protector headband, page 15

## FIRST MARGIN CALLOUT

Page 32

### Conversion Note

Information about the Obelisk of the Water God can be found in *Beneath the Monolith*.

## A. JADE CITADEL

Page 32, Salvation Councilor, typical

### Conversion Note

Salvation Councilors have diplomat stats.

Page 33, Sansal

### Conversion Note

Sansal has Aeon Priest stats. She is accompanied by a type three basic automaton.

## B. MIRROR FORTRESSES

Page 33, Mirror Fortress guard

### Conversion Note

Mirror Fortress guards have defender stats.

Page 34, Lasmera, Mirror Fortress Captain

### Conversion Note

Lasmera has legionary stats.

## C. HEALING HOUSE

Page 34, Gerob

### Conversion Note

Gerob has specialist stats. He wears a living tattoo relic.

## LIVING TATTOO

Relic, rare

Once attuned, this relic fuses to you, appearing as an electric-green, glowing tattoo covering your scalp and part of your face, though the design moves around from day to day. When activated as your action,

you gain a +4 bonus to your AC for one hour. For each hour beyond one day that the tattoo goes without light, you take 5 force damage (no save).

A living tattoo has a depletion of 1 in 1d10.

Page 34, seskii

### Conversion Note

Stats for seskii can be found in *Arcana of the Ancients*.

## D. THE VESELKAN

Page 34, Freemunt

### Conversion Note

Freemunt has specialist stats. His goggles replicate the function of a Jade Protector headband.

## E. MARLANA'S ODDITIES

Page 35, Marlana

### Conversion Note

Marlana has scholar stats. She is accompanied by Xam, a type six basic automaton.

Page 35, oddities

### Conversion Note

Information about and examples of oddities can be found in *Arcana of the Ancients*.

## F. INN OF THE RAISED HAND

Page 36, Jansenk Hroe

### Conversion Note

Jansenk Hroe has **explorer** stats. She also has a mind sipper relic.

## MIND SIPPER

*Relic, rare (requires attunement)*

This small metal-and-synth cube has small metallic legs that fuse into a wearer's head. As an action you can make a mental attack on one creature you can see within 60 feet. On a failed DC 15 Wisdom save, it is stunned for one round (losing its next turn) and takes 5d8 psychic damage. If you wish, instead of dealing damage, a successful attack removes one regret from a willing creature's mind. Doing so could simply blunt a target's sadness regarding one particular event or excise the memory entirely from the target's consciousness.

Page 36, Tystarn

### Conversion Note

Tystarn has **Aeon Priest** stats.

Page 36, Satina

### Conversion Note

Satina has **scholar** stats. She wears phase gloves.

## PHASE GLOVES

*Relic, rare*

These iridescent gloves allow you, as your action, to slowly pass through physical barriers at a rate of 1 inch per round for one minute (minimum of one round to pass through any barrier). You can't act (other than moving or using this relic again) or perceive anything until you pass entirely through the barrier. You can't pass through energy or magical barriers.

Phase gloves have a depletion of 1 in 1d10; upon depletion they become inactive for a week, then regain their previous function and depletion range.

## H. COLOSSUS THEATRE

Page 37, Aster

### Conversion Note

Aster has **explorer** stats. She also has a unique musical instrument of her own design that she is proficient in playing.

## I. WHITEBRIDGE

Page 37, varjellen and lattimor

### Conversion Note

Information about **varjellen** and **lattimor** can be found in *Beneath the Monolith*.

Page 37, Whitebridge preservationist

### Conversion Note

The gang members claiming to be fictional Whitebridge preservationists have **bandit** stats.

Page 37, Hala

### Conversion Note

Hala has **jack** stats.

BtM

*Explorer, page 153*

*Varjellen, page 134*

*Lattimor, page 138*

*Jack, page 154*

*If the duration of an instance of phasing elapses while the user is inside an object, the user and object both take 5d10 bludgeoning damage and the user is forced out the nearest edge.*



BtM

Specialist, page 158

Aeon Priest, page 150

BtM

Warlord, page 159

Diplomat, page 152

Scholar, page 157

Explorer, page 153

BtM

Cyphers, page 40

Detonation, page 62

Ray emitter, page 103



## J. DUVALD MERCANTILE

Page 38, Jurana

[Conversion Note](#)

Jurana has specialist stats. She wears a force belt relic.

### FORCE BELT

*Relic, rare (requires attunement)*

This purple sash can be worn as a belt. When activated as your action, it provides a +2 bonus to AC for one hour.

A force belt has a depletion of 1 in 1d20.

Page 38, Kolorad

[Conversion Note](#)

Kolorad has warlord stats.

## L. TRADE DOCKS

Page 38, Skurvan

[Conversion Note](#)

Skurvan has diplomat stats. In addition, he usually carries the following cyphers: detonation, ray emitter, and a specific cypher that grants a +3 bonus to AC for one hour.

Page 38, Market Sabers

[Conversion Note](#)

Market Sabers typically have bandit stats.

## M. MARIQ'S SUPPLY

Page 39, Mariq

[Conversion Note](#)

Mariq has scholar stats.

Page 39, Mariqa

[Conversion Note](#)

Mariqa has specialist stats. In addition, she wears a pair of lifting boots (a relic).

### LIFTING BOOTS

*Relic, rare*

While you wear these fashionable high-heeled boots, you can use an action to rise vertically, up to 20 feet, and remain suspended there for up to ten minutes while you concentrate. You can change your altitude by up to 20 feet in either direction as part of your movement.

Lifting boots have a depletion of 1 in 1d20.

## N. CHELVAN'S WORKSHOP

Page 39, Chelvan

[Conversion Note](#)

Chelvan has Aeon Priest stats. He usually carries three random cyphers at a time.

## O. THE WRECKAGE

Page 39, Qoist

[Conversion Note](#)

Qoist has diplomat stats and wears an exoskeleton that grants advantage on all Strength checks but imposes disadvantage on all Dexterity checks.

Page 40, Lesym the Render

[Conversion Note](#)

Lesym has warlord stats. In addition, she wears a force belt relic and wields an energy sword relic.

### ENERGY SWORD

*Relic weapon (any bladed weapon), very rare (requires attunement)*

When this crystal hilt is activated as your action, it creates an energy blade. The blade cuts through any nonmagical material not being worn or carried, ignoring AC. If used as a weapon (blade type determined by wielder), it deals slashing damage. If you roll a 20 on the attack roll, that target takes an extra 2d6 + 4 slashing damage. Then roll another d20. If you roll a 20, you lop off one of the target's limbs, with the effect of such loss determined by the DM. If the creature has no limb to sever, you lop off a portion of its body instead.

## P. CHURCH OF THE WHISPER

Page 40, Mother Erasin

[Conversion Note](#)

Mother Erasin has diplomat stats.

## Q. BALLARAD INN

Page 40, Cyna Wene

[Conversion Note](#)

Cyna has explorer stats. She also wears gripping hand iron flesh.

## GRIPPING HAND

*Iron flesh weapon (any simple or unarmed), rare (requires attunement)*

This metallic gauntlet replaces one of your hands with a slightly oversize version that you can use normally. If used as a weapon, it deals bludgeoning damage (treat as a mace). On a hit, you can choose to deal damage normally, deal damage and try to grab the foe, or forego damage and just grab. You successfully grab an opponent who fails a DC 15 Strength save in an unbreakable grip that restrains them. A target restrained by your grip can escape on a successful DC 17 Strength (Athletics) check.

Page 40, Kuran Bluelake

[Conversion Note](#)

Kuran has warlord stats. In addition, he has advantage on all Strength (Athletics) checks.

## R. PRISON

Page 41, the Warden

[Conversion Note](#)

The Warden has [legionary](#) stats. In addition, his part-machine body grants him a +1 bonus to AC and regeneration (the Warden regains 10 hit points at the start of his turn if he has at least 1 hit point).

Page 41, prison guards

[Conversion Note](#)

The prison guards employed by the Warden have [defender](#) stats.

## S. ORACLE

Page 41, the Oracle

[Conversion Note](#)

The Oracle (once known as Derred Sura) has explorer stats. In addition, his left arm has been replaced with auguring spike iron flesh.

## AUGURING SPIKE

*Iron flesh weapon, rare (requires attunement)*

This thin metallic spike replaces your forearm and hand, imposing disadvantage on all tasks that would normally benefit from having two hands. If used as a weapon, it deals piercing damage (treat as a spear), but all attacks with it have advantage, and once per turn an attack

made with it deals an extra 1d6 damage, reflecting that you “know” where to attack.

In addition, you can activate the spike as your action and pose a question. The GM answers each question with one word, such as *yes*, *no*, *maybe*, *never*, *irrelevant*, or *unclear*. If a one-word answer would be misleading, the GM might instead offer a short phrase as an answer.

Sometimes the auguring spike activates of its own volition, granting you a random piece of information about a creature or an object touched by it, including information about potential futures.

Page 41, Thanis

[Conversion Note](#)

Thanis has [type six basic automaton](#) stats.

## T. MIDNIGHT GATE

Page 42, Gavaran

[Conversion Note](#)

Gavaran has warlord stats. In addition, she wields a gravity maul.

## GRAVITY MAUL

*Relic Weapon (any hammer or maul), very rare (requires attunement)*

Any attacks that would knock you prone have disadvantage. As a bonus action, you can choose which direction is down for yourself, which means you can walk on walls and ceilings with ease. When you strike a foe, you deal an extra 1d8 bludgeoning damage and the target is restrained by a sudden apparent increase in their own weight for one minute, or until they succeed on a DC 17 Strength (Athletics) check to break free.

## U. VESTIBULE

Page 42, laaks

[Conversion Note](#)

Information and stats for [laaks](#) can be found in *Arcana of the Ancients*.

BFS

Basic automaton,  
type six, page 20

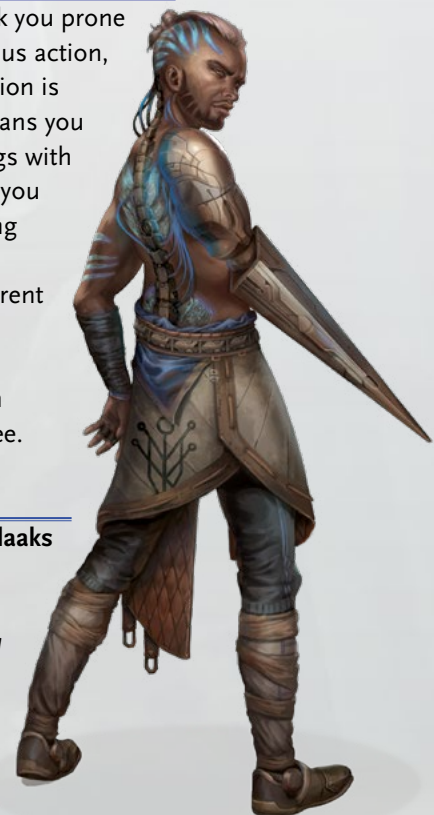
BtM

Legionary, page 154

Defender, page 152



Laak, page 194



CHAPTER 8

# YOVOK HIVE

## YOVOK



Yovok, page 243

Page 44

*Conversion Note*

The updated 5E *yovok* stats can be found in *Arcana of the Ancients*.

**Page 44, Viscid Ladder**

*Conversion Replacement Text*

A “ladder” composed of bones and stones embedded in the sticky mash of mucus and drit used to build the hive ascends from the base of the Colossus and up its side some 50 feet. The ladder is not particularly stable, as the “rungs” are subject to coming unstuck. Climbers must succeed on a DC 13 Strength (Athletics) check to avoid this outcome; those who fail fall when a rung comes loose. The climb is made more difficult by the yovoki likely watching from the crusted ledges. Unless climbers succeed on a DC 14 Dexterity (Stealth) check, alerted yovoki on those ledges continually pepper the intruders with rocks and crude knives, as well as the poisonous barbs they spit that can paralyze victims.

## CRUSTED DOME

Page 44

*Conversion Replacement Text*

Patches of blue fungus grow inside this crust-covered cavity, providing a depressing blue light and revealing the small circular entrance to the Jade Colossus’s interior.

A control surface glows dully next to the open entrance. Several yovoki lie sleeping in the chamber, enjoying the hallucinatory effect of the blue fungus. Other creatures who breathe in the spores concentrated under the dome must succeed on a DC 13 Constitution saving throw or take 7 (2d6) psychic damage and fall asleep until slapped and prodded awake.

Beyond the circular entrance, a synth corridor is visible.

**GM Intrusion:** One character investigating the control surface must succeed on a

DC 14 Intelligence save or inadvertently close the entrance to the Colossus interior.

## CRUSTED LEDGE

Page 44

*Conversion Replacement Text*

About six yovoki live on each of these ledges, which are connected to one another and to the central crusted dome by viscid catwalks. The creatures have no regard for decorum, sanitation, or privacy. They serve as guards for the entire hive, though they’re not especially observant. But if they see or hear intruders, they assemble at the edge of each ledge and spit poison barbs. A few might even demonstrate their amazing leaping ability, attempting to knock climbers from the Viscid Ladder with their own ungainly forms.

Each ledge holds a collection of garbage, crude weapons, one or two cyphers, an oddity, and 2d10 shins.

**GM Intrusion:** Some aspect of the fight jolts the ledge so hard that the entire ledge breaks off the side of the Colossus and falls.

## COMMAND AND CONTROL

Page 45

*Conversion Replacement Text*

A semicircular device protrudes from the wall, displaying dully glowing energy patterns that shift and iterate. Someone who succeeds on a DC 13 Intelligence (Investigation) check can discern that the surface seems capable of granting a user control over a very localized nearby area. Control includes functions such as lighting, temperature, and whether the opening to the exterior remains open, closed, or even in its current location. However, accessing each of these functions requires a successful DC 15 Intelligence (*Arcana*) check, and a failure causes the control device to retract as a countermeasure is deployed. Salvaging the control surface for 1d10 shins and a couple of cyphers is



*Optional Rule:*  
*Intelligence (Ancients*  
*Arcana), page 259*

*GM Intrusions,*  
*page 268*



possible, but this requires a successful DC 13 Wisdom (Perception) check to avoid the countermeasure.

**GM Intrusion:** A countermeasure appears in the form of a small metallic cylinder sliding from the wall that sprays a mist of nanites (dust-sized machines) into the chamber. Characters must succeed on a DC 15 Intelligence save or lose several hours of consciousness as they become charmed, turned about, and sent back to wherever they came from.

## WINDOW

Page 45

### *Conversion Replacement Text*

About six yovoki are usually sprawled in an odoriferous, grumbling heap, watching the window. They react aggressively to intruders.

The window is a 3-foot diameter sphere of light and sound that hangs in the air. The sphere responds to voice commands, but not in any language the characters likely know. Through the sphere, a warped perspective of the exterior of the hive can be seen, appearing as if through hundreds of separate, tiny eyes. Attempts to control where the window looks depend upon the characters first managing to figure out how to communicate with it, requiring a successful DC 15 Intelligence (Arcana) check. If that's successful, they can change the window location as if controlling an external, invisible sensor able to fly up to a long distance each round. However, the window sphere itself can't be moved.

**GM Intrusion:** The character attempting to interact with the window must succeed on a DC 15 Intelligence save or have their mind transferred into the body of a nearby innocuous tiny beast (a **lizard**) for about an hour.

## GRANDMOTHER

Page 45

### *Conversion Replacement Text*

A gaggle of five bridegrooms lounge in this chamber, enjoying a largesse of food and care provided by other yovoki thanks to their status. They react aggressively to intruders but listen to Grandmother.

A massive yovok, measuring almost 10 feet in diameter, floats within clear fluid that glows blue behind a pane of transparent metal. This is the yovok the others call Grandmother. Once a normal specimen of her kind, she was ingested by the machinery here, which seemed intent on extending her life and capabilities, though at the cost of her mobility. She opens her eyes and greets humans she sees in

halting sentences of the Truth. Despite being advanced far beyond others of her kind, she is still a yovok and would delight in seeing humans dissected and eaten for her viewing pleasure, unless intruders can convince her that it's in her best interest to compromise.

