



# ASTRONOMER

# Cartographer's

CODEx

HAXN  
HAXAN  
STUDIOS

VOLUME I

LIBER *Solus*



NOT SUITABLE FOR  
CHILDREN OR  
SENSITIVE SOULS  
NC-17



LIBER *Solus*

# Credits

**Ruu**

*Prime Mover & Illustrations*

**Elizabeth Price**

*Discordant Fictional Sacraments*

**Daniel Pierce**

*Fallen Editorial Overlord*

**Possessor Pelorus**

*This grimoire is consecrated in honor of nameless cats.  
May the shadows guide their paths.*

*www.astroinferno.com*

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*Volume 1*

# Cartographer's Codex

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# Cartography

*As they entered the hall, the air grew thick with the stench of decay and the weight of unseen eyes. Each step unveiled a new horror: bodies impaled upon books, limbs torn asunder, and faces frozen in paralyzed screams. The silence was broken only by the distant echo of something monstrous stirring above. This was not an abandoned building—it was a monument to carnage, a lair of something sinister. With every heartbeat pounding in their ears, they knew they were not just entering a building, but stepping into the very heart of darkness itself.*

The Carthographer's Codex is a resource for Astro Inferno and presents a set of locations for GMs to use as they see fit. They can be used as inspiration, as expanded lore, or as adventure locations when the party suffers a hardship during their travels.

## IMAGES AND "MAPS"

All images and maps of this resource have alternate versions in the appendix of this document for GMs to use as handouts for their groups. Use these with fog of war in a virtual table top or just present them as handouts directly if needed be.

## PLACES, AREAS, & ROOMS

Roll whenever players walk into an unknown area or you need inspiration for what awaits around the corner. Use as something noticed in the distance, a reminder or an aspect, or just an image of the result if an implementation seems impossible.

*"We continue down the ice tunnel."*

*"As you walk the black ice, you see a square piece of paper frozen into its surface. Looks like an old earth relic. A photograph of a laboratory and a bunch of humans in white coats posing with smiling faces."*

## INSPIRATIONS

Roll whenever the players explore a room or things start to move slow in the scene. Use it to reveal new areas or cast of the scene when players investigate it further.

*"Is there anything unusual in the room?"*

*"Not really, but you can hear a faint "fizzing noise" coming from a door out in the hall-way."*

## LOOT

Roll whenever players want to search a room or an area. Roll tier as normal unless you have other ideas about the item. When vestiges are inspected and you want them to be more special, feel free to roll an origin and an origin feature to interpret their added functionality.

*"You want to inspect the dirty wig! It's Excellent III tier, so it is a fine craftsmanship."*

*"Is it just a normal wig?"*

*"Let's see... it is of Genesis origin..."*  
Rolls ... *"Paralyses - Dust - Bubble"*

*"It seems the wig is made of some kind of other-worldly hair that's always charged with static electricity making it work like a dust magnet. All dust in a sphere around it is drawn to and sticks to it. Since this is a lesser effect, it is active all the time."*

LIBER

Solus

**Liber;** From Latin *liber* ("the inner bark of a tree; book"), A book written for publication, volume, roll. (b) a single volume of a long work. (pl.) Sacred books containing prophecies which were consulted in the event of prodigies.

**Solus;** From Latin *sōlus*. 1. alone, unaccompanied (as a stage direction) derived from earlier *swolos*, from Proto-Italic *swelos*, from Proto-Indo-European *swé* (reflexive pronoun) (whence *se* ["oneself"]) + *-los*, hence meaning "by oneself";



# Basilica of Pain

THE DARK DREAMWORLD OF CORUX

Built during the Great Dark, the Basilica of Pain had a great reputation among the harrowed guests who still today talk about the joy and pain that they enjoyed during their stay here. Today, the void has left the establishment without guests, and the dead god Corux and his now withering staff of unlight souls brighten up and spring to life whenever a soul randomly knocks upon the great gate. Souls who stay are treated like fragile valuables, or even royalty, by the staff who want to give their guests the experience of their life almost as much as they want to slit their throats.

The building has been left largely deserted. Should a staff member welcome a soul into the Basilica, they will often keep it a secret in order to have the sacred guest all to themselves.

The exhilarated staff offer nice rooms, warm baths for weary flesh, saunas, or hot rock spa treatments to their guests before ending them in gruesome fashion. Checking out is not an option.