The device that sustains and enhances Grandmother is encased behind a synth partition. Once accessed, the device itself is easily destroyed or salvaged for a couple of cyphers.

**Grandmother:** She has yovok stats but is encased within and protected by a synth pane (AC 18, 30 hit points), which must be overcome to get to her. Vents on the exterior of the device grant Grandmother the following attack as an action.

**Nanite Spray.** Grandmother targets one creature she can see within 30 feet. The target must succeed on a DC 14 Wisdom saving throw or have their mind suppressed, allowing Grandmother direct control of the victim's body through the nanite interface until one round after Grandmother ceases to concentrate.

## INTAKE

Page 45

### *Conversion Replacement Text*

A couple of yovoki can usually be found here, squabbling over an oddity or a cypher. The yovoki use this area to store their "treasures" by handing the object to one of several metallic machine arms that hang from a high ceiling. The arms are usually quiescent, but they grab anything offered to them, whereupon they retract to deposit the object in a hidden, sealed cavity in the ceiling. If the cavity is breached and drained (a potentially dangerous act; see the GM Intrusion), then amid the bones, garbage, and rocks are 3d20 shins, 1d6 cyphers, and a relic, in addition to a couple of preserved yovoki and at least one **random creature**.

**GM Intrusion:** The character is mistaken for an object to be stored by the metallic arms machine. On a failed DC 13 Dexterity save to avoid being snatched, the character is pulled up into a hidden cavity and doused in a preservative fluid. Doused victims take 10 (3d6) cold damage from the numbing fluid each round until they escape with a successful DC 15 Strength (Athletics) check to pry the cavity open. This check can be attempted by the victim or by someone outside the cavity. A character "killed" by total immersion is actually in stasis and could be revived later, if reasonable methods for doing so can be found.

JC

*Creature Table,  
page 100*

CHAPTER 9

# HERITOR'S RIDE

BtM

Explorer, page 153

Aeon Priest, page 150



Optional Rule:  
Intelligence (Ancients  
Arcana), page 259

## THE RIDE

Page 46

*Conversion Note*

The Ride is a priceless land vehicle able to travel at more than 80 mph over extended periods. However, its operation requires both the acquisition of a special key kept safe by Bruhone and a successful DC 15 Intelligence (Arcana) check to get it started each time.

## TYPICAL HERITOR

Page 46

*Conversion Note*

Typical Heritors have explorer stats.

## BRUHONE

Page 46

*Conversion Note*

Bruhone has Aeon Priest stats. She carries a couple of midnight stones with her most of the time. In addition, she has proficiency in vehicles (the Ride).



## PART 3:

# INSIDE THE COLOSSUS



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CHAPTER 10

# WRANNA'S WAY

## WRANNA

Page 48

*Conversion Note*

Wranna has jack stats.

## EXPLORERS

Page 50

*Conversion Note*

Stats for explorers can be found in *Beneath the Monolith*.

## GM INTRUSION

Page 50

*Conversion Note*

Guidance for using GM Intrusions can be found in *Arcana of the Ancients*.

## HAUNTED HALL

Page 50, second paragraph

*Conversion Replacement Text*

The ghosts are actually constructs of a mostly broken device set into the floor beneath the chamber. The only way to stop the ghosts permanently is to pull up the floor—which can be accomplished with a successful DC 17 Strength (Athletics) check—and destroy the device, which has AC 18 and 10 hit points. The destroyed device can be salvaged for 2d6 shins and a couple of cyphers.

## OOZE-FILLED RUPTURE

Page 50

*Conversion Replacement Text*

Wranna's Way bisects a large gap (a long distance across and a short distance deep)



Jack, page 154

Explorer, page 153



GM Intrusions, page 268

## HAUNTED HALL

Page 50, tar ghost

*Conversion*

### TAR GHOST

Medium construct, neutral

**Armor Class** 14 (natural armor)

**Hit Points** 45 (6d10 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	14 (+2)	11 (+0)	13 (+1)

**Damage Vulnerabilities** thunder

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

**Senses** blindsight 120 ft. (blind beyond this radius), passive Perception 12

**Languages** —

**Challenge** 2 (450 XP)

**False Appearance.** A tar ghost takes on the general shape (though not color nor consistency) of the first target it deals damage to in combat.

**Drawn to You.** The tar ghost has advantage on attack rolls against a creature whose shape it has taken.

### ACTIONS

**Tar Bash.** *Melee Weapon Attack:* +4 to hit, range 120 ft., one target. *Hit:* 13 (2d10 + 2) bludgeoning damage and target must succeed on a DC 13 Dexterity save or be restrained, stuck in place, until they spend an action to get unstuck.

that is obviously the result of a catastrophic energy release. The rupture intersects with a variety of different rooms and corridors, but the mapped route specifies which one to select in order to continue along the known Way.

A waxy ooze that is slightly cool to the touch pools, drips, and undulates within the rupture. Most explorers leave it alone, though the general feeling is that the material is harmless. That's not entirely true. If a character takes a sample of the material away from the room, the separated substance reacts, vibrating and trembling in whatever container in which it was placed, shaking more violently the farther it is removed (and the longer it remains apart) from the rest of the ooze slick. If not returned within an hour, it spontaneously detonates. Each creature in a 50-foot-radius sphere centered on that point must succeed on a DC 15 Dexterity saving throw or take 21 (6d6) fire damage on a failed save, or half as much damage on a successful one. The detonation also creates an all-new rupture with qualities very similar to the one where the ooze was first collected.

**GM Intrusion:** The character slips on a smear of waxy (and slippery!) ooze. Reaching out to steady themselves, they find the nearest handhold also slicked with ooze. On a failed DC 13 Dexterity save, the character tumbles a short distance into the ooze-filled crevice and are trapped until they can climb up the slippery-sided pit with a successful DC 17 Dexterity check.

## SALVAGED MACHINE

Page 50, second paragraph

### *Conversion Replacement Text*

An opening like an eye provides access to the interior, which is filled with numenera components, some very obviously cobbled together. Scavenging is easy enough, though it results in a burst of invisible, hot radiation. All within a 50-foot sphere centered on that point must succeed on a DC 14 Constitution saving throw or suffer three levels of exhaustion and break out in oozing sores. Even on a successful save, creatures suffer one level of exhaustion.

## SINGING MACHINE

Page 51

### *Conversion Replacement Text*

Midway along the shaft is an ancient device of spinning cylinders and "singing" crystal shards. Lines of yellow and purple energy snake from the machine and into the wall, where the device is embedded. Explorers who use Wranna's Way often see (and hear) it as they are whisked from a lower level to the next leg of the main route, but none (that anyone knows about) have managed to linger in the open shaft long enough to study the machine.

If characters can safely reach and activate the machine with a successful DC 17 Intelligence (*Arcana*) check, the machine emits a series of tones that seem to burrow into the minds of all nearby creatures, such that they can never forget it. In fact, it acts like an earworm for some time. The tones can be hummed at will by a creature who had it embedded with perfect pitch, but to what end? It seems likely that the tones have more utility, but without more context, it's nearly impossible for the PCs to determine their purpose. (In fact, humming the tones to any relic found in the Colossus causes the relic to light up and tremble and grants a PC advantage on any check associated with understanding or using the relic.)

**GM Intrusion:** When attempting to activate the device again, the character is absorbed into it and then ejected one minute later. The character gains three levels of exhaustion but also acquires iron flesh in the form of a nodule imbedded in their throat (the Voice of Thunder).

## VOICE OF THUNDER

*Iron flesh, very rare (requires attunement)*

This textured green-black nodule nestles under your chin, sometimes tickling the back of your throat. As an action, you can scream so loudly that all creatures within 50 feet of you must make a DC 15 Constitution saving throw. On a failed save, a creature takes 22 (4d10) thunder damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone. Either way, each time you use the voice of thunder, you gain one level of exhaustion.



*Optional Rule:  
Intelligence (Arcana), page 259*

CHAPTER 11

# MOUTH OF EXALTATION

## THE MOUTH ITSELF

Page 52

*Conversion Replacement Text*

The Mouth of Exaltation appears as a disembodied humanoid mouth about 10 feet in diameter, with lips of a textured, synthlike substance (a “ceramic”) that is mottled black and green. The material has AC 20 and 300 hit points overall. The relic is suspended within a metallic bracket device via faintly visible lines of force. The Mouth constantly speaks, and as it does, a tongue of blue flame dances within what is otherwise a void of utter blackness. In addition to the ceaseless babble of what is apparently hundreds of different languages, an underlying frisson of power thrums through the Mouth.

## FROM THE MOUTH

Page 52, first paragraph

*Conversion Replacement Text*

What is the Mouth of Exaltation saying? Newcomers have a hard time discerning the utterances on account of the many different languages being spoken simultaneously. However, they can make out a few words here and there in a language they know. To focus on just that language to the exclusion of all the others requires a successful DC 14 Wisdom (Perception) check. (Some people who come to this chamber spend time to gain proficiency in “hearing the Mouth.”)

Page 53, first column, last sentence

*Conversion Replacement Text*

Those who listen every day for one or more months sometimes gain a connection to the Mouth in the form of access to an **ancillary mouth** or even an **ancillary mouth of exaltation**.

## LEARNING FROM THE MOUTH

Page 53

*Conversion Replacement Text*

Anyone can attempt to learn something specific from the Mouth of Exaltation. To do so, a petitioner merely needs to name a topic. The Mouth responds with a random piece of information that might be related to that topic, as chosen by the GM. However, to understand, the petitioner must succeed on a DC 14 Wisdom (Perception) check. If the petitioner “feeds” the Mouth a midnight stone when they ask a question, the check has advantage and the information delivered is much more likely to be useful.

## SPIN TO BALLARAD

Page 54

*Conversion Replacement Text*

A shattered disc of synth and metal lies in this chamber. It’s about 30 feet in diameter but is broken in half. Despite its obvious malfunction, the half disc features several distinct regions that glow with a hint of function. A character who succeeds on a DC 14 Intelligence (**Arcana**) check can activate the disc, though it’s not at all clear what will happen. If activated, the disc vibrates and spins around once (requiring all creatures in the chamber to succeed on a DC 12 Dexterity saving throw or take 7 (2d6) bludgeoning damage. In addition, the disc produces a horrendous noise that summons **one or more nearby creatures** to investigate.

**GM Intrusion:** The disc that just jumped into motion comes to rest on the character, who takes an additional 7 (2d6) bludgeoning damage each round until they can escape by succeeding on a DC 15 Strength (Athletics) check.



*Optional Rule:*  
Intelligence (**Ancients Arcana**), page 259

*GM Intrusions,*  
page 268



*Creature Table,*  
page 100

*Ancillary mouth,* page 10

*Ancillary mouth of exaltation,* page 10

## JADE PROTECTOR FIELD STATION

Page 54

### *Conversion Replacement Text*

The Jade Protectors have claimed the Mouth of Exaltation to be under their protection. They maintain an adjoining chamber, which they salvaged and cleared, as a place to do their own research on the Mouth and its influences. When no member is present (as is often the case), the entrance is locked, requiring a successful DC 13 Intelligence (Arcana) check to open the door via a control surface. When the door is open, the babble of the Mouth is clearly audible from within.

Two walls of this chamber contain shelves (made in Ballarad) filled with a variety of oddities, many of them appearing as small crystal spheres of various colors. A central table holds a device and clear crystal spheres. The device has the capacity to distill a sentence or a passage of spoken words into an essence and infuse it into a sphere, though this normally works only for the random words and phrases issued by the Mouth.

PCs can search through the spheres (most of which act as random oddities, but a few act like cyphers, as determined by the GM).

*Sample Sphere:* Holding the sphere instills a sense of nostalgia in the character, and they remember a favorite moment from their childhood.

**GM Intrusion:** A sphere still on a shelf that is touched by a character bodily sucks them in (shrinking them in the process) on a failed DC 13 Constitution save. The trapped PC can attempt to escape by succeeding on a DC 15 Strength (Athletics) check to wiggle the sphere so that it rolls off the shelf and smashes on the floor, releasing the character. This also deals 10 (3d6) bludgeoning damage to the PC.

## MINDLOST

Page 54

### *Conversion Note*

Mindlost have **commoner** stats.

### **Page 54, Minds Stolen With a Word**

#### *Conversion Replacement Text*

**GM Intrusion:** A mindlost repeats its word or phrase to the character who must make

a DC 12 Intelligence save. Failure triggers a chain reaction in the PC's mind that mimics the effect that created the mindlost in the first place. An affected character can take no action other than to repeat a mundane phrase (treat the character as helpless) until they succeed on a DC 14 Intelligence save to break free, which they can attempt once every few minutes.

## VAT OF EVOCATION

Page 55, third paragraph

### *Conversion Replacement Text*

Control surfaces along one side of the chamber might entice characters to interact with the fluid. If they succeed on a DC 13 Intelligence (Arcana) check, they can attempt to cause an object (or potentially a creature) forming in the pool to attain its full shape and become real (or, at least, a blue-tinged replica made of animated **synth**). The characters don't have control over what they see; that's mediated by the Mouth's babble. But they could wait until a named object to their liking appears and try to solidify that, though that could take several hours. Created objects or creatures are deposited on the side of the basin. A creature created by the mimic normally only waddles about like an oversize toy and has the stats of an **uncommon animal**.



*Synth, page 255*



*Uncommon animal, page 148*



## NURSERY

Page 55, growth

*Conversion Replacement Text*

### GROWTH

Large plant, chaotic neutral

**Armor Class** 15 (natural armor)

**Hit Points** 93 (11d10 + 33)

**Speed** 10 ft.

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
18 (+4)	8 (-1)	17 (+3)	7 (-2)	16 (+3)	6 (-2)

**Senses** darkvision 60 ft., passive

Perception 16

**Languages** —

**Challenge** 5 (1,800 XP)

## ACTIONS

**Multiattack.** The growth makes five attacks with its tendrils.

**Tendril. Melee Weapon Attack:** +7 to hit, reach 20 ft., one creature. **Hit:** The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the growth can't use the same tendril on another target. All those grappled by a tendril later begin to grow brown buds (like tiny versions of the growth) on their skin where they were grappled. The buds *seem* benign. . . .

## VAT OF EVOCATION

Page 55, mimic bat

*Conversion Note*

Mimic bats have the stats of **Stratharian war moths**.

## CHAMBER OF THE MOUTH

Page 55, Jacarn and Felina

*Conversion Note*

Jacarn and Felina have **shadow knight** and **Aeon Priest** stats, respectively.

## HUNGRY

Page 56

*Conversion Replacement Text*

On three previous occasions, the Mouth of Exaltation stopped speaking hundreds of shifting languages and providing thousands of different answers to unasked questions. Instead, it started saying the same thing over and over again, in every language: "I hunger."

Staying near the Mouth when it's in this state is dangerous, because the Mouth may try to swallow a human-sized or smaller creature as an action it can attempt once per round.

**Swallow. Melee Weapon Attack:** +10 to hit, reach 10 ft., one target. **Hit:** 22 (3d10 + 6) piercing damage and the target is restrained in the Mouth's mouth. On its next action, it attempts another swallow attack on a target it is grappling. If the attack hits, the target is swallowed into an extradimensional space and the grapple ends. While swallowed, the target is blinded and restrained, has total cover against attacks and other effects outside the Mouth, and takes 21 (6d6) necrotic damage at the start of each of the Mouth's turns. A Mouth can have dozens, if not more, targets swallowed at one time.

If the Mouth takes 30 damage or more on a single turn from a swallowed creature or from an exterior source, it regurgitates the last target it swallowed (if still alive), who falls prone in a space within 10 feet of the Mouth. If the Mouth is destroyed, it's likely that any still-surviving creatures it has swallowed are lost.



Stratharian war moth, page 236



Shadow knight, page 157

Aeon Priest, page 150



## CHAPTER 12

## HAND OF FURY

**HAND OF FURY****Page 57, second paragraph***Conversion Note*

*Glaive* is a general term for *warrior*, *fighter*, or *combatant*.

**THE HAND DESCRIBED****Page 57***Conversion Replacement Text*

The Hand of Fury appears as a disembodied humanoid hand about 45 feet long from the tip of the index finger to the wrist. The Hand has AC 20 and 300 hit points overall. As with other relics, its skin is a textured, synthlike substance (a “ceramic”) that is mottled black and green and resists damage or inquiry. It is suspended within a metallic bracket device via faintly visible lines of force. The Hand changes configuration every few minutes, going from an open palm to a closed fist to a jab to a chop and every other possible conformation. As it does, the Hand sometimes dances with a flare of blue flame. In addition to the thousands of subtly different gestures, an underlying frisson of power thrums through the Hand.

**HAND GESTURES****Page 57, last paragraph continuing to first and second paragraph on page 58***Conversion Replacement Text*

To mimic a Hand gesture exactly requires a successful DC 13 Wisdom (Insight) check. (Some people who come to this chamber spend time to become proficient in “watching the Hand.”) Spending time mimicking the hand is a sort of meditation that reveals that the Hand of Fury is doing

more than simply demonstrating proper hand postures for fighting techniques; it is also using an unknown language made of only hand signals. At least, that’s what those who have spent hours studying the Hand claim.

If someone succeeds on a DC 15 Wisdom (Insight) check, they begin to get a sense of what some of the gestures mean, though how that sense of knowing is conferred isn’t immediately obvious. There don’t seem to be any psychic phenomena leaking from the Hand of Fury. Instead the communication seems rooted in some form of kinesthetic knowing.

**Page 58, first column, last paragraph***Conversion Replacement Text*

If someone spends several hours a day watching the Hand of Fury for several days in a row, and if they succeed on the DC 15 Wisdom (Insight) check described above, they gain a connection to the Hand. This gives them the option of gaining a **third hand** (or even a **third hand transcendent**, at the GM’s option) instance of **iron flesh**.

**BOXED TEXT****Page 58, first column***Conversion Replacement Text*

Standard rules for **iron flesh** apply to instances obtained in the Jade Colossus. This means that **removing previously attuned iron flesh** is more complex than simply putting on a different pair of shoes, though it is possible.

*Third hand, page 12**Third hand transcendent, page 13**Iron Flesh, page 49**Removing Iron Flesh, page 50*

## DANGERS OF THE HAND

Page 58

### Conversion Replacement Text

When someone tries to gain a Hand-related instance of iron flesh, the odds are even that doing so may trigger a kind of “test” for the petitioner. An avatar of the Hand appears—an awakened relic (see below)—to engage the character in a fight to the death. Thankfully the avatar that appears isn’t as powerful as a normal awakened relic.

## LESSONS OF THE HAND

Page 58

### Conversion Replacement Text

Anyone can study the Hand of Fury and attempt to gain a small (and temporary) insight into fighting techniques using only their hands and fists without taking the associated focus. Doing so requires spending a minimum of one hour watching the Hand and a successful DC 15 Dexterity (Sleight of Hand) check to correctly mimic a fighting hand posture. If mastered, the character is treated for 10 hours as though they have the Martial Arts feat, after which the knowledge visually departs as an electric-blue flare of light. (If a character already has the Martial Arts feat, this temporary mastery increases the die size of their damage by one step, such as from d4 to d6.)

If the character tosses a midnight stone to the Hand (which catches and crushes it), the difficulty of the Dexterity check to gain the benefit is reduced to DC 10.

## GESTURE OF FORCE

Page 59

### Conversion Replacement Text

One particularly complicated gesture that no one has been able to mimic exactly causes the area around the Hand to “ring” with expanding waves of invisible force. When this happens, all creatures in the area are battered as if facing a horrendous windstorm. On a failed DC 13 Dexterity save, they are bodily lifted from the area and blown several hundred yards down a random connected passage or series of chambers. This deals 7 (2d6) bludgeoning damage from incidental battering. Those so lofted must also succeed on a difficulty 13 Wisdom (Perception) save or discover that they are lost. Finding their way back could require navigating a newly created route via the Numenera Ruin Mapping Engine.

## GESTURE OF CALM

Page 59

### Conversion Replacement Text

Another hard-to-mimic gesture causes all creatures who observe it to feel a great

## DANGERS OF THE HAND

Page 58

### Conversion Replacement Text

## AVATAR OF THE HAND, LESSER AWAKENED RELIC

*Huge construct, chaotic neutral*

**Armor Class** 13 (natural armor)

**Hit Points** 85 (9d12 + 27)

**Speed** 50 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (−1)	17 (+3)	10 (+0)	10 (+0)	7 (−2)

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 5 (1,800 XP)

## ACTIONS

**Multiattack.** The avatar makes two finger flick attacks or one grab attack.

**Finger Flick.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

**Grab.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one prone target. *Hit:* 21 (3d10 + 5) bludgeoning damage and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained. The avatar can’t attack another target while it has a target grappled, but it automatically deals 21 (3d10 + 5) bludgeoning damage each round to a restrained target.

lassitude and peace. Those who fail a DC 13 Wisdom saving throw fall into a deep slumber. When they wake a few hours later (or sooner if violently disturbed), they are treated as though they enjoyed a free long rest (which doesn't count against the long rest they can normally take to end the day).

## INCONSTANT STONE

Page 60

### *Conversion Replacement Text*

This chamber contains something that is almost like a mock version of the Hand of Fury—at least sometimes.

A greenish-black chunk of stone is embedded in the center of a basin here. It's much smaller than the Hand, being only about 10 feet wide and 15 feet tall. Devices on the walls here once offered salvage, but they've been well picked over. However, touching the stone causes it to ripple and quaver as if it were water or some kind of gel. If a character succeeds on a DC 12 Intelligence (Arcana) check, the stone seems to collapse into liquid in the basin for a moment, then rise back up shaped like a hand or sometimes an eye, mouth, or face, but always sized to the character. The reproduced body part is an exact copy of the body part of the character who touched it. The item could be taken and used as a prosthetic, if desired. Otherwise it is absorbed back into the main mass when the stone collapses into the basin a minute later.

**GM Intrusion:** Instead of mimicking a body part, the stone sucks the PC inside if the PC fails a DC 15 Dexterity save. The PC must fight free (escape DC 15) within a minute or suffocate.

## CHAMBER OF THE HAND

Page 60

### *Conversion Replacement Text*

The Hand of Fury is here, as described on the preceding pages. The Hand has no official attendants, but it's rare if there's not at least one person in the chamber, standing rapt and watching the gestures, and often there are half a dozen random *explorers*.

Also usually present is Galia, a woman who has one eye and one hand replaced with a greenish-black prosthetic. She also

claims to keep a pet dimension curled under her thumb (she indicates the thumb of her prosthetic hand) that she threatens to set on anyone who makes trouble in the chamber. Galia enjoys meditating in front of the Hand and wants to preserve that experience for everyone.

**GM Intrusion:** Six *Heritors of the Colossus* choose this moment to attack! They'll let people leave who don't interfere, but they are adamant about taking control of the chamber.

Page 60, Galia

### *Conversion Note*

Galia has *nano* stats. In addition, she wears iron flesh in the form of an acquisitive hand.

## ACQUISITIVE HAND

*Iron flesh, rare (requires attunement)*

This textured green-black prosthesis replaces one of your hands with a slightly oversized version that you can use normally. When you succeed on an unarmed attack against an opponent, they must succeed on a DC 13 Dexterity save or be sucked into a small pocket dimension (escape DC 17 Strength (Athletics) check). While a target is trapped, the gauntlet is rolled into a fist. It can be used only to make bludgeoning unarmed attacks and can't trap any more targets until the previous one is released (by releasing the fist).

*Heritors of the Colossus,*  
page 15

BtM

*Nano,* page 155



*GM Intrusions,*  
page 268

BtM

*Explorer,* page 153



BtM

Explorer, page 153



Synth, page 255

Basic automaton, type three, page 247

## Page 60, Heritor of the Colossus

### Conversion Note

Heritors of the Colossus have explorer stats. Stats for explorers appear in *Beneath the Monolith*.

## TRANSPORT DISCS

Page 60

### Conversion Replacement Text

Synth discs are set into the floor of the central chamber containing the relic and the three satellite chambers. Stepping on a disc instantly transports the stepper to the nearest disc in the closest adjoining chamber. Subtle control surfaces nearby offer a chance—with a successful DC 15 Intelligence (Arcana) check—to temporarily change a disc’s destination, which could send characters to a completely unknown region of the Colossus or even to a different prior-world installation altogether. Avoiding getting lost requires keeping careful track of the complex workings of the connected devices and avoiding running afoul of a malfunction.

**GM Intrusion:** The disc malfunctions, and the character is transported to a Hanging Tower that is in almost-complete ruins outside of the Colossus. The PC must succeed on a DC 13 Dexterity save to grab something or fall at least 100 feet (10d6 bludgeoning damage).

## SYNTH ADVOCATE

Page 60, Explorer

### Conversion Note

Stats for explorers appear in *Beneath the Monolith*.

## TIME CRYSTAL

Page 61, GM Intrusion

### Conversion Replacement Text

**GM Intrusion:** The character must succeed on a DC 12 Wisdom (Perception) save to notice that one or more of their allies in the chamber has begun moving at an abnormally slow pace. If the noticing character immediately warns the others (who haven’t noticed anything, since the time effect is relative), the others have at most one round to retreat or else become time trapped.

## Page 61, Sekara

### Conversion Note

Sekara has explorer stats. She carries two midnight stones and two cyphers.

## PROTECTIVE SERVANT

Page 61

### Conversion Replacement Text

## PROTECTIVE SERVANT

Cypher, uncommon

When this synth pellet is thrown to the ground, it inflates into a humanoid-shaped construct of about your size. It has **type three basic automaton** stats and follows your verbal commands (which you can make as part of another action) for one day. If you are attacked before the duration expires, the servant “hugs” you, stretching to completely cover, adhere to, and conform to your shape. This coating doesn’t impair you; it in fact grants you a +1 bonus to AC and advantage on Strength checks and saves for one hour.

## HEAVY IS THE HEART

Page 61

### Conversion Replacement Text

A variety of mostly salvaged devices is embedded in the walls here, though another attempt yields 1d6 shins.

The force of gravity in the chamber is twice the normal level. All physical checks, including attacks, have disadvantage.

**GM Intrusion:** The character salvaging for shins or cyphers disrupts something, and the gravity increases to six times its normal level. This restrains the character until they can crawl away by succeeding on a DC 15 Strength (Athletics) check. A character takes 10 (3d6) bludgeoning damage each round they are restrained. Alternatively, a character may be in a position to toggle off the increased gravity controls for everyone in the area; if so, they must succeed on a DC 16 Intelligence (Arcana) check.

## CHAPTER 13

## EYE OF TRANSCENDENCE

THE EYE DESCRIBED

Page 62

*Conversion Replacement Text*

The Eye of Transcendence appears as a disembodied humanoid eye about 9 feet in diameter, with lids of a textured, synthlike substance (a “ceramic”) that is mottled black and green and resists damage or inquiry. The iris is all black except for a burning blue flame of a pupil. The relic is suspended within a metallic bracket device via faintly visible lines of force. The Eye has AC 20 and 300 hit points overall.

SECOND MARGIN CALLOUT

Page 62

*Conversion Replacement Text*

If a character tosses a midnight stone to the Eye, it smokes away as the Eye gazes at it. Afterward the character has advantage on maintaining eye contact with the relic for one minute.

MOTES IN THE EYE

Page 62

*Conversion Replacement Text*

Looking into the Eye is easy. But maintaining contact, as a headache immediately clutches the mind of the viewer, is less so. Each round that a viewer attempts to maintain eye contact requires a successful DC 14 Charisma save. For each success, the viewer gains one transcendence mote (visible as a flicker in their eye). But this success comes at a price: for each round after the first that they continue to maintain their gaze, they suffer 7 (2d6) psychic damage. (No save. This isn't a mental attack; it is unfiltered reality

impinging on brain matter never meant to bear such a load.)

Transcendence motes can be redeemed in a few ways.

**General Cognizance:** A mote can be used to gain a general insight into the immediate future. Each mote spent as a bonus action grants the user advantage on whatever check they attempt as their regular action. Only one transcendence mote can be spent per round if used in this way.

**Mental Acuity:** Three transcendence motes can be spent to give the user proficiency on all Intelligence-based skills (or double proficiency, if they already have it) for one day. Attempting to gain such proficiency a second time fails and risks the character's brain exploding in flame.

**Transcendent Knowledge:** Motes can be redeemed to gain specific information about things the character otherwise knows nothing about. Each mote redeemed allows the character to know something about a topic that they name. While it's not necessary to make an Intelligence check to learn something generally about the topic named, succeeding on a DC 15 Intelligence check provides the user with information they were specifically seeking.

DANGERS OF THE EYE

Page 63, second paragraph

*Conversion Replacement Text*

The most difficult experience to guard against is when the Eye sometimes closes. It does so no more than once every few months. When it does, all nearby creatures it was apprehending must succeed on a DC 11 Charisma save or blink out of existence.

When the Eye opens again, which might be minutes, hours, or days later, any person or creature that previously blinked out of existence can attempt another Charisma save. If they succeed, they appear exactly where they were before, with no memory of what happened to them and with no time having passed for them.

## THE SPARKLE

Page 64

### *Conversion Replacement Text*

Tiny, cobweb-like masses of silver threads fill the corners and shadows of many rooms in this zone. The threads sparkle in and out of visibility. Explorers call it “sparkle.”

The sparkle is thickest here. It covers the chamber, forcing anyone who wants to proceed to push through the material. Doing so creates a sort of hissing sound like a snake might make. Prodded webs dissolve into dispersing mist. If a character prods a patch of sparkle, they must succeed on a DC 13 Constitution save (which the PC has disadvantage on if they touched it with their hands or accidentally stumbled into it).

On a failure, a bit of sparkle adheres to a character and begins insinuating itself under their skin, dealing 7 (2d6) necrotic damage initially and then 1 necrotic damage per minute. Damage of any other kind (except from the device in the Energy Applicator chamber) causes the sparkle under an infected character’s skin to grow dormant. If the character dies at any point later in their career, a new patch of sparkle sprouts from their corpse.

## PROJECTION CHAMBER

Page 64, last sentence

### *Conversion Replacement Text*

A character who watches the contents of their own mind play out this way gains advantage on any check that relies on memory for the next few days.

Page 64, GM Intrusion

### *Conversion Replacement Text*

**GM Intrusion:** The character watching their own life play out risks having a seizure from the experience and must succeed on a DC 15 Constitution save or spend the next minute convulsing on the floor (during which time they suffer 9 (2d8) psychic damage).

## ENERGY APPLICATOR

Page 64

### *Conversion Replacement Text*

A device composed of many overlapping metallic discs hangs from the ceiling. From its lowest point (about 3 feet above the floor), reddish electricity dances and arcs. Anyone who comes within 10 feet is jolted for 9 (2d8) lightning damage. If someone is infected by sparkle, this causes the infection to spread visibly under their skin, dealing 2 necrotic damage. However, being infected with sparkle is the one sure way to avoid the secondary effect created by the reddish energy: on a failed DC 13 Constitution save, targets become highly magnetized so that metal of all sorts is attracted to them. This effect is so strong that smaller items fly through the air and pelt the target, while armored PCs are drawn through the air and become stuck to fixed metallic objects (such as the Metal Spools in a nearby chamber).



This effect is removed when a victim suffers at least 1 point of damage from any other source.

**Loot:** There are 20 shins and two cyphers to be scavenged here.

**GM Intrusion:** The character must succeed on a DC 11 Wisdom (Perception) check to notice a few nearly invisible patches of sparkle. If they fail to notice it, they're likely to walk right into a patch.

## SPHERES OF WATCHING

Page 65

### *Conversion Replacement Text*

Ten glass spheres float in the center of the room in a shaft of illumination. Each glass sphere looks something like a disembodied eye. Studying the spheres for more than a few seconds draws their gaze in return. If all ten spheres lock onto a character, the PC feels their mind itch and must succeed on a DC 14 Charisma save. On a failure, they take 5 (2d4) psychic damage. On a success, the character gains advantage on all tasks related to the Eye of Transcendence and every other chamber in the same zone, thanks to a memory-like insight that takes root in their brain.