## INSPIRATION

1. Faint blood spot on the wall
2. Locked door with sounds
3. Footsteps from the floor above
4. Nice jacket on the floor
5. A surprised barber
6. The smell of nice food

## LOOT

1. Piece of scissors
2. Grimoire IV
3. Dirty wig
4. 20 Copper tokens
5. Luxury food (1D6 units)
6. Luxury booze (1D6 units)

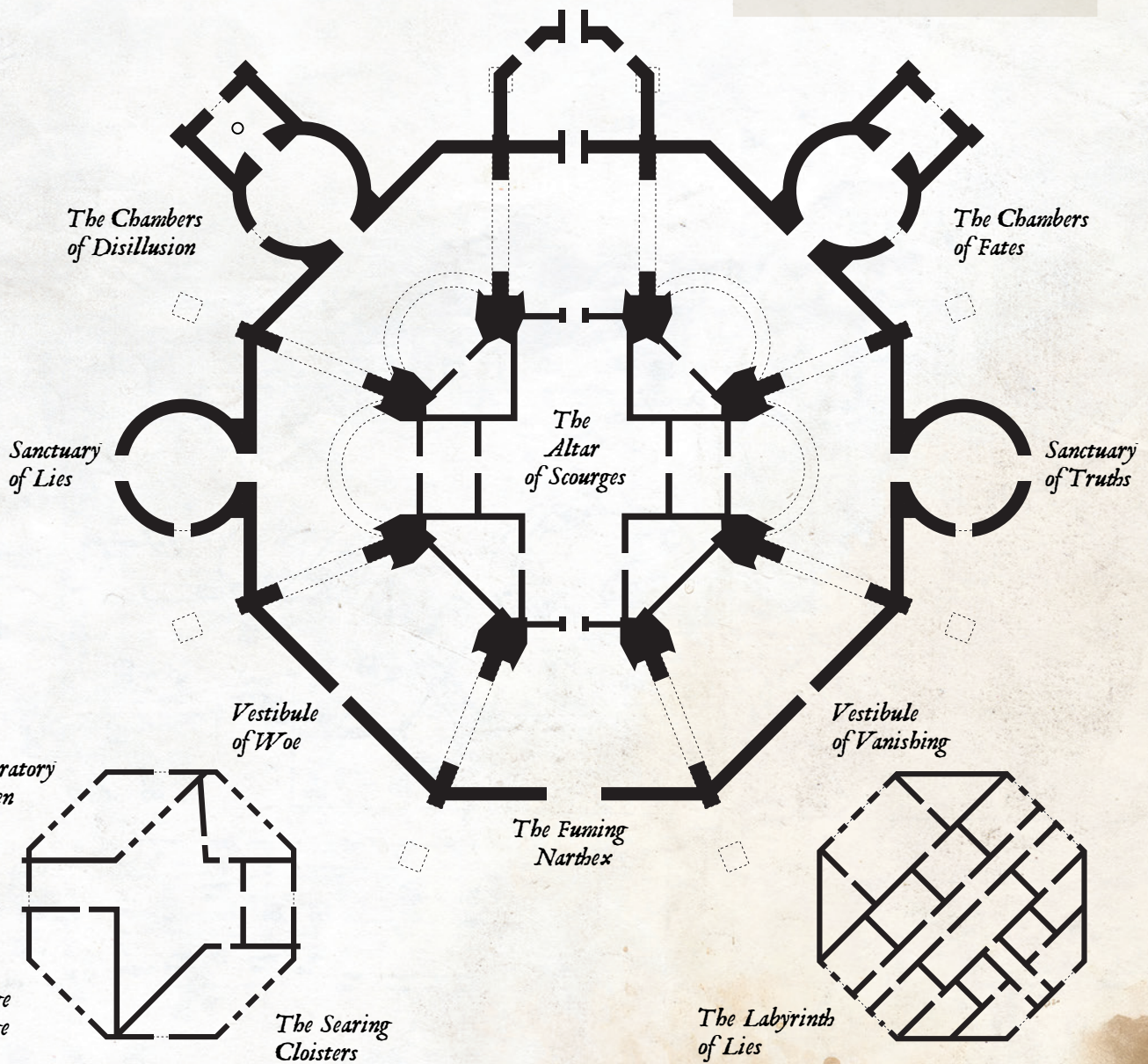
## PLACES

1. Iron smelling basement
2. Small garden
3. The great kitchen
4. Corridor of guest rooms
5. Balcony
6. Peaceful cemetery