**GM Intrusion:** The character's mind is so overwhelmed that they become phobic of eyes. They can't meet another creature's gaze (or look at disembodied eyes) unless they succeed on a DC 15 Wisdom check to overcome their fear.

## METAL SPOOLS

Page 65

### *Conversion Replacement Text*

Several 6-foot-diameter metallic discs held apart by metal rods are stacked and tumbled in this chamber. Coils of synth fiber wrap some rods (AC 18, 10 hit points). This makes them difficult to break should characters want to cut them into usable lengths.

Beneath a tumble of spools something whines and beeps, and the spools there periodically shift. A **basic automaton** is here, wrapped in loose synth fiber and trapped beneath a heavy metallic spool. If freed, it rights itself and begins the herculean task of righting the few dozen heavy metallic spools

in the room. It seems to have no other function.

**Loot:** There are 10 shins and one cypher to be scavenged from the automaton, should the PCs attack and disable it.

**GM Intrusion:** A spool tumbles from above onto a character who fails a DC 15 Dexterity save, crushing them for 18 (4d8) bludgeoning damage and restraining them beneath it (escape DC 15).

## POOLS OF UNSEEING

Page 65

### *Conversion Replacement Text*

A circular pool of liquid, 12 feet across, radiates light. Whatever is immersed in the liquid becomes partly invisible, but living flesh takes 5 (2d4) acid damage if just a hand or arm is doused, while full immersion deals 18 (4d8) acid damage.

A fully immersed character becomes completely invisible, as does any object they are wearing, for about ten hours. That character is unable to see during the same period; they are blind and must get around by touch, hearing, and memory until the condition wears off.

**GM Intrusion:** Something normally out of phase, including visually, becomes aware of the partly (or fully) invisible character and attacks. It might be an **abykos** or something similar. A fully invisible character can see and interact with this creature normally, even if they can't see anything else.

Page 65, **abykos**

### *Conversion Note*

Abykos stats appear in *Beneath the Monolith*.

## ACTINIC FLUID

Page 65, **GM Intrusion**

### *Conversion Replacement Text*

**GM Intrusion:** The glowing liquid adheres to the character who touched it and flashes brightly. In the afterglow and on a failed DC 13 Intelligence save the character disappears, but a photorealistic image of the character appears on the floor or the ceiling. (Reversing the process requires flicking a drop of actinic fluid on the image.)

BtM

*Abykos, page 142*



*Basic automaton, type four, page 247*

CHAPTER 14

# RED LABYRINTH

## THE CANTICLE DESCRIBED

Page 66, first two sentences

*Conversion Replacement Text*

Those who reach the inmost whorl of the Red Labyrinth might be initially disappointed to find the area apparently empty. However, the Canticle exists there as a psychic construct that can be accessed telepathically, by going out of phase, or by using some kind of device that modifies transdimensional or psychic energy; unless noted otherwise, the DC for checks and saves made in regard to the Canticle is 17.

## UNDERSTANDING THE CANTICLE

Page 67, first paragraph

*Conversion Replacement Text*

Creatures that manage to evoke the appearance of an avatar of the Canticle can feel its psychic potential along with an even-stronger sense of presence that persists through the entire area. Those with telepathic ability who attempt to connect to this source must succeed on a DC 17 Wisdom save or fall senseless for one minute, overcome by something they later can't recall.





SONGS OF THE CANTICLE

Pages 67

*Conversion Replacement Text*

Apprehending the psychic construct of the Canticle itself without falling unconscious and forgetting the last few hours has both rewards and dangers.

Each benefit granted requires greater effort to achieve. A character communing with the Canticle has a general sense of the benefits it can provide. To achieve any one of them, someone who has already successfully apprehended the construct—a DC 17 Wisdom (Perception) check—must then succeed on one or more additional checks. On a failure, the character falls senseless, takes 7 (2d6) psychic damage, and forgets the previous few days of their life.

A character can gain only one benefit from the Canticle at a time.

**Summon Avatar, DC 13 Wisdom (Perception) check:** An avatar of the Canticle manifests and can be claimed.

**Psychic Form, DC 15 Wisdom (Perception) check:** The character is transformed into a

psychic construct, which normally can be apprehended only by telepathic creatures, devices that grant psychic sensitivity, or creatures with the ability to sense invisible things. As a psychic construct, the character can pass through solid objects as though they were entirely insubstantial. They cannot make physical attacks or be physically attacked, nor do magical attacks affect them. The character can communicate telepathically with any intelligent creature they touch, even if that creature is not telepathic. However, the character is limited to using abilities that are purely mental; they can't affect the material world in any way. On the other hand, only psychic attacks and transdimensional effects can harm the character. This effect lapses after one day, or sooner if the character chooses to discharge the effect as a touch attack, dealing 17 (5d6) psychic damage on a failed DC 15 Wisdom save, or half that if successful. Either way, the PC also takes 2 psychic damage from the discharge.

THE RED

Page 68, the Red

*Conversion Replacement Text*

RED INSTANCE

Large ooze, chaotic neutral

**Armor Class** 10 (natural armor)

**Hit Points** 75 (10d10 + 20)

**Speed** 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	5 (-3)	14 (+2)	11 (+0)	16 (+3)	1 (-5)

**Damage Immunities** acid, cold, lightning, slashing

**Condition Immunities** blinded, deafened, exhaustion, frightened, prone

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 8

**Languages** Telepathy 60 ft.

**Challenge** 4 (1,100 XP)

**Amorphous.** The Red instance can move through a space as narrow as 1 inch wide without squeezing.

**Infects Living Matter.** A creature that touches the ooze or hits it with a melee attack while within 5 feet of it takes 4 (1d8) necrotic damage.

**Spider Climb.** The Red instance can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

**Pseudopod.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) necrotic damage as a bit of the Red is injected into the target. In addition, the target must succeed on a DC 13 Constitution save or suffer one level of exhaustion. A victim that completely succumbs to this living infection (i.e., dies from exhaustion) melts to become more constituent fluid for the Red.



Basic automaton, type four, page 247



Colchin, page 36



Optional Rule: Intelligence (Arcana), page 259

Ravage bear, page 227

## REFINERY

Page 68, automaton

### Conversion Note

The automaton has type four basic automaton stats.

## THE COIL OF ARAN

Page 68

### Conversion Note

Colchin stats can be found in *Beasts of Flesh and Steel*.

## LOCKED PORTAL

Page 68

### Conversion Replacement Text

To use this entrance, the characters must succeed on an Intelligence (*Arcana*) check, or touch it with a bit of the Red (live or refined from the Refinery area), whereupon it slides open. On a failure (or if attempting to simply force the door), a slot on the side of the door opens and vents a hallucinatory gas into the chamber. All creatures within 10 feet of the door who fail a DC 13 Wisdom save become violently confused, seeing each other as horrific monsters (*ravage bears*), and attack whoever is nearest to them. They remain affected until they can succeed on the save, which they can attempt once per turn.

Everything beyond the Locked Portal is lost in a reddish-yellow haze (somewhat akin to the color and smell of the hallucinatory gas but far less potent). Though it may not be obvious to everyone, the open door is a transdimensional portal.

**GM Intrusion:** A character who initially resists the hallucinatory gas gets another sniff and must succeed on a new save or be affected.

## LETHAL FLOWERS

Page 69

### Conversion Replacement Text

Several fungal blooms grow along this area, adding yet another toxin to the air. Breathing

the air near the flowers is dangerous and deals 1 poison damage each round to anyone without resistance or immunity to poison. Moving more than 10 feet from the flowers prevents further damage.

## HALLUCINATORY HAZE

Page 69, last two sentences

### Conversion Replacement Text

If the PCs realize that the hallucinatory haze is screwing up their ability to map, they can resist the effect in each new area they enter with a successful DC 14 Wisdom (Perception check). Characters who try to hold their breath through the haze gain advantage on this check.

## SPIRACLE

Page 69

### Conversion Replacement Text

A slit in the canyon floor randomly opens and sucks in a vast quantity of air and whatever else is around, including surface dirt, fungus, portions of the Red, and so on. If the PCs are in the area, they must succeed on a DC 13 Strength (Athletics) check to hold on to a whorl in the ground or be sucked toward the spiracle. Two failed Strength checks means a character is sucked into the spiracle. At this point the PC has four more rounds to crawl out (now a DC 15 Strength check) or they will be sucked so far into the body of Aran that they will likely decompose within the vast creature.

## PSYCHIC TRIP

Page 70

### Conversion Replacement Text

**Psychic Trip, DC 17 Wisdom (Perception) check:** The character is instantaneously transmitted as a psychic construct (as though having used the previously described Psychic Form function) to any location that they have visited previously or they know to exist (even if they don't know exactly how to get there). Upon arrival at the destination moments later, the character can choose to manifest physically, which ends the effect, or immediately return to the Canticle and, once there, to physical form, ending the effect.





# OTHER RUINS



## CHAPTER 15

# RUINS OF THE NINTH WORLD

### CHANGING ROAD

**Page 73, first column, last two sentences**

*Conversion Replacement Text*

Even with a globe, a successful DC 17 Intelligence (Arcana) check is required to cause an exit to open. Figuring out how to open an exit to *exactly* where one wants to go requires a few hours of study using the globe and another successful DC 17 Intelligence (Arcana).

**Page 73, Weyrshan Changelord**

*Conversion Note*

Weyrshan Changelords have **steel spider** stats, with the following two additions: First, they are self-aware, with an average Intelligence of 16 (+3). Second, they have one additional ability: Manipulate the Road.

#### ACTIONS

**Manipulate the Road.** As an action, a Weyrshan Changelord can cause a section of the Changing Road in a 100-foot sphere centered on them to arbitrarily bend, widen, narrow, and otherwise flex. This could be used to create an exit or to cut one off. It could be used to create crude effigies and structures from road material. Finally, it could be used as an attack, dealing 28 (8d6) bludgeoning damage to all creatures in the area who fail a DC 13 Dexterity saving throw, or half that if successful.

### DEAD CITY

**Page 74, second column, first full paragraph**

*Conversion Replacement Text*

Creatures within 10 feet of an infinity well must succeed on a DC 13 Strength save each round. Those who fail are drawn into

the very center, where they sustain 35 (10d6) bludgeoning damage each round they remain. Characters who die from this damage are smashed utterly flat, becoming another shadowlike silhouette.

**Page 74, gravity wand**

*Conversion Replacement Text*

### GRAVITY WAND

*Relic, uncommon*

This crystal rod wound with metallic wires lights up, vibrates, and produces a shrill whistle when a gravity anomaly is within 60 feet. (A gravity anomaly is any effect where gravity is less or greater than is normal for the wider region.) Waving the wand around shows the direction of the anomaly.

Gravity wands have a depletion of 1 in 1d6.

### EYE OF GOD

**Page 75, scuttler automaton swarm**

*Conversion Note*

The swarm is treated as a single creature—despite being made up of many smaller automatons—with **type four basic automaton** stats.

**Page 75, last sentence**

*Conversion Replacement Text*

Someone who succeeds on a DC 21 Intelligence (Arcana) check can probably take some control of the mechanism and cause it to unmake or remake previously unmade creatures or objects within a few thousand feet of the energy sphere.



*Optional Rule:*  
Intelligence (Ancients  
Arcana), page 259

Steel spider, page 235



Basic automaton,  
type four, page 247

**FISSURE OF THE CRYSTAL ANGEL**

Page 76, Crystal Angel

*Conversion Note*

The Crystal Angel has astraphin monolith stats. In addition, on each round as its action, it can create a random cypher for itself or to give away.

Page 76, kaseyer

*Conversion Note*

Stats for kaseyera appear in *Beasts of Flesh and Steel*.

Page 76, second paragraph

*Conversion Replacement Text*

Explorers who bypass the kaseyera can venture out onto the synth bridge to attempt to interact with the Crystal Angel. Alternatively, they can descend into the

chasm; climbing down is a DC 13 Dexterity check. If characters think to try it, they can also descend along the looping metal track, which is as easy as walking on a narrow path because those on the track ignore regular gravity. (Leaping from the bridge to the track is a DC 15 Strength (Athletics) check.)

**HANGING TOWER**

Page 77, automatons

*Conversion Note*

The automatons have type five basic automaton stats.

Page 77, Tower Lord

*Conversion Note*

The Tower Lord has griefsteel stats.



Astraphin monolith, page 148

Cyphers, page 40



Kaseyer, page 86



Basic automaton, type five, page 248

Griefsteel, page 182

**INAMORATA TOWERS**

Page 78, Mist Bringer

*Conversion*

**MIST BRINGER, PSYCHIC AVATAR**

Large humanoid (psychic avatar), neutral good

**Armor Class** 18 (natural armor)

**Hit Points** 189 (18d10 + 90)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	20 (+5)	18 (+4)	16 (+3)	20 (+5)

**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** truesight 120 ft., passive Perception 13

**Languages** Telepathy 120 ft.

**Challenge** 16 (15,000 XP)

**Ethereal Sight.** The avatar can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

**Incorporeal Movement.** The avatar can move through other creatures and objects

as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Magic Resistance.** The avatar has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The avatar's attacks are magical.

**Reactive.** The avatar can take one reaction on every turn in a combat.

**ACTIONS**

**Multiaction.** The avatar makes five psychic touch attacks.

**Psychic Touch.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) psychic damage.

**Re-Instance.** The avatar creates a new instance at any location within 120 feet in an unoccupied space it can see. The previous instance fades.

**REACTIONS**

**Mental Parry.** The avatar adds 5 to its AC against one melee attack that would hit it. To do so, the avatar must see the attacker.



Yovok, page 243



Optional Rule:  
Intelligence (Ancients  
Arcana), page 259

Quotien, page 224



Basic automaton,  
type seven, page 21



Clicker, page 34

## Page 77, last paragraph

### Conversion Replacement Text

At the center of the Hanging Tower is a wide space that contains the holographic representation of the Earth and the other children of Sol, making it seem as if the space is incredibly immense. At the very center of the representation is a metallic sphere with controls for changing the view shown in the holographic display to nearly any arbitrary area of focus on a successful DC 17 Intelligence (Arcana) check. The sphere also has controls for causing the Hanging Tower to move on a successful DC 21 Intelligence (Arcana) check. Given the tower's state of disrepair, it only moves up to 100 feet each round. Moving the tower would also require that characters overcome a host of tower automatons or convince them that the PCs are taking them to the Blue God.

## INAMORATA TOWERS

### Page 78, Sky Caller

#### Conversion Note

Sky Caller has **type seven basic automaton** stats.

## SACRARIUM OF THENAXIS

### Page 79, Thenaxis

#### Conversion Note

Information and stats for **quotiens**—which is what Thenaxis is—appear in *Arcana of the Ancients*.

### Page 79, Outgas

#### Conversion Replacement Text

Those entering the cliffside crevice entrance are repulsed by a buffeting gust of warm wind that smells of chemicals. On a failed DC 13 Dexterity save, targets are blown back outside, where they fall 70 feet to the cliff base unless they have some means to remain aloft.

### Page 79, Fetid Pool of Hunger

#### Conversion Replacement Text

Descending stairs transform, becoming a slide. Those who fail a DC 15 Dexterity save plunge into a fetid pool composed of liquid-phase nanites that corrode flesh for 3 (1d6) necrotic damage per round (no save) until

the victim can climb out, a DC 13 Strength (Athletics) check. Climbing out is further complicated by nearby yovok spears, which impose disadvantage on the check.

### Page 79, Yovok Spears

#### Conversion Replacement Text

A group of six **yovoki** lairs near the nanite pool. Whenever intruders fall in the pool, the abhumans use their spears to push those trying to escape back into the vat. Their superior position grants them advantage on all attacks and defenses.

### Page 79, Unearthly Radiance

#### Conversion Replacement Text

A few empty chambers and corridors past the fetid pool is one with a crystal cylinder running its length and a control surface. Accessing the control surface to open the way requires a successful DC 18 Intelligence (Arcana) check. On a failure, unearthly light shines from the cylinder, dealing 7 (2d6) psychic damage each round.

Once past these and other potential challenges, the chamber of Thenaxis beckons. The quotien rests in an open-faced tube thick with connecting devices, appearing shrunken within the embrace. (In fact, the device is what transformed Thenaxis into a quotien over decades of use.) Depending on why the characters have come, they may find the quotien open to negotiation, especially if they offer to find something of value for it within a nearby ruin or if the quotien somehow asked them to come. Otherwise, it tries to kill intruders.

## SILENT HOUSES

### Page 80, clicker

#### Conversion Note

**Clicker** stats appear in *Beasts of Flesh and Steel*.

### Page 80, last two paragraphs

#### Conversion Replacement Text

Besides clickers, the ruin contains growths of hairlike stalks that smother sound. The clickers don't go in these hair-infested areas. However, these areas also absorb all sound made by other creatures. In addition, the strands are sticky and have a numbing

touch. Creatures who stay in one area for more than a few rounds become stuck and must succeed on a DC 13 Strength (Athletic) check to pull free. Those who pull free experience a physical withdrawal and take 3 (1d6) psychic damage each hour until they succeed on a DC 17 Constitution save—which they can make once per hour—to get past the craving.

Some sealed chambers within the Silent Houses contain atmospheres that are dangerous for humans to breathe, and those doing so take 3 (1d6) poison damage each round they are exposed.

## STEEL CITADEL

Page 81, Convergence

### Conversion Note

Information about the **Convergence** appears in *Beneath the Monolith*.

Page 81, second paragraph

### Conversion Replacement Text

The ruin appears as three slablike “fingers” of dark steel that rise a few hundred feet in the air at steep angles. The entrance lies at the base where the slabs converge, like an always-open mouth. These days, black smoke that smells of oil pours out of the entrance tunnel almost constantly. The entrance tunnel is 30 feet long and descends at a sharp angle. The smoke hides the grooves that run along the floor and the walls every few feet, which were cut by the magisters as part of a trap involving scissoring blades; those looking for traps must succeed on a DC 15 Wisdom (Perception) check to notice scratches in the grooves. The sound of the blade trap triggering is audible to intruders as a series of metallic clangs, followed swiftly by the sound of metal sliding on metal. Intruders in the entrance must succeed on a DC 15 Dexterity save—if smoke fills the area, disadvantage is imposed on the save—or be caught by the scissoring blades, which deal 21 (6d6)

BtM

The Convergence,  
page 129

## STEEL CITADEL

Page 81, Grinbada

### Conversion Replacement Text

## GRINBADA

Medium humanoid (human), lawful evil

**Armor Class** 19 (natural armor)

**Hit Points** 135 (18d8 + 54) **Speed** 50 ft.

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	14 (+2)	14 (+2)	11 (+0)

**Saving Throws** Dex +7, Con +7, Wis +6, Cha +4

**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** truesight 120 ft., passive Perception 12

**Languages** the Truth

**Challenge** 12 (8,400 XP)

**Lightning Weapons.** Grinbada’s attacks are suffused with electricity from her connection to the Steel Citadel and deal an extra 13 (3d8) lightning damage on a hit (included in the attacks).

**Magic Resistance.** Grinbada’s steel form grants her advantage on saving throws against spells and other magical effects.

**Regeneration.** Grinbada regains 10 hit points at the start of her turn if she has at least 1 hit point and she retains her connection to the wall via several strands of metal cable. (If she loses the connection, she loses the 10 hit points each round.)

### ACTIONS

**Multiattack.** Grinbada makes three pummeling steel fist attacks.

**Pummeling Steel Fist.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage, or 9 (1d10 + 4) bludgeoning damage if used with clasped hands, plus 13 (3d8) lightning damage.

slashing damage. In addition, victims must succeed on a DC 14 Constitution save or suffer two levels of exhaustion.

## SUNKEN SAGENE

**Page 82, last two paragraphs**

### *Conversion Replacement Text*

In one sealed area of breathable air is a series of connected chambers built around a central cavity containing glass vessels (each about the size of a human torso) filled with purplish swirling gas. The gas moves in response to external motion, almost as if it's alive but trapped. If released, the gas attempts to infiltrate the lungs of a living creature, which must succeed on a DC 13 Constitution save to avoid it. If the gas infiltrates a creature's lungs, the creature gains the ability to breathe normally underwater (if it couldn't do so already) but it can no longer breathe air.

Over a period of days, the gas begins to slowly mutate the infiltrated creature into some other kind of being entirely, though the process usually fails to reach completion because the host creature dies from shock. Treat the ensconced gas as a disease. At the end of each long rest, a creature can try a DC 13 Constitution saving throw. On a failed save, the character gains one level of exhaustion (which can't be cured by rests). On a successful save, the character's exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's level of exhaustion below one, the creature recovers from the disease and the gas is forced out (ending the breathing alteration). Lightning damage that deals at least 5 points also ejects the gas, ending the breathing alteration. If a creature possesses the breathing alteration for more than a day, their features or some aspect of their body becomes somewhat more fishlike.

**Page 82, drowning**

### *Conversion Note*

5E rules for drowning apply in Sunken Sagene.

**Page 82, colostran (creature)**

### *Conversion Note*

Colostrans can be found in *Beasts of Flesh and Steel*.



BFS

Colostran, page 37



PART 5:

# GENERATING RUINS OF THE NINTH WORLD



Chapter 16: Numenera Ruin Mapping Engine

48

Chapter 17: Creatures of the Colossus

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CHAPTER 16

# NUMENERA RUIN MAPPING ENGINE



GM Intrusions,  
page 268

Basic automaton,  
type three, page 247

## EXIT TABLE

Page 88, \* and \*\* notes

### *Conversion Replacement Text*

\* A sealed exit is blocked by some kind of panel, force field, or closed partition, that prevents easy travel through the exit. Unsealing an exit might simply require a successful DC 15 Intelligence (Arcana) check using nearby controls, though a handful are locked and require a DC 22 Intelligence (Arcana) check—or the key or password—to open.

\*\* A trapped exit presents as a sealed exit, but on a failed attempt to open it, an energy discharge deals 14 (4d6) lightning damage—or some other damage type in theme with the surrounding areas—on

the creature attempting to bypass the seal. Trap effects should be presented as GM Intrusions. Other trap effects are possible, including releasing five type three basic automatons, unleashing a spray of poison gas, and/or sealing up all nearby open exits to keep intruders penned.

## CHAMBER TABLE

Page 89, first paragraph

### *Conversion Replacement Text*

All effects, checks, and saves triggered by chamber features, on average, have a DC of 15. So, for example, if a result indicates that the PCs must attempt an Intelligence check to accomplish a task, the DC for that check is 15. But feel free to vary that. Generally speaking,

## CHAMBER FEATURES 1 TABLE

Page 89, 90, 91, and 92, various results

### *Conversion Replacement Text*

09	Those who can connect with umbilical ports can add their proficiency bonus to Intelligence checks for one hour, once a day
19	Pod dehydrates any living creature that enters, creating a slim husk; rehydration requires another creature to make a successful Intelligence check
26	Complex pattern in a crystal grants viewer advantage on their next Intelligence check
30	Arch steals one organ from any living creature that moves through it; replacing the organ requires a successful Intelligence (Arcana) check to use the arch in reverse; a missing organ penalizes a victim at least a couple levels of exhaustion that they cannot regain while the organ is absent
32	Complex device with a flat, sparkling surface; all water is sucked from anything touched to the surface, dealing 7 (2d6) necrotic damage to a character who touches it
43	Metallic pod petrifies objects; a character who enters a petrification pod must succeed on a Constitution save or suffer two levels of exhaustion
51	Random oddity
89	As 87, but slab transfers the consciousness of nearby creature into a small, yellow, floating crystal sphere; a character whose mind is transferred into a crystal sphere must succeed on a Wisdom save to mentally escape



Oddities, page 126

## CHAMBER FEATURES 2 TABLE

Page 93, 94, and 95, various results

*Conversion Replacement Text*

- |    |   |
|----|---|
| 05 | Time stutters in the area, causing rounds to replay over and over until a character succeeds on an Intelligence check                             |
| 43 | As 42, but if shards are brought together, they spontaneously assemble to create a relic; the relic seems normal, but upon depletion it detonates |
| 70 | As 68, but blue boxes grant a minor upgrade of GM's choice to all nearby active devices and tech  |

## COLONY SPECIFICS TABLE

Page 97 and 98, various results

*Conversion Replacement Text*

- |    |  |
|----|--|
| 03 | As 02, but with a strange device salvaged from a chamber; roll on the Chamber Table to determine the device's nature. The device also emits an invisible poison as a gas or liquid that affects all creatures in a 10-foot sphere centered on the device, inflicting 18 (4d8) poison damage, or half that on a successful DC 13 Constitution save. |
| 19 | Colony is flourishing thanks to a device they salvaged from a chamber; roll on the Chamber Table to determine the device's nature. The device also emits a healing field that allows one person within 10 feet to regain 2 hit points at the start of their turn if the device has at least 1 hit point.   |

features of a chamber are integrated into the room and can't be removed without destroying them. For example, they are inset, emerge from a wall or the floor, or are powered by something else in the chamber. Exceptions are certainly possible.

## CHAMBER FEATURES 1 TABLE

Page 92, \*\* note

*Conversion Replacement Text*

\*\* A trapped chamber presents as a chamber with one or two normal features, but on a failed attempt to interact with a feature safely, a psychic scream deals 7 (2d6) psychic damage. Trap effects should be presented as GM Intrusions. Other trap effects are possible, including the room's wall pinching closed, a teleportation effect that transfers a target to a hidden lab or detention cell, or an alarm.

## ABHUMAN COLONY TABLE

Page 97, second column, first full paragraph

*Conversion Replacement Text*

Next, determine what kind of abhuman is present by using the Abhuman Colony Table. If you only have *Arcana of the Ancients*, either roll a d6 or ignore any

results that are not 1–6 or 9. If you have access to *Beasts of Flesh and Steel*, roll a d20.

If you roll a syzygy ghoul, substitute a syzgid instructor from *Beasts of Flesh and Steel*.

## COLONY SPECIFICS TABLE

Page 98, dark fathom

*Conversion Note*

Dark fathom stats appear in *Arcana of the Ancients*.

## CREATURE TABLE

Page 99

*Conversion Note*

Full creature statistics can be found in *Arcana of the Ancients* and *Beasts of Flesh and Steel* and, in some cases, *Beneath the Monolith* (usually for NPCs). However, in a few cases, creature substitutions are offered (indicated hereafter).

To generate a random creature, you can use the Creature Table appearing in *Jade Colossus*. If you do, look for the creature generated in the index provided in *Beasts of Flesh and Steel*, which indicates the specific book and page number for the converted creature.



Relics, page 45

BFS

Syzgid instructor, page 162



Dark fathom, page 164

JC

Creature Table, page 100

**BFS**

- Valma, page 176
- Thread walker, page 167
- Tonbrium hunter, page 170
- Carnivorous color, page 28
- Chiurgeate swarm, page 32
- Lacartic courier, page 90
- Syzygid instructor, page 162
- Vaytaren, page 179
- Clicker, page 34
- Keltonim, page 87

**BtM**

- Uncommon animal, page 148
- Shadow knight, page 157



- Yellow swarm, page 242
- Cuiddit, page 157
- Dark fathom, page 164
- Basic automaton, type five, page 248

**Page 99, Creature Table substitutions**

*Conversion Note*

A handful of creatures on the *Jade Colossus* Creature Table do not have a 5E conversion as of the time of this writing. If one is indicated in a random roll, roll again or use the suggested substitution.

Divellent; substitute carnivorous color from *Beasts of Flesh and Steel*.

Rubar; substitute uncommon animal from *Beneath the Monolith*.

Ishenizar; substitute chiurgeate swarm from *Beasts of Flesh and Steel*.

Minnern; substitute lacartic courier from *Beasts of Flesh and Steel*.

Syzygy ghoul; substitute syzygid instructor from *Beasts of Flesh and Steel*.

Varadimos; substitute vaytaren from *Beasts of Flesh and Steel*.

Aeon zavalier; substitute shadow knight from *Beneath the Monolith*.

Cypher zealot; substitute clicker from *Beasts of Flesh and Steel*.

Datatar; substitute cuiddit from *Arcana of the Ancients*.

Latos adjunct; substitute keltonim from *Beasts of Flesh and Steel*.

Mozck automaton; substitute basic automaton, type five from *Arcana of the Ancients*.

Nacreon wind; substitute yellow swarm from *Arcana of the Ancients*.

Reconstructor; substitute valma from *Beasts of Flesh and Steel*.

Sweall; substitute thread walker from *Beasts of Flesh and Steel*.

Tanglet; substitute tonbrium hunter from *Beasts of Flesh and Steel*.

**ENERGY DISCHARGE TABLE**

**Page 102, second paragraph**

*Conversion Replacement Text*

The source of the energy discharge is usually a malfunctioning mechanism or piece of tech meant to store the energy hidden behind a wall or a bulkhead. Sometimes a rend in the barrier is visible, and other times the energy just passes through. If the characters can breach the wall (breach—either physical or technological—DC 23) to access the tech, they could deactivate it and salvage it for one or two cyphers and 1d10 shins.

**Page 102, dark fathom**

*Conversion Note*

Dark fathom stats appear in *Arcana of the Ancients*



Page 102, 103, 104, and 105,  
Energy Discharge, full table

*Conversion Replacement Text*

**d100 Energy Discharge Specifics**

- 01–02 Blue electricity grants those exposed advantage to Dexterity checks, attacks, and saves for one hour, but repeated exposure causes a runaway reaction that deals 7 (2d6) necrotic damage each round until the victim succeeds on a DC 15 Constitution save.
- 03–04 Gravity discharge pulses every few rounds, dramatically increasing gravity, which deals 14 (4d6) bludgeoning damage on a failed DC 15 Constitution save, or half that if successful.
- 05–06 Gravity drops to nothing every few rounds.
- 07–08 As 03–04, but a defunct dark fathom is the source; reactivating the dark fathom is a DC 18 Intelligence (Arcana) check.
- 09–10 Random green electrical flares create what sounds like the voice of an entity that is probably hopelessly insane.
- 11–12 White-hot plasma discharge deals 7 (2d6) fire damage and an additional 7 (2d6) electricity damage to those in its path on a failed DC 15 Dexterity save. Successful saves take half damage.
- 13–14 Warm, red plasma discharge allows a PC to regain 6 hit points if they have at least 1 hit point, but each repeated exposure causes the character to gain one level of exhaustion.
- 15–16 Pulsed light imposes disadvantage on all actions toward victims for one round.
- 17–18 Pulsed light gives those exposed one random piece of knowledge; more than three exposures per day risks a stroke, which deals 14 (4d6) bludgeoning damage and exacts two levels of exhaustion on a failed DC 15 Constitution save. Successful saves take half damage.
- 19–20 Pulsed light programs victims who fail a DC 15 Wisdom save into believing they are on a secret mission to deliver a message to a creature in another part of the ruin.
- 21–22 Pulsed light programs victims who fail a DC 15 Wisdom save into believing their allies are evil invaders and should be destroyed; effect lasts for one minute.
- 23–24 Pulsed light erases victims' memories of the previous day on a failed DC 15 Intelligence saving throw.
- 25–26 Pulsed light provides those exposed with 3 points to add to their maximum hit point total; each point over their maximum requires a DC 15 Wisdom save to avoid a minor stroke, exacting two levels of exhaustion. The hit point maximum increase is permanent.
- 27–28 Pulsed light reprograms cyphers, automatons, relics, and other tech to self-assemble to create a new type five basic automaton that is erratic and potentially dangerous, though it could become an ally.
- 29–30 Purple electricity gives creatures a static charge that can be discharged as part of a melee attack to deal +4 points of bonus lightning damage; additional charges can be built up, but doing so requires a DC 15 Wisdom save to avoid a major stroke, which exacts four levels of exhaustion.
- 31–32 Incandescent plasma sears strange symbols and equations on an exposed creature's skin and face.