## ROOMS

1. Spa area
2. Ballroom
3. Large hall
4. Administration office
5. Wood workshop
6. Carcass of Razilda the Great Defiler

*The  
Chancel of Echoes*




SETH'S GREAT

# Gray Tower

THE TEMPLE OF BLOODSHED

Somewhere in the middle of the chaotic Necropolis stands the Gray Tower of Seth. The temple of the war god has seen its fair share of fighting and death, and its halls and staircases are, in many places, black with blood and filled with corpses. There are no soldiers guarding its gigantic gate which often are swung open or ajar, and the lower levels of the tower are, from its appearance, indistinguishable from the other ruined buildings of the city. However, as you ascend the floors of the tower, you soon realize that this is not an ordinary building, but rather the lair of something horrific.

As one ascends, corpses and scenes of prior conflict become increasingly gruesome and common. Evidence of brutal executions are everywhere as bodies of souls, sparks, proto- and demi-gods have been impaled onto walls, mangled beyond recognition, and dismembered in so many pieces. Anyone who walks the upper halls of the tower will lose 1  on every new floor.

At the top of the temple is Seth's throne room, and any soul reaching it is given an audience with the war god.

## INSPIRATION

1. Electric maintenance
2. River of blood
3. Complete darkness
4. A creature eating
5. Stairs of corpses
6. Snowflakes falling

## PLACES

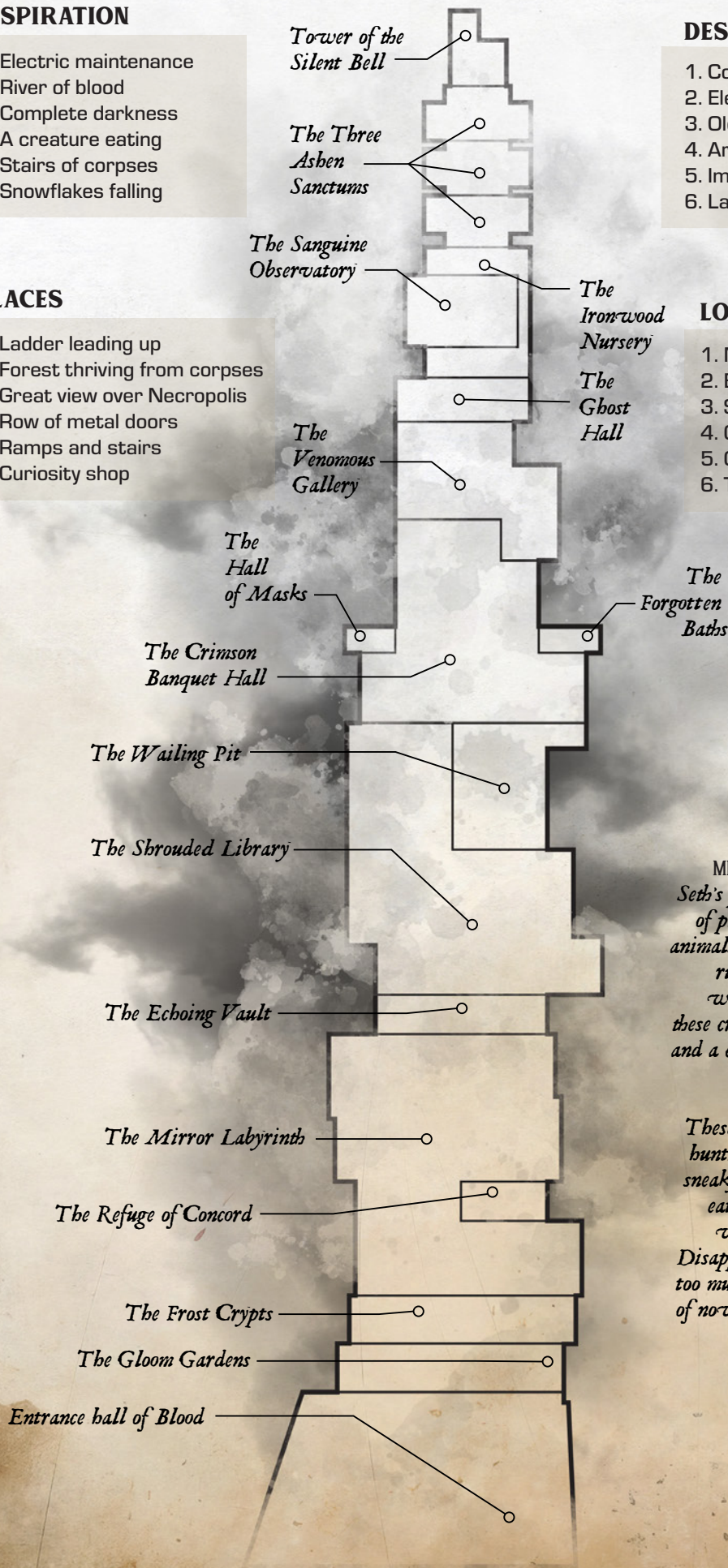
1. Ladder leading up
2. Forest thriving from corpses
3. Great view over Necropolis
4. Row of metal doors
5. Ramps and stairs
6. Curiosity shop