- 33–34 Orange electricity supercharges a creature’s carried cyphers and relics, granting a significant upgrade determined by the GM. A repeated exposure causes charged cyphers to explode, dealing 35 (10d6) fire damage on all creatures in a 20-foot sphere centered on the object, or half that on a successful save.
- 35–36 Gray plasma forms an aura-like nimbus around exposed creatures that persists for several days.
- 37–38 Turquoise plasma causes mundane equipment and clothing to melt into goo; important equipment resists on a DC 15 Dexterity save by the owner.
- 39–40 Psychic flare from an exposed conduit deals 7 (2d6) psychic damage each round to creatures within 10 feet.
- 41–42 Psychic flare from an exposed conduit gives a random phobia to creatures within 10 feet.
- 43–44 A large device with many conduits sparks and snaps with electrical discharge, but the discharge is directed into a point on the ceiling, rendering the device relatively safe to approach, despite appearances.
- 45–46 Kinetic energy leaks from an exposed conduit as red electricity, transferring to creatures within 10 feet, potentially hurling them 30 feet in a random direction and dealing 7 (2d6) bludgeoning damage.
- 47–48 Kinetic energy leaks from an exposed conduit as red electricity, which allows PCs to double their proficiency bonus and add that number to all Dexterity checks, attacks, and saves for three hours. Additional exposures deal 7 (2d6) bludgeoning damage instead of conferring proficiency.
- 49–50 Chronal energy leaks from a cracked device, slowing exposed creatures to a state of stopped time, so that no time passes for them while many minutes or hours pass externally.
- 51–52 Chronal energy leaks from a cracked device, causing exposed creatures to skip several seconds forward in time.
- 53–54 Chronal energy leaks from a cracked device, causing exposed creatures to move more slowly through time. Their voices are noticeably lowered, and disadvantage is imposed on any interaction or combat with non-slowed creatures. The effect lasts for several hours.
- 55–56 Chronal energy leaks from a cracked device, causing exposed creatures to move more quickly through time. Their voices are noticeably higher in pitch, and advantage is granted when dealing with creatures not in the same speedier state. The effect lasts for a few minutes.
- 57–58 Chronal energy leaks from a cracked device, causing exposed creatures to race through time. Their voices are a shrill whine that can’t be understood by those not in the same state, they can take two actions instead of one on their turn, and advantage is granted when dealing with creatures not in the same speedier state. The effect lasts for a few minutes.
- 59–60 A device on a mount holds a tiny point of fierce light within a force field; however, an occasional warp in that field allows bursts of invisible accelerated particles to blast into the area and nearby areas, scorching objects and creatures in wavering lines of energy. Symbols in an unknown language, if they can be translated, read “solar wind tap.”
- 61–62 Magnetic energy leaks from a milky complex of spheres and rods, visible as a pinkish shimmer that randomly magnetizes a creature’s metallic possessions. Magnetized possessions are attracted to each other, repelled apart, or both.

- 63–64 Magnetic energy pulses from a milky complex of spheres and rods, visible as red pulses of light. They create such intense reactions that the tiny bits of iron in a creature’s blood become magnetized, repelling one another in a way that risks causing the creature to detonate. On a failed DC 15 Constitution save, an affected creature suffers 14 (4d6) necrotic damage and suffers two levels of exhaustion.
- 65–66 The surrounding area is oddly quiet as sound is stripped away and stored in a silvery device thick with metallic prongs. A malfunction in the device sometimes releases the stored energy in sonic crescendos of white noise that can deafen nearby creatures.
- 67–68 As 65–66; in addition, the sound energy reacts to one or more nearby cyphers, which might cause them to activate or could reprogram them to take on a different function than previously determined.
- 69–70 Psychic energy leaks from exposed conduits, inciting discord among creatures in the area, potentially causing armed conflict among those who fail a DC 15 Wisdom save.
- 71–72 Psychic energy leaks from exposed conduits, inducing feelings of contentment and joy among creatures in the area, potentially making those who fail a DC 15 Wisdom save so satisfied that they slump down and refuse to continue their exploration.
- 73–74 Psychic energy leaks from exposed conduits, inducing feelings of fear among creatures in the area, potentially making those who fail a DC 15 Wisdom save so terrified that they freeze in horror.
- 75–76 Psychic energy leaks from exposed conduits, inducing feelings of trust among creatures in the area, potentially making those who fail a DC 15 Wisdom save so credulous that they are not ready to defend themselves from actual threats.
- 77–78 As 75–76; however, the leaking trust causes creatures\* in the area that would normally be aggressive to welcome explorers as long-lost allies and friends.
- 79–80 Clear synth module filled with thousands of tiny flashing entities, normally too small to be seen by the naked eye, in a saline gel. The module is cracked, and the gel has spread into one or more nearby areas. Contact with the gel (and the tiny creatures in it) causes 18 (4d8) lightning damage to exposed flesh (or half that on a successful DC 13 Constitution save) but might repower used cyphers.
- 81–82 As 79–80, but instead of emitting light, the entities absorb light and energy, creating a reverse sparkle in the leaking gel. Contact with the gel inflicts 18 (4d8) necrotic damage (or half that on a successful DC 13 Constitution save) and could also drain a cypher, rendering it useless.
- 83–84 Concentrated ion leaks from a crystalline-and-synth device, causing a howling, moaning sound to reverberate through nearby areas, along with a slight breeze. A fierce wind emanating from the device at its source makes it difficult to approach directly unless someone succeeds on a DC 15 Strength (Athletics) check.
- 85–86 As 83–84; however, a few successful DC 15 Intelligence checks could allow someone to find the leak and turn it off. But a mistake causes the entire chamber to be launched from the structure like a rocket, which could be lethal if navigation systems or other means of steering can’t be found before the chamber crashes back to Earth.

\* If a creature is indicated, roll on the [Creature Table](#) to determine what kind.

JC

*Creature Table,  
page 100*

- 87–88 Psychic energy leaks from exposed conduits, inducing feelings of agony among creatures in the area, potentially making those who fail a DC 15 Constitution save fall into writhing heaps, stunned until they can succeed on the save at the end of any following turns.
- 89–90 Psychic energy leaks from exposed conduits, inducing feelings of ecstasy among creatures in the area, potentially making those who fail a DC 15 Constitution save fall into trembling heaps, stunned until they can succeed on the save at the end of any following turns.
- 91–92 Transdimensional energy swirls and flows through the area, sometimes condensing into objects that were not there earlier or causing the equipment of creatures in the area to randomly disappear.
- 93–94 Temporal energy swirls and flows through the area, which has a chance to transport creatures who enter the area to the location of their birth.
- 95–96 A device spits sonic energy through the area, which sometimes triggers changes through rapid nanite construction in flesh. Creatures that fail a DC 15 Constitution save are replaced with silent versions of themselves, called whispers, over the next 10 + 1d6 hours.
- 97–98 A haze of brownish gas escapes from reservoir; the gas is a “flavored ion” that induces the sense of eating a very satisfying sugary treat in creatures that come into contact with it.
- 99–00 Massive cracked canister has leaked living ooze, which has crusted all surfaces in the area and advanced into some of the areas beyond. The growth has achieved sentience and can speak telepathically with those who are sensitive enough to hear it.

BFS

*Whisper, page 180*

*Living ooze has ochre jelly stats, with the addition of having an INT score of 10 (+0).*





## EXPLORER SITUATION TABLE

Page 106 and 108, various results

*Conversion Replacement Text*

15–16	Explorers are on the move, following the lead of a floating <b>type four basic automaton</b> salvaged from some other part of the installation.
23–24	One explorer has a strange device stuck to their head, which seems to be slowly turning them insane. The explorer's friends don't want to admit it.
43–44	The explorers use weapons that fire tiny darts covered with <b>ppoison</b> , which deals an additional 24 (7d6) <b>poison</b> damage on a failed save, or half that if successful.
73–74	The explorers ride a large, many-legged <b>type five basic automaton</b> . It is big enough as a mount to accommodate up to four explorers but narrow enough to fit down most corridors in the structure.

## EXPLORERS TABLE

Page 106, arch-nano

*Conversion Note*

Arch-nano stats appear in *Beneath the Monolith*.

## EXPLORER NPC TABLE

Page 106

*Conversion Note*

Stats for explorers, nanos, Aeon Priests, and other NPCs appear in *Beneath the Monolith*.

## EXPLORER SITUATION TABLE

Page 107, seskii

*Conversion Note*

Seskii stats appear in *Arcana of the Ancients*.

Page 109, Amber Pope

*Conversion Note*

Information about the Amber Pope appears in *Beneath the Monolith*.

## INTEGRATED MACHINE TABLE

Page 109

*Conversion Replacement Text*

An integrated machine resembles the kinds of devices that can be generated on the Chamber Table; however, they are more complex and more often than not can have a lasting effect on an explorer who invests the time in figuring them out.

To use an integrated machine, an explorer first must succeed on a DC 18 Intelligence (Arcana) check to learn something about the machine's function. About 30 percent of discovered machines require some additional component or repair before they can be used. Successfully using the

machine is another DC 18 Intelligence (Arcana) check. A failed attempt to use the machine has negative consequences, usually dealing 18 (4d8) lightning damage but potentially having the opposite of the intended effect.

A machine often won't function more than once or twice before it runs down, requiring extensive repair and the application of special parts.

Generally speaking, an integrated machine has a control surface and an activation platform, arch, cavity, or other receptacle where objects or creatures to be acted on can be placed, or where objects or creatures appear if produced. An integrated machine can be salvaged for 2d20 shins and one or two cyphers, and maybe a relic, which destroys the machine.



Basic automaton, type four, page 247

Basic automaton, type five, page 248



Arch-nano, page 155

Explorer, page 153

Nano, page 155

Aeon Priest, page 150

NPCs, page 150

Amber Pope, page 128



Seskii, page 233

Optional Rule: Intelligence (Ancients Arcana), page 259

## INTEGRATED MACHINE TABLE

Page 110 and 111, full table

*Conversion Replacement Text*

### d100 Machine Specifics

01–02	Grafts one extra automaton limb to a user, which grants advantage involving checks where having an extra hand would be useful
03–04	Plates a user with flexible synth, granting a +1 bonus to AC but imposing disadvantage on Dexterity checks and saves
05–07	Produces an offensive cypher
08–09	Produces a defensive cypher
10–12	Recharges a used cypher
13–14	Heals, cures, and “refurbishes” an unhealthy living creature or automaton; for example, a creature missing an eye or limb gains a new one, though one made of crystal and synth
15–17	Grants a user telepathy (120 ft.) for about a day; the following day, the creature suffers a severe headache, imposing disadvantage on Intelligence checks and saves
18–19	Grants a user double proficiency on all their Strength checks, saves, and attacks for about a day; the following day, the creature has severe stiffness, imposing disadvantage on Strength checks and saves
20–22	Grants a user perfect pitch
23–24	Duplicates one nonliving object
25–27	Creates a wormhole to a location the user knows to exist; the wormhole persists for one hour
28–29	Over the course of an hour, a user’s age is adjusted to their most viable physiological age (for humans, that’s around 25 years old)
30–32	User gains a voice in their head that grants advantage on all Intelligence skill checks but which sometimes attempts to take over when the user is hurt, distracted, or sleeping
33–34	User gains a voice in their head that grants advantage on Wisdom (Insight) checks but which also imposes disadvantage to Charisma (Deception) checks made by the user
35–37	User gains an additional eye that can’t stand bright light—Wisdom (Perception) checks have disadvantage, but the user gains darkvision (60 ft.)
38–39	User gains “flesh flaps” between their arms, fingers, and sides of their body, allowing them to glide to a safe landing from all falls over 30 feet
40–41	User gains the ability to eat literally anything (including rocks, synth, metal, and drit) and receive nutrition from it; objects of up to substance hardness DC 18 can be eaten and destroyed in this fashion with no harm to the eater
42–44	Produces a clone of the user that is mentally and physically only three months old
45–46	A person the user knows to exist is immediately transferred from wherever they are to this location on a failed DC 15 Charisma save



Cyphers, page 40

- 47–49 User is transferred into the presence of a being they know to exist, wherever that being is located, if the being fails a DC 15 Charisma save
- 50–51 Dead creatures brought here are reconstructed in animate glass, with a few memories of their former lives
- 52–54 Grafts synth struts to a character, increasing their Strength by +2 but causing them to move stiffly (–2 from Dexterity)
- 55–56 Grafts synth struts to a character, which quickens them (+2 to Dexterity) but makes them more fragile (–2 from Constitution)
- 57–59 Synth helm fitted to user alleviates their need to breathe
- 60–61 Synth helm fitted to user removes sight but greatly increases other senses; user has blindsight (60 ft.)
- 62–64 Grafts extra synth arm to user that functions only one minute per day
- 65–66 User gains a **powerful mutation** for one day
- 67–69 User gains a powerful mutation but only after being encased in a chrysalis for one day, during which time they are insensate and helpless
- 70–71 Device contains knowledge of nearby star systems
- 72–74 Device contains knowledge of nearby dimensions
- 75–77 Device contains knowledge of esoteric mathematical formulas that could grant advantage on a specific Intelligence skill check, use of an ability granted by a relic or iron flesh, or some other device found in the Jade Colossus
- 78–80 Device contains a wealth of confusing scenes from an ancient star-faring species
- 81–83 Device renders a creature or object out of phase for a random period, usually lasting no more than a day
- 84–86 Device grows a flesh bud on user that contains a knot of neurological tissue; once integrated, user gains +2 Intelligence
- 87–89 Device grows a flesh bud on user that contains a knot of neurological tissue; once integrated, it gives the user advantage on all Intelligence checks
- 90–92 Device grows a flesh bud on user that contains a knot of neurological tissue; once integrated, the PC's mind is transferred to the bud and their head slowly begins to atrophy
- 93–95 Device malfunctions on use, goes dead
- 96–00 Device malfunctions on use, detonates for 25 (7d6) fire damage, or half that on a successful DC 13 Dexterity save



*Powerful mutations,  
page 132*

## OUT OF PHASE

You can pass through solid objects as though they are entirely insubstantial. You cannot make physical attacks or be physically attacked, nor do magical attacks affect you. If you end your turn in another object, you both take 5d10 bludgeoning damage and you are forced out the nearest edge.

## INTERSTITIAL CAVITY

### Page 112, Contact Poison

#### *Conversion Replacement Text*

**Contact Poison:** Targets that come into contact with the poison must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.

### Page 112, 113 and 115, various results

#### *Conversion Replacement Text*

- 11–12 Filled with immense, dead, corroded, long-silent machine components fused to interior. Each character who spends several hours clambering over the vast dead engines can find one or two cyphers and 1d20 shins, but they must succeed on one DC 12 Dexterity save during that period to avoid slipping and falling from a great height (d100 feet).
- 15–16 As 11–12, but the footing is far more dangerous due to a slick of oil-like fluid coating everything; moving safely around the chamber and avoiding falling requires a successful DC 18 Dexterity save.
- 21–22 Filled with immense, partially functioning, colossal machine components fused to walls and ceiling high above. The components whirl, vibrate, and give off a constant bass roar that is difficult to endure over long periods. Each character who spends several hours clambering over the vast degraded devices can find one or two cyphers and 1d20 shins, but they must succeed on one DC 12 Dexterity save during that period to avoid slipping and falling from a great height (d100 feet) and must attempt one DC 15 Intelligence (Arcana) check during that period to avoid causing a local malfunction.
- 25–26 As 21–22; however, characters who spend a few hours studying the machines might discover that they could be induced to suck all the metal out of a very large object and deliver a metallic ingot of the stolen metals. The process deals 14 (4d6) necrotic damage to a living creature and exacts two levels of exhaustion.
- 29–30 As 21–22; however, characters who spend a few hours studying the machines might discover that they could be induced to plate an arbitrarily large inanimate object with a synth coating that grants a +4 bonus to AC (the process would kill human-sized creatures, essentially encasing them in a chunk of solid synth).
- 35–36 Filled with tumbling components and machine parts 10 feet to a side, apparently once fused to the walls but now weightless and dead, that crash and batter one another. Each 100 feet moved through the chamber requires a successful DC 15 Dexterity save to avoid being battered for 7 (2d6) bludgeoning damage.
- 79–80 Filled with immense, partially functioning, colossal machine components fused to walls and ceiling high above. Broken devices emit sprays of white mist that act as poison to living creatures but which coat automatons in a protective layer, granting a +1 bonus to AC.
- 85–86 As 81–82, but each vortex is also a predatory creature; 1d6 of them zero in on any intruders making their way across the cavity.