## DESERTED ROOMS

1. Communications HQ
2. Elevator shaft
3. Old camp
4. Armory
5. Improvised chapel of Satan
6. Large hall

## LOOT

1. Nice backpack
2. Executioner's axe
3. Spear of impalement
4. Golden armor
5. Glasses
6. Talking skull



*The  
Forgotten  
Baths*

## Eccecrachepards

UNLIGHT CREATURES

MINION V - FIERCE - DENY 6 - CARNAGE

*Seth's pets prowl the tower in search of prey. These slender, weasel-like animals are camouflaged by their gray, rubbery, skin. Taller than a soul when standing on their hind legs, these creatures boast a thin, agile body and a crocodilian head with hundreds of sharp teeth.*

*These creatures, perfectly adapted to hunting in narrow corridors, are as sneaky as they are ungodly. They can eat the face off of a soul in seconds with their quick snapping jaws. Disappearing in a second if met with too much resistance, they'll appear out of nowhere to ambush moments later.*



# Providence

THE INVERTED VORTEX OF SEAFARERS

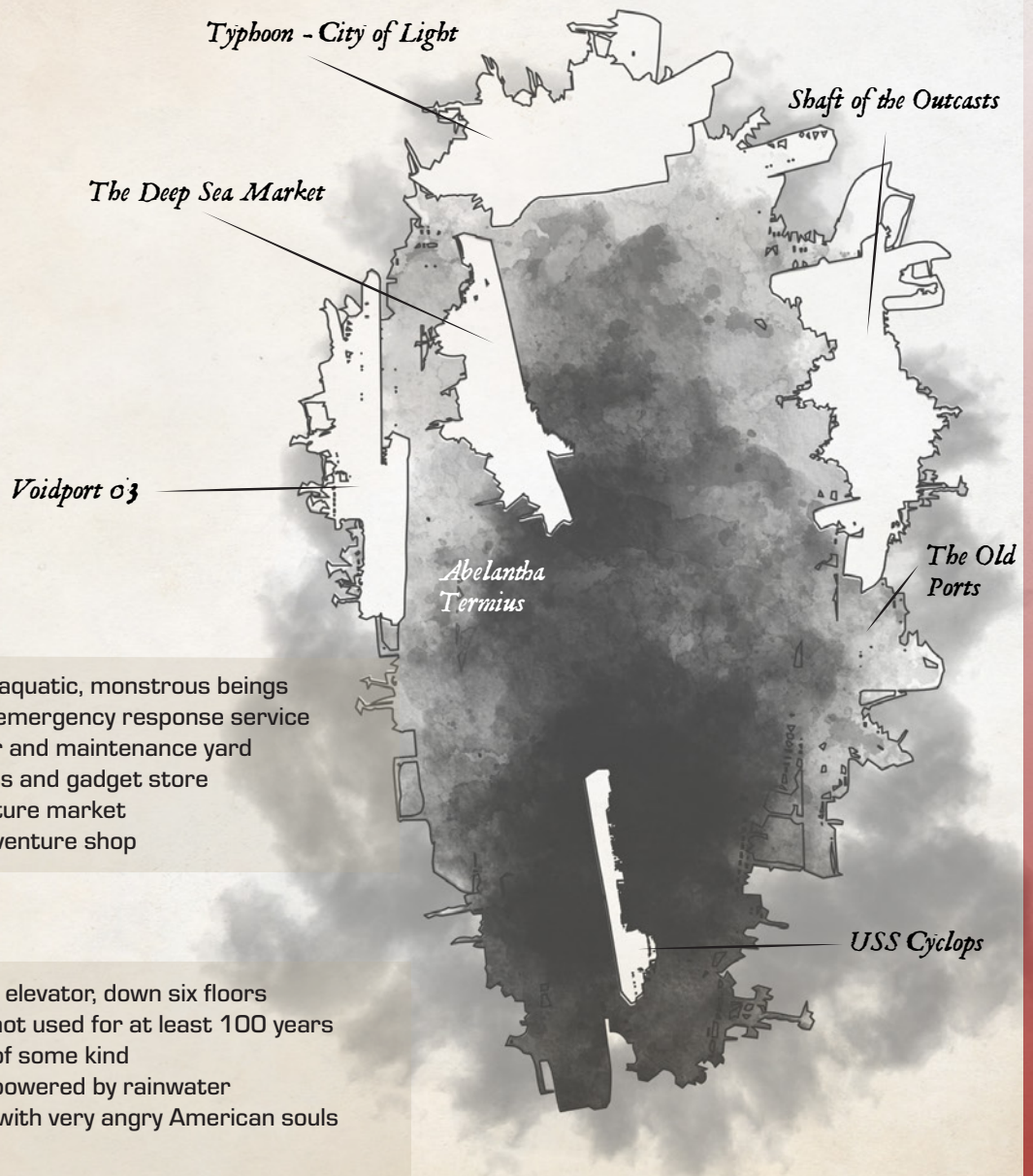
A city of metal floats above the surface of the Midnight Sea, encased in the horrors of yesterday's forgotten memories. This city has been created by ships that were cursed by the sea to never be free again. Messengers, watching over the black waters and reminding sailors of the hazards of traveling the sea.

Providence consists of many types of ships, from mundane seafaring vessels made of wood, steel or Infernal wolfram from many epochs of time to large Relic Ships made from monstrous bones or skulls. The city has grown by connections, streets, and avenues cut straight through the hulls of ships.

A labyrinth of overpasses, stairs, and buildings in a chaotic, but easily traversable, apocalyptic city. A regular void port is functional here, but very few visitors come by ship, afraid of becoming cursed and being stuck here.

Among the citizens living at the top of Providence, where you often end up if you travel here, there is a rumor that deep below, near the waves, the city is actually held together by a giant Kraken. The further you descend, the darker it gets, and by the time you're halfway there, you're enveloped in complete darkness. No souls live, or even explore, so far down this prehistoric, nautical carcass.





## ESTABLISHMENTS

1. Slaughterhouse for aquatic, monstrous beings
2. Marine rescue and emergency response service
3. Desolate ship repair and maintenance yard
4. Nautical instruments and gadget store
5. Large fish and creature market
6. Vigil's hiking and adventure shop

## PLACES

1. Translucent genesis elevator, down six floors
2. The central ladder, not used for at least 100 years
3. Entrance to a nest of some kind
4. Large water wheel powered by rainwater
5. Nuclear submarine with very angry American souls
6. Radio tower

## INSPIRATION

1. Creaking of iron
2. Nightmare whale breaching the surface far below
3. Slithering tentacles in the shadows
4. Lightning strike, sending shocks and sound of singing metal
5. Drunken sailors fighting
6. Whispering about the "new arrivals"

## LOOT

1. Bright life jacket
2. Unlight flares (1D6 units)
3. Watery vestige
4. Oily lamp
5. Worn hatchet
6. Compass that shows the nearest storm

Deep within Providence, there is an old naval vessel called the USS Cyclops. In 1918, off the coast of St. Kitts, she was forced skyward during a mighty storm and, ever since, has been stuck, floating in the sky, watching ship after ship affix themselves to her. Reaching the vessel is very hard due to the myriad of tangled tentacles worming their way through the dark, abandoned ship hulls.

At the helm of the Cyclops sits the totally corrupted soul of Captain George W. Worley. Ruling his domains ruthlessly, he scolds his crew of unlight creatures, in a German accent, to bring him more souls to feed upon.

Captain Worley's arms have evolved during the eons in hell into hundreds of long tentacles, stretching throughout the core of Providence, creating the legends.

Over the years, the captain has accumulated a vast collection of keys and maps. If you make an oath, with a death seal, he'll sell any of them in return for twice the souls he'll lose. If the time runs out, or if he feels he hasn't been adequately compensated, the captain has connections all throughout Providence, and any returning thief will be detected and punished.