*Vortices appear as if normal dust devils, but have tetrahedra stats.*



*Tetrahedra, page 237*

**Page 114, carnivorous color**

*Conversion Note*

Carnivorous color stats appear in *Beasts of Flesh and Steel*.

**Page 115, datasphere**

*Conversion Note*

More information about the datasphere appears in *Beneath the Monolith*.

## MATTER LEAK TABLE

**Page 115, Matter Leak Table**

*Conversion Replacement Text*

A matter leak is the discharge of a fluid, a powder, a liquid, or a collection of complex parts or components that has spilled from one area into another not meant to contain

it. In the area where it is found, it is usually pooled or piled, but if the leak is ongoing, it may flow into neighboring corridors and chambers.

The source of the leak is usually a long-dead mechanism or reservoir hidden behind a wall or a bulkhead—that is, hidden except for the crack or fracture through which the leak manifests.

If a leak is dangerous, any saves associated with avoiding or defending against the effects are DC 15, on average. Likewise, checks to understand or operate devices associated with such leaks are also DC 15.

Often, characters must risk exposing themselves to a leak in order to continue moving along their route.

**Page 117, Matter Leak, various results**

*Conversion Replacement Text*

- 41–42 White fluid streaked with silvery strands is a concentrated consciousness that stuns those exposed; stunned creatures are allowed one DC 15 Constitution save each round to shake off the condition
- 65–66 Thick ebony fluid that acts like glue if a bit is squeezed between two objects; a DC 18 Strength (Athletics) check is required to pry the objects apart
- 71–72 Orange putty; if sculpted into an object with limb-like projections, the shape animates with the stats of a *laak* and follows the sculptor
- 73–74 White putty; if sculpted into an object with limb-like projections, the shape animates as a *type three basic automaton* and attacks the sculptor



BFS

*Carnivorous color, page 28*

BtM

*Datasphere, page 20*



*Laak, page 194*

*Basic automaton, type three, page 247*

JC

Creature Table,  
page 100

## RELIC CHAMBER TABLE

Page 118, Relic Chamber Table  
*Conversion Replacement Text*

This result indicates a previously undiscovered chamber containing another of the many body parts referred to as relics of the Colossus.

About 20 percent of relics previously undiscovered by the humans of Ballarad are untended, but 80 percent have attracted a

creature of some sort; roll on the Creature Table. Creatures encountered with a relic tend to be possessive of it. Untended relics are often sealed behind a mechanical door that requires someone to succeed on a DC 18 Intelligence (Arcana) check to open.

The interior surfaces of relic chambers are deeply textured synth facades (AC 23, 50 hit points) over a metallic framework.

Relic chambers have no exits other than the one used to gain entry.

## RELIC QUALITY TABLE

Page 119 and 120, full table  
*Conversion Replacement Text*

### d20 Relic Quality

- 01 **Intuition.** Characters who spend a few minutes in the vicinity of the relic gain insight into a problem they've tried but failed to solve before. An answer comes to them unbidden, one that might prove the perfect solution.
- 02 **Strength.** Characters who spend several hours in the relic's vicinity can add double their proficiency bonus to any Strength check or attack for one day.
- 03 **Insinuation.** Characters who spend several hours in the relic's vicinity can, as their action, vault their minds into another creature's body within 50 feet that they can see if the creature fails a DC 18 Wisdom save. If the creature fails the save, the attacking character controls the target body for up to one day while their own body remains in a deep sleep.
- 04 **Expertise.** Characters who spend several hours in the relic's vicinity can add double their proficiency bonus to any Intelligence check or attack for one day.
- 05 **Void Manipulation.** Characters who spend a few minutes in the relic's vicinity can extrude streamers of **void matter** at will, increasing their normal reach by 50 feet. Anything a character could do with their own hands, they can do at range through void manipulation. This ability persists for one hour.
- 06 **Void Strike.** Characters who spend several hours in the relic's vicinity can, as their action, extrude a ray of void matter at a target within 50 feet that they can see. On a failed DC 18 Dexterity save, the target takes 18 (4d8) necrotic damage. This ability persists for one day.
- 07 **Ancillary Anatomy.** Characters who spend several hours in the relic's vicinity gain a secondary companion intelligence that takes the form of a vestigial limb or organ, similar to the relic, which remains attached to the character. The ancillary anatomy might provide aid, depending on the nature of the organ. For instance, an additional nose would grant advantage on Wisdom (Perception) checks, and an extra leg would grant advantage on checks to retain balance and avoid falling prone. The vestigial anatomy persists for up to one day.
- 08 **Communication.** Characters who spend several hours in the relic's vicinity gain telepathy (120 ft.) that lasts for one day.
- 09 **Discernment.** Characters who spend several hours in the relic's vicinity can add double their proficiency bonus to all Wisdom (Insight) checks. This ability persists for one day.
- 10 **Resistance.** Characters who spend several hours in the relic's vicinity gain a +2 bonus to AC and immunity to poisons, venoms, and diseases for the next day.
- 11 **Persistence.** Characters who spend several hours in the relic's vicinity gain the ability to breathe in any atmosphere or in water. They can hold their breath for several hours without coming to harm in a vacuum. This ability persists for one day.

JC

Void Matter, page 8

- 12 **Creation.** Characters who spend several hours in the relic's vicinity gain the ability to mold other creatures' flesh as if it were clay. Unwilling targets resist with a successful DC 15 Constitution save. Molding another creature could provide them with wings, an extra limb, an extra eye, and so on, though someone with malign intent could remove a creature's eyes, pull off a limb, and so on. The GM determines benefits or damage dealt (or both) depending on the result. In any case, a character trying to mold the flesh of another as their action must succeed on an Intelligence check (DC 12 for basic alterations, but as high as DC 17 for something as complicated as adding functional wings). This molding ability lasts for one hour, but the effects created by the ability are permanent.
- 13 **Aggressive Destiny.** Characters who spend several hours in the relic's vicinity gain the ability to harm another creature with certainty. When the character attacks a target with an ability, weapon, or device they possess, regardless of the range or any barriers separating them, the attack succeeds (treat as if a natural 20 was rolled on the attack). The user can attack any target, but only if they know that the target exists; the GM will decide if they have enough information to confirm the target's existence. This ability lasts for one minute or until a target that isn't in the same chamber is attacked.
- 14 **Healer.** Characters who spend several hours in the relic's vicinity gain the ability to touch a target and restore it as if it had just completed a long rest. A single target can benefit from this ability only once each day. This ability lasts for one day.
- 15 **Spiritual Leader.** Characters who spend several days in the relic's vicinity gain the ability to, as their action, convert to service and sacrifice another creature that fails a DC 14 Wisdom save. The target gives up whatever occupation and life it previously pursued to become the character's follower. It continues to serve the character gladly, unless or until the character does wrong by the target, as determined by the GM. This ability lasts until used (so it can only be used once).
- 16 **Far Treader.** Characters who spend several days in the relic's vicinity gain the ability to step between distant locations as easily as they might step into the next room. When using this ability, a character can teleport between locations no matter how far apart they are, as long as they have been to that location previously or can see it. This ability lasts for one hour.
- 17 **Invincible.** Characters who spend several weeks in the relic's vicinity gain a +10 bonus to AC and immunity to poisons, venoms, and diseases for the next hour.
- 18 **Foldable.** Characters who spend several days in the relic's vicinity gain the ability to fold themselves into much smaller spaces, including tiny cracks, or to inflate their mass by as much as 1,000 percent, as long as there is space to do so. Each halving or doubling in size requires one action. This ability lasts for one day.
- 19 **Contemplative.** Characters who spend a few minutes in the relic's vicinity remember something they failed to note the first time around, perhaps a minor detail that seemed insignificant but which, on further thought, emerges as a clue. If nothing in the characters' history suits, they instead gain their proficiency bonus to all Intelligence and Wisdom checks for one hour.
- 20 **Communion Enabler.** Characters who spend several weeks in the relic's vicinity gain the ability to speak telepathically with all creatures in a 2-mile radius simultaneously, regardless of differences in language or physical barriers, for a few rounds. Though the effect is potentially overwhelming for those few rounds, the follow-up effect allows all connected creatures to gain a brief sense of each other and each other's point of view. For the next ten days (at minimum), positive interaction between all affected creatures is fostered. Effectively, all creatures apply double their proficiency bonus to any Charisma (Persuasion), Wisdom (Insight), and other checks promoting the building of bridges. The ability to create this sense of communion lasts until used (so it can only be used once).

## RUPTURE TABLE

Page 121 and 122, full table

*Conversion Replacement Text*

**d20 Nature of Rupture**

01	Empty of all but drit.
02	Area (and potentially a few surrounding corridors) is filled with an orange-red mist that confuses the senses and turns around creatures who enter the space (and who fail a DC 18 Wisdom save) so that when they think they are leaving the area in a known direction, they're actually leaving and moving in a random direction.
03	Tiny metallic insects crawl everywhere; the insects are essentially harmless but tend to get into clothing, hair, and bags and packs.
04	Area through which the rupture passes was once a vault; roll on the Vault Table to determine the ruined, inactive remains that are scattered through this area.
05	Tiny amoeba-like creatures the color of leaves drip and flow around the area; they carry a parasite, and living creatures that enter the area risk contracting a case of <b>bright burn</b> (a mind-enhancing sickness) that heightens their mental capacities even as it kills them.
06	Crater glowing with residual radiation deals 3 (1d6) force damage in the area each minute they spend in the rupture.
07	If near the perimeter of the installation, the rupture extends to the outside and could serve as a new entrance/exit to the ruin.
08	Water flows swiftly through the rupture from a higher location before plunging in a dramatic fashion to a deeper location 1d10 x 100 feet lower in an interstitial cavity; roll on the Interstitial Cavity Table.
09	Oddly whorled fungi cover the interior; some of the growths are taller than people.
10	As 09, but the fungi exude soporific spores, putting to sleep for several hours anyone who fails a DC 15 Constitution save.
11	Synth "grass" the color of milk grows in rough patches here and there, rustling slowly.
12	As 11; but the "grass" restrains anyone who fails a DC 13 Strength (Athletics) check. A victim can attempt to escape each round on their turn.
13	Something has been storing skeletons of dead creatures, automatons, and explorers in this rupture, organizing the bones in neat, stacked rows.
14	A waxy, slightly cool-to-the-touch ooze pools, drips, and undulates here and there about the rupture.
15	Stone "grows" through relatively quick crystallization in the rupture, forming geometric crystalline spires.
16	A creature* lairs here; roll again on this table to determine the nature of the rupture; the creature is immune to any negative effects.
17	Resin-like whorled secretions cover the area, apparently laid down over months or years by some kind of creature or biological process.
18	Slender, translucent organic strands hang down from whatever serves as the ceiling, filling the area so thickly that it's impossible to move through without brushing the strands aside. The strands "sweat" a weak acid that deals 3 (1d6) acid damage each round a creature remains in or moves through the area.
19	Metal interior is twisted, warped, bent, and in some cases transformed into other substances; a scholar of the numenera might suspect that the iron wind caused the damage.
20	As 19, but a seed of the iron wind is still present and could be roused if disturbed.

Bright burn, page 63

JC

Creature Table,  
page 100

\* If a creature is indicated, roll on the **Creature Table** to determine what kind.



Page 121, mind-enhancing sickness, renamed “bright burn”

*Conversion Replacement Text*

## BRIGHT BURN

Creatures exposed to this disease must succeed on a DC 13 Constitution saving throw at the end of the encounter to avoid becoming infected. This disease manifests after a couple hours, beginning as a mild chill but becoming increasingly severe after another few hours, accompanied by a fever. At onset, the infected creature gains two levels of exhaustion that cannot be removed until the disease is cured by *lesser restoration*, comparable magic, or rest. Simultaneously, the creature makes all saves, attacks, and checks involving Intelligence, Wisdom, and Charisma with advantage. The infected creature makes another DC 13 Constitution saving throw at the end of each long rest; a successful save removes one level of exhaustion. If the saving throw fails, the disease persists. If both levels of exhaustion are removed by successful saving throws, the victim has recovered naturally. (Recovery also removes advantage benefits.)

Page 122, iron wind

*Conversion Note*

Information regarding *iron wind* appears in *Beneath the Monolith*.

## SHAFT TABLE

Page 122

*Conversion Replacement Text*

A shaft is a vertical (or nearly vertical) corridor that connects different levels of the installation. Generally speaking, a shaft is composed of synth and metal, measures about 20 feet across, and lacks any obvious means of ascent or descent. Climbing a shaft requires a successful DC 15 Strength (Athletics) check for every 100 feet ascended or descended. A failure for someone not roped in leads to a fall that is potentially several hundred feet or more.

Page 122, Shaft Specifics Table, single result

*Conversion Replacement Text*

- |    |   |
|----|---|
| 19 | Shaft drops 1d10 × 100 feet into reclamation pit containing a type six basic automaton tasked with “deconstructing” whatever falls in |
|----|---|

## VAULT TABLE

Page 123

*Conversion Replacement Text*

Vaults are usually sealed chambers where builders (or those who used the ruin after the builders) stored valuable, dangerous, or otherwise important items or, in some cases, creatures.

Getting past a vault’s seal normally requires a successful DC 21 Intelligence (Arcana) check for someone who interacts with a nearby control surface. About 50 percent of vaults contain defense systems designed to neutralize those who improperly attempt to gain access.

A defense system might simply deal 18 (4d8) lightning damage, but it could trigger more elaborate defenses, such as awakening a type six basic automaton tasked with defense, or cause an even more secure seal to drop in place in front of the already sealed vault entrance.

Unless noted otherwise, the interior surfaces of a vault are constructed of advanced synth (AC 22 and 200 hit points) that repairs damage done to it over time.

## VAULT CONTENTS TABLE

Page 123, artifacts table

*Conversion Note*

To generate a random device, refer to either relics or iron flesh in *Arcana of the Ancients* or to the new instances of iron flesh presented in this conversion guide.



Optional Rule:  
Intelligence (Ancients  
Arcana), page 259

BTM

Iron wind, page 21



Relics, page 45

Iron flesh, page 49

BFS

Basic automaton,  
type six, page 20

## VAULT CONTENTS TABLE

Page 123, 124, and 125, full table

*Conversion Replacement Text*

### d20 Vault Contents

- 01 Stacks of metallic, disc-shaped oddities that avoid being touched by anything organic, sliding away if possible (grabbing one by hand is a DC 12 Dexterity check).
- 02 Four fluid-filled canisters each hold what seems to be a human spine grafted with metallic wires and modules. If some method is found for replacing a character's spine with one of the spines in a canister (and if the character survives), that PC gains an ability determined by the GM, inspired by randomly generating a relic or iron flesh presented in *Arcana of the Ancients*, or the iron flesh in this conversion guide.
- 03 A black synth card on a pedestal. If found in the Jade Colossus, the card grants the user advantage on checks related to dealing with any of the named relics, including saves or understanding or using a relic. Creatures somehow related to a named relic or that are infused with **void matter** have disadvantage on attacks made on the character. If this key is found in another installation, the card grants access to an important area in that ruin.
- 04 An advanced vehicle capable of travel through outer space. The vault contains a mechanism allowing the vehicle to be deployed to the surface of the installation, where it can launch. It requires a crew of two to four and can carry up to ten more people or some cargo. It can sustain passengers for up to three months before it needs to return to a planet with a breathable atmosphere. It can travel to locations within the solar system known to the pilot in a few days or between known distant interstellar locations in about a month. Depletion is 1 in 1d100 (check per day of use).
- 05 A solid black cube about the size of a human fist encased in a larger clear cube (a legendary cypher, a horrific doomsday device that could easily destroy an entire city or wipe out an army). When the cypher is activated, the clear cube begins to dissolve, which takes ten minutes. After the outer cube dissolves fully, the black cube causes all living creatures larger than a small dog that are standing within a 100 foot sphere centered on the cube to belch forth a cloud of black vapor. This vapor fills a 10-foot sphere centered on the victim, dealing 10 (3d6) necrotic damage to the victim and all other living creatures within the victim's cloud (overlapping clouds inflict overlapping damage). One round later, all living creatures larger than a small dog and within 100 feet of every affected victim belch forth the same cloud (even if they already did so). This continues spreading outward until no creatures are affected.
- 06 A canister of four pellets in a mechanical case, each of which shimmers as if on the edge of disappearing. If a pellet is swallowed, mass is drawn to the user from another dimension, allowing them to grow 200 percent larger for one day. During this time, the user's Constitution and Strength rise to 25 (with all attendant benefits to attacks, hit points, checks, and so on). However, the character has disadvantage on all Dexterity checks, saves, and attacks. In addition, moving through small spaces could become a challenge.
- 07 A humanlike head, but 50 percent larger than normal, preserved in a metallic device with a crystal face. The head may have been alive once or served as a tap into the datasphere, but some sort of error has rendered it so much numenera-suffused preserved flesh.