# Haulsprin Manor

## & THE LAST SON OF CRONOS

With the islands of Temptation and Gluttony within calling distance, high up in the branches of the enormous Alder tree, called Aroma Arboreal, sits Haulsprin Manor. Here, in the middle of the Bog of Eternal Stench, Aegaeon, a Hecatoncheires offspring to Uranus and Gaia, built a manor. Whether it was to lure souls to death or a trick played upon the gods is not known, but Haulsprin Manor has been the cause of many deaths among souls, gods, and the unlight.

Numerous prominent expeditions, infiltration attempts, and even full-scale assaults have met their doom in these mists. For within the manor, the last living son of Cronus resides, and his life would be worth the house's weight in Brimholtz if brought to his father, deep below Hades. However, as if the swamp wasn't bad enough, the tree itself is guarded by the lindworm Maygrith, whose mythic power and strength have proven comparable to dead gods and fallen archangels.

The great lindworm has been confronted both down in the swamp and up in the branches, and it will greet any visitors attempting to reach the tree. The mighty worm has, on more than one occasion, leapt into the sky to grab onto flying intruders. Once, the Baron Drakon flew in on a pegasus and got swallowed whole. Another time, a great relic vessel of the Haxan Black Horrux Command was pulled from the sky into a horrible fate deep in the bog below.

On top of that, the manor itself is said to be cursed by Aegaeon. Accounts from resurrected death singers tell of a labyrinth of horrors and rooms stretching into a vast complex of unimaginable magnitude, making finding the last son of Cronus seemingly impossible. Nevertheless, other treasures have been seen and, on occasion, taken from the manor. The nature of these treasures is such that expeditions and adventurers continue to brave the dangers of Aroma Arboreal.

## ROOMS IN THE MANOR

1. Ancient hut/workshop
2. Great entrance hall
3. Trap room of music
4. Narrow tunnels
5. Kitchen or glade with a cauldron
6. Lake of maggots

## LOOT

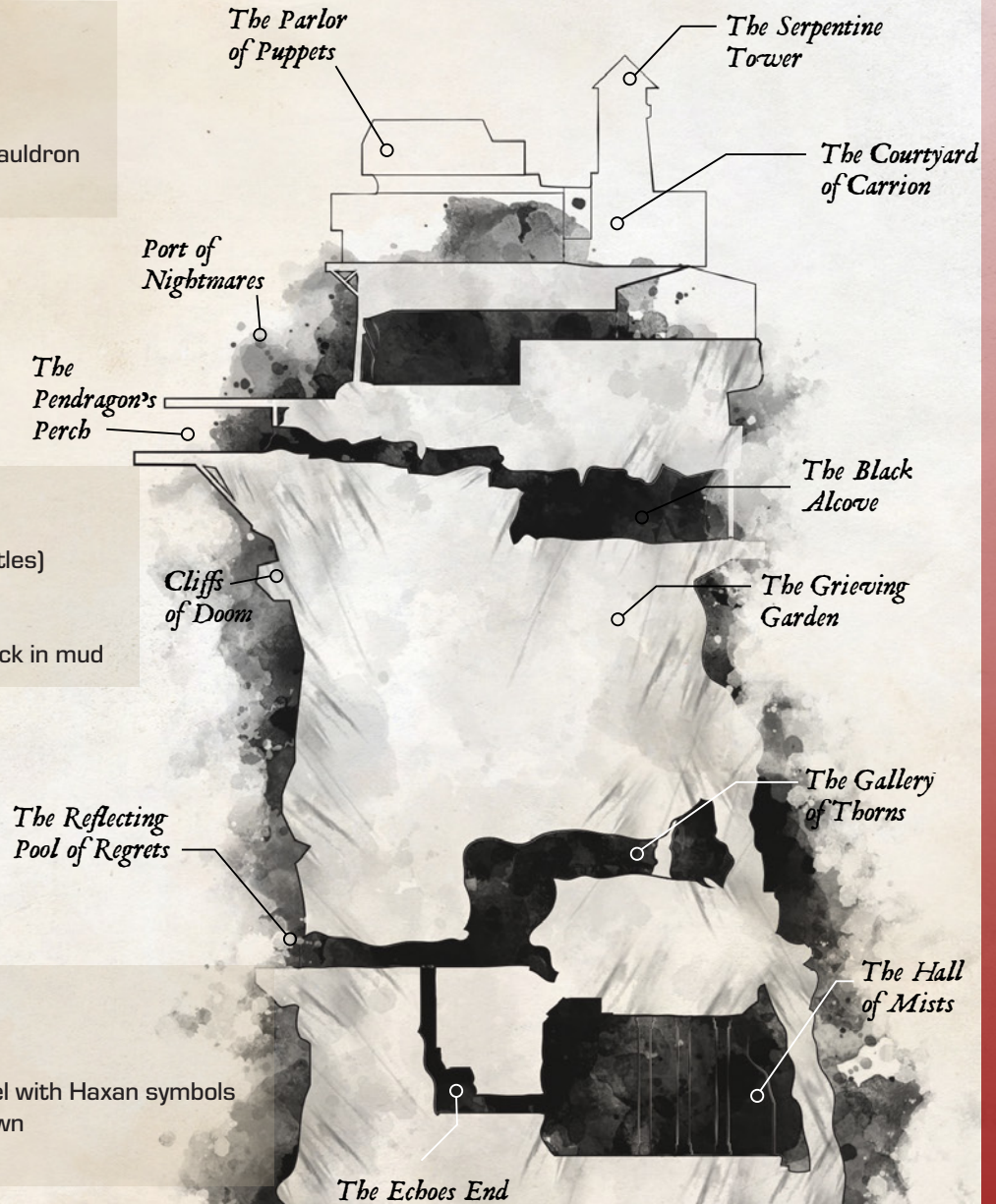
1. Slimy armor (Genesis)
2. Broken lute
3. Wine of Sodom (1D6 bottles)
4. Stray egg of Maygrith
5. Umbral vestige
6. A lost divine treasure stuck in mud

## PLACES

1. Unmarked grave
2. Balcony
3. Maygrith's lair
4. Wreckage of a void vessel with Haxan symbols
5. Vertical shaft, up and down
6. Vault door

## INSPIRATION

1. Rotten part of the path, blood drips along roots
2. Water starts to rise, the smell is horrific
3. Strong vines start to coil and crawl
4. Horrific green cloud of smelly gas makes everyone sick
5. Maygrith clicking noises, travels the mists
6. The sad melody of a lute from a tower above the manor





FORTRESS OF THE

# Starless Omen

& THE BLOOD QUEEN

With her literal army of rare and spark-blooded souls, the Blood Queen of the Starless Omen is a formidable exo-baron commanding one of the most potent vessels in the Satanic omniverse. The Fortress essentially serves as the court of the Blood Queen, where all residing souls are her subjects. She is a beautiful, powerful ascendant witch ruling her palace with an iron fist. Though the Starless Omen is a location, it is also a void vessel, capable of traversing space and time.

From her throne, the Blood Queen wields potent and transcendent magic. Her power stems from historic Earth, where elder sisters wish away their younger siblings a small portal forms through which she abducts the infants to raise as Undying souls in her growing court.

While there have been several conflicts between the Fortress and the Satanic Court, no outright confrontations have ever occurred, but aboard the Omen, there is no trace of the Satanic Church, Haxan, or other Satanic organizations.

The Blood Queen is not merely a soul but covertly a powerful Lilith – a Blood Oracle residing within the queen's form. Her schemes appear to be, and perhaps truly are, for the benefit of souls and the Ancient, yet within the depths of the Starless Omen, her real nature as a demonic entity from the White Abyss manifests in heinous and cruel ways.

In the expansive occult laboratories and ritual chambers, the queen and her acolytes dissect the life forces of souls and sparks in ritualistic surgeries, often conducted while the subjects are sedated yet alive, then transform them into experimental beings tethered to machinery and magic in a bid to master resurrection.

Within the hidden halls, rows of illuminated glass tanks, each harboring the Blood Queen's most nightmarish experiments, cast a pallid glow. These suspended life-forms, neither truly alive nor dead, exist in a macabre stasis, shaped into grotesque parodies of life.