JC

*Void matter, page 8*

- 08 A canister of four pellets in a mechanical case, each of which is almost ten times heavier than a similar-sized piece of iron. If a pellet is swallowed, the user is transmuted into dull grey metal. The user has entered a safe, suspended animation that lasts for one day. While suspended, the user is impervious to attacks or damaging effects or to the passage of time.
- 09 The vault is actually a vehicle that moves around the interior of the installation on lines of magnetic force, using a system of accessways built for it and similar movable chambers. Figuring out how to engage the vehicle is a DC 14 Intelligence check. However, it moves somewhat violently, and anyone not secured risks taking 3 (1d6) bludgeoning damage from the sudden starts, turns, and stops. The vehicle apparently has a variable number of preset destinations. Where it actually goes when activated seems to be random, though someone who spends a few weeks experimenting might figure out how to use it reliably.
- 10 Razor-thin metallic webs fill the vault. Moving through requires a DC 12 Dexterity save to avoid taking 3 (1d6) slashing damage per 10 feet of distance crossed. Three *type four basic automatons* with spiderlike legs move to attack anyone who comes into the vault.
- 11 A mechanized vat containing an active nano-fluid. A mechanical crane can be used to douse objects or creatures in the vat; the crane is a DC 12 Intelligence (Arcana) check to operate. Someone who succeeds on a DC 18 Intelligence (Arcana) check at the controls can confer a doused object or creature with a +2 bonus to AC (in the form of a more resilient, damage-resistant outer surface) that lasts for one day. However, a mishap with the vat seals the object or creature inside a smothering caul (AC 18, 30 hit points) that renders an object unusable or suffocates a creature unless removed.
- 12 This complex device is a rectangular obelisk twice as tall as a human, covered in screens, mechanisms, and controls. It's surrounded by a force field globe. To reach the device, the force screen must be brought down by dealing at least 30 points of damage in the course of a single round against the screen's AC of 20. The obelisk doesn't have an obvious purpose, so unless the GM has a need for a complex control device, it is little more than a rich source of numenera salvage (shins, cyphers, relics, and iron flesh).
- 13 A stack of three red synth cards in a clear vessel. Each card, called a flaying key, is an artifact (depletion: 1 in 1d10) useful for conducting surgical procedures. A touched target's skin disappears, and the card adheres to the target, exacting five levels of exhaustion. While skin is absent, checks related to curing the target's disease, ameliorating poison, mending broken bones, or other radical healing requiring surgery have advantage. The target's skin returns when the key is removed, which also relieves all but one level of exhaustion.



*Basic automaton,  
type four, page 247*



*Relics, page 45*

*Iron flesh page 49*



- 14 A transparent sphere with a diameter of 30 feet but which contains an area far larger than its size seems to indicate. In this area, visible but as if through a haze, is an ancient city of silver towers, permanently preserved and deserted. (Essentially, this is an entirely new prior-world installation, which could be explored if the sphere—AC 20 and 100 hit points—can be breached.)
- 15 The tomb of a 30-foot-tall humanoid creature wearing some kind of mechanized armor. The entity is dead and mummified, but its equipment could be salvaged for cyphers.
- 16 A metallic relic helmet contained in a clear glass case (depletion: 1 in 1d6). This synth helmet has eight strange projections. If activated when worn (a DC 15 Intelligence (Arcana) check), eight 9-foot-long tentacles emerge from the device and remain for up to ten minutes. The tentacles are translucent, modulating between phase states. They can be used to pick up or manipulate objects, push buttons, and so forth, or to attack every creature within 10 feet of the user, dealing 10 (3d6) bludgeoning damage on a failed DC 15 Dexterity save, or half that if successful. The tentacles can move through energy fields, including solid force fields, as if they were not there.
- 17 A complex machine with many glass reservoirs filled with different weird fluids. Manipulator arms are poised to grasp anything that stands on an activation plate. If any kind of organic material (including a living creature) steps or is placed onto the plate, the arms attempt to grasp it (requiring a DC 12 Dexterity save to avoid) and insert it into an opening at the machine's top. Ingested objects are broken down into their essential materials and stored as various complex fluids. Someone standing at the machine's controls who succeeds on a DC 21 Intelligence (Arcana) check could reconstitute an ingested living creature or try to make a new creature from the materials gathered.
- 18 What appears to be an ornate mirror hangs on a pedestal within a clear synth dome. Examination of the "mirror" reveals that it's a vertical sheet of reflective liquid, and touching it causes ripples. The sheet is a relic (depletion: 1 in 1d20) that can transfer someone who steps into the mirror to another dimension or level of reality. The user must know that the destination they seek exists; the GM decides if the user has enough information to confirm its existence and the level of difficulty needed to reach it. Otherwise, the user merely walks back through the liquid surface.
- 19 An immobile device with leaflike arms partly enfolds a glowing, spherical ball of transdimensional energy. This relic (depletion: 1 in 1d10) transforms a user who succeeds on a DC 15 Intelligence (Arcana) check into an immaterial energy construct for up to one hour, during which time the user can't affect or be affected by normal matter or energy, except as follows: as their action, the user can attack a target within 120 feet, dealing 10 (3d6) radiant damage; the attack returns the user to normal. Alternatively, the device can be used to recharge a depleted relic.
- 20 A vortex of energy swirls above a raised circular platform surrounded by complex machinery. Its radiance makes it difficult to look at, and its heat makes it difficult to stand near. High-intensity energy in the area induces a feeling of awe in observers. The vortex is a wormhole that leads directly into the sun.

## WEIRD EVENT TABLE

Page 126

### *Conversion Replacement Text*

A weird event isn't something that occurs at a specific location; it's the result of a repercussion, a mechanism, or an ancient device in some other location or time that touched it off. Often, the origin of the event isn't obvious. Player characters and other creatures in the vicinity merely suffer reverberations of unrelated events

that occurred elsewhere in or near the installation.

If a weird event has dangerous consequences, any saves associated with avoiding or defending against it are DC 15, on average, as are checks to understand or influence the event.

Often, characters must endure the weird event, though its area of focus might be localized at the GM's option, allowing the PCs to retreat from the effect.

### Page 126 and 127, various results

#### *Conversion Replacement Text*

- 01 A quake accompanied by blue haze and high-pitched musical tones goes on for almost a minute. Creatures must succeed on DC 15 Dexterity saves or suffer 7 (2d6) bludgeoning damage from being knocked around.
- 14 Dozens of previously undetected compartments iris open and a small fleet of fist-sized **type one basic automatons** emerge. The automatons skim along surfaces, leaving in their path a thin veneer of **synth**. If several automatons are caught and salvaged, a few cyphers might be gained.
- 16 Tech in the characters' possession designed to provide directions or information—including cyphers, relics, or oddities—spontaneously activates. Otherwise, one handheld device owned by a character, regardless of its function, activates with a previously unknown function that shows a representation of the PCs' location and a pointer indicating that they should follow a route through a hidden passage they'd not previously discovered. If they follow this weird prompt, they discover a shaft plunging down for several miles, at the bottom of which is an abhuman colony (roll on the **Abhuman Colony Table**). All the abhumans have been murdered as though hit by something large and fast-moving. And that something (at least a challenge rating 8 creature of the GM's choosing) now hunts the PCs.
- 18 All tech, devices, and automatons in the area spontaneously power down for several minutes (self-aware automatons that succeed on a DC 15 Wisdom save avoid losing power). During the dead span, weird shadows flow and stream over all nearby surfaces, never quite resolving enough for characters to determine their shape. When the shadows fade, items suddenly return to full function. Automatons have no memory of their function outage.



*Basic automaton, type one, page 246*

*Synth, page 255*



*Abhuman colony table, page 97*





## CONVEYED

Page 128

### *Conversion Replacement Text*

The two entrances to this chamber are each blocked by an opaque force field (AC 20, 100 hit points). A successful DC 15 Intelligence (Arcana) check is required to cause the fields to fade for a minute. Within the chamber, ancient mechanisms continually convey head-sized synth boxes from one side of the room to the other, entering and then departing via a tiny accessway just large enough to fit them. A central mechanism in the chamber deposits a load of what seems to be a slurry of water and drit into every ten or so boxes. The devices here could be salvaged for one or two cyphers and 1d10 shins.

**GM Intrusion:** The device tries to deposit a slurry of water and drit into the character, who must succeed on a DC 12 Dexterity save to avoid 10 (3d6) bludgeoning damage and exact two levels of exhaustion from the forced “meal.”

## RUPTURE

Page 128

### *Conversion Replacement Text*

Some catastrophic past event, or perhaps just a collapse from extreme age, created

this ragged void in the structure. The rupture has become home to oddly whorled fungi that cover the interior; some of the growths are taller than people.

Oozing, purplish fungus discharge creates two difficulties. First, moving through the rupture, which is a ragged crevice rather than a corridor, requires a successful DC 13 Dexterity check. PCs who fail slip on the discharge, fall into the nadir, and become stuck there until they make a successful DC 15 Strength (Athletics) check to climb out.

In addition, the fungi exude soporific spores, putting to sleep anyone who fails a DC 15 Constitution save. Each hour, a sleeping character can attempt a new saving throw to wake, but each previous failure increases the DC by 2. A character removed from the area wakes after about an hour.

The rupture opens into an interstitial cavity.

**GM Intrusion:** One character has a bad reaction to the spores, which causes one of their abilities to act unreliably for the next day.



GM Intrusions,  
page 268

## MARGR

**Page 128, margr and margr leader (stats)**

*Conversion Note*

Margr stats appear in *Arcana of the Ancients*. The margr leader has the same stats, except it enjoys advantage on all attacks, saves, and checks and imposes disadvantage on all attacks made against it.

**Page 128, Aeon Priest**

*Conversion Note*

Aeon Priest stats appear in *Beneath the Monolith*.

## ENCAMPED EXPLORERS

**Page 128**

*Conversion Replacement Text*

Two fellow explorers—a female human nano named Gijan and a female human explorer named Kelasron—are encamped in this chamber next to a sealed vault, attempting to gain entry. Though cautious of other explorers, Kelasron might be even more jumpy around Gijan. A light-eating nimbus clings to Gijan, and Kelasron keeps her distance. If asked, Gijan shrugs it off, but Kelasron says the nimbus appeared when they first entered the structure, and since then, Kelasron claims to have suffered a series of unfortunate incidents while Gijan has enjoyed only good luck. A character who spends several minutes studying Gijan (who would have to be persuaded) and who succeeds on a DC 17 Intelligence (Arcana) check can determine that the nimbus is composed of thousands of nanites.

If the PCs offer to help the explorers get through into the neighboring vault, Kelasron and Gijan offer to split whatever they find with the characters.

**Page 128, Gijan (a nano) and Kelasron (an explorer)**

*Conversion Note*

Nano and explorer stats appear in *Beneath the Monolith*.

## ORB OF OPENING

**Page 129**

*Conversion Replacement Text*

An orb-shaped hole in space hovers at the center of the chamber, eating light that falls

into it. A sealed entrance with a transparent synth pane separates this chamber from a neighboring circular room with a pearly white synth coating. Looking through the pane, observers can see a strange, skinless (and dead) creature lying on the floor. (It's a margr.) Opening the clear pane requires a successful DC 15 Intelligence (Arcana) check.

Objects or creatures that intersect with the orb are pulled in—requiring a successful DC 15 Strength (Athletics) check to avoid—and instantly transferred to the neighboring chamber, minus whatever counts as a surface layer or packaging. For living creatures, that usually means their skin, in which case the transference deals 35 (10d6) force damage and exacts four levels of exhaustion.



Margr, page 197



Aeon Priest, page 150



Nano, page 155

Explorer, page 153

## WHEELED

Page 129

### *Conversion Replacement Text*

A device with an opening large enough to admit objects up to 10 feet on a side blinks, while others near it are dead and salvaged of anything useful. Any object placed within the machine is “attacked” by dozens of metallic manipulators working so fast that their movements blur. A round later, the object has been modified, giving it tiny, wheel-like studs on its bottom. This process deals 7 (2d6) force damage on a living creature and makes it very hard for them to stand without falling. However, given a few weeks or months of practice, someone with this modification could become used to it and increase their speed on the ground by +100 feet. On the other hand, removing the wheels is an operation that deals 14 (2d6) slashing damage and exacts two levels of exhaustion.

BFS

Basic automaton,  
type six, page 20



Basic automaton,  
type five, page 148

## TOMB VAULT

Page 129

### *Conversion Replacement Text*

Getting past the vault’s seal requires a successful DC 21 Intelligence (Arcana) check by someone who interacts with a nearby control surface. On a failed attempt, a type six basic automaton is deployed from a ceiling nook to defend the vault. The vault contains a clawlike metallic manipulator holding a massive humanoid corpse 30 feet tall, mummified beyond recognition, and wearing defunct mechanized armor. The armor could be salvaged for 1d6 cyphers and a relic.

**GM Intrusion:** Salvaging the armor causes the armor to rise in defense (the creature inside remains dead) as a type five basic automaton.

## INTERSTITIAL CAVITY

Page 129

### *Conversion Replacement Text*

This large hollow within the structure was probably never meant for prior-world creatures to use directly, because there are no easy routes across or up the sides of the immense, partially functioning devices fused to the walls, the floor, and the ceiling high above. The components whir, vibrate, and give off a constant bass roar that is difficult to endure over long periods. Characters who spend a few hours studying the machines might discover that they could be induced to plate an arbitrarily large object with a synth coating that grants a +2 bonus to AC. However, this process would kill human-sized creatures, essentially encasing them in a chunk of solid synth.

Characters who spend several hours clambering over the vast engines can find one or two cyphers and 1d20 shins, but sometime during this period they must succeed on one DC 13 Dexterity save to avoid slipping and falling from a great height (d100 feet) and one DC 13 Intelligence save to avoid causing a local malfunction.

**GM Intrusion:** A character gets caught in the synth-coating devices on a failed DC 15 Dexterity save.





## CHAPTER 17

# CREATURES OF THE COLOSSUS

### CREATURES

Page 130+

#### Conversion Note

Stats for the creatures in Chapter 17 appear in *Beasts of Flesh and Steel*, as follows.

Awakened relic (called “awakened ruin”),

page 17

Colchin, page 36

Colostran, page 37

Dritch, page 47

Marauding vault, page 99

Mesotemus, page 103

Rhadamanth, page 141

Tarrow mole, page 163

Vaytaren, page 179

Whisper, page 180

### DIVELLENT

Page 134

#### Conversion Note

Replace the divellent with the carnivorous color from *Beasts of Flesh and Steel*.

BFS

Carnivorous color,  
page 28





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