Royal void port

### LOOT

1. Slithering armor (Harrowed)
2. Artifact
3. Brimholtz (1D6 ingots)
4. Book III
5. Luxury food (1D6 units)
6. Luxury booze (1D6 units)

### INSPIRATION COURT/BELOW

1. Genesis boutique † Organic chains
2. A parade † Researcher cultists
3. Gold and glass † Steel and ceramics
4. Fountain † Ritual sacrifice
5. Stairwell of light † Elevator of flesh
6. Music in the air † Distant alarm

Artificial Conflux

Royal Spear 02

Royal Spear 01

## The Lost

*They mostly come at night  
... mostly. The Palace  
wants me to survive even  
when my faith fails me.  
I've seen the horrid souls  
she keeps evolve in front of  
me, the creatures created in  
the meat halls brought to  
unlife by the Conflux. It  
won't let me leave, it  
won't let me die!  
By the teeth of the five  
witches, I need a sign!  
Please Dark Lord,  
give me a sign!*

### AREAS

1. The slave workshops
2. Residential area
3. Artisan quarters
4. Omen security
5. Void port
6. The royal areas

Quantum Gate

### ROOMS COURT/BELOW

1. Ballroom † Ritual chamber
2. Hangar † Blood filled pool
3. Large hall † Specimen hall
4. Office † Torture Chamber
5. Cantina † Dark cells
6. Armory † Laboratory

Residential District

Lower void port

Refinery and labs

*The abhorrent Machina, in the  
dark Anchoe Larvae,  
a four winged Inkanyamba,  
Black dogs and Gargadokuro*

THE GATES OF

# Tergufi

& THE HOUSE OF DUTH

In the desert of Kendor, one of the Seven Deserts of Marquis Sabnock, the remains of the gateway between day and night stands, deserted and ruined. Shrouded in mystery and forgotten by Time, the Gates of Tergufi emerges from deep within the shifting sands of Kendor. The colossal arches, crafted from an iridescent material unknown to any mortal blacksmith, are inscribed with runes that glow faintly under the twin moons above.

Once serving as a bridge between realms, a passageway for unknown beings of immense power and knowledge. Now, they lie dormant, their true purpose obscured by layers of legend and the encroaching desert.

Many void pilgrims know of the gates and their habit of seemingly randomly transporting travelers of the shimmer onto their steps. Many times, when accidentally entering the location, another group of travelers have already set camp at the hauntingly peaceful feet of the gates.

A haunting melody emanates from the gates themselves and the arches vibrate and speak with crackling and singing voices, like ice cracking on a silent day. The area surrounding the Gates of Tergufi is a place where reality seems thin; mirages are common, and time itself feels distorted.

The gates have, many a time, been used in arcane or scientific experiments as a conduit or catalyst when working with passageways or dimensional tears.

Beyond the gateway stands the last few visible walls of the House of Duth, its ancient halls buried beneath dunes of shifting sand. Sometimes used as a camp for visiting groups or expeditions, the echoing, buried depths of Duth are a mythical and feared location, with many rumors of creatures and beings hiding in the dark near the powerful gates.

## INSPIRATION

1. Statue of an alligator
2. Footprints in the dirt that can't be swept away by wind
3. Iron skeleton of a horse
4. Pomegranate bush
5. Knight's armor hanging from the neck
6. Sudden dust storm

## LOOT

1. 3 carats emerald (4 CT)
2. Worn hourglass
3. Rusty sword
4. Pomegranate seeds
5. Map to Sabnock's throne, "The Spire"
6. Old standard with unknown sigils

## AREAS

1. Empty dry well
2. Stream of quicksand floating by
3. The dried meat garden
4. Secret path leading up the frame of the gates
5. Stone plateau in the sand
6. Tree with hanged dry bodies

## ROOMS OUTSIDE/INSIDE

1. Signal tower † Room of Time Sands
2. Deserted campsite † Wine cellar
3. Large rock formation † Storage room
4. Underground tunnel † Elevator shaft
5. Place of worship † Abandoned laboratory
6. Large, dead tree † Underground river





# House of Ymnastril

## & THE LIBRARY OF LEGENDS

The ancient house floats high above the Isle of Sul and it is home to a baron of Duke Crocells' - an old seraph called Ymnastril. The door to the house bears the sigil of Hastur making the doors impossible to open to anyone with a Cognition lower than 15. Within the house is a main hall, five stories high, filled with shelves of books. A staff of over 300 withered souls sneak around the large house performing daily tasks. They fear the wrath of their master who wants solitude, peace of mind, and complete silence!

If you could get the servants to utter a word, they would tell you that the baron spends most of his days reading in his study and having tea made upon newly burnt heart ashes. They will object to any intruders but will not sound an alarm and are too frightened to fetch the baron themselves or disturb the peace of the house. They'd rather try to convince visitors to be silent or, better yet, leave altogether. If the visitors refuse to leave, rather than disturb the baron, the servants will house them in grand rooms and serve them food from the kitchen.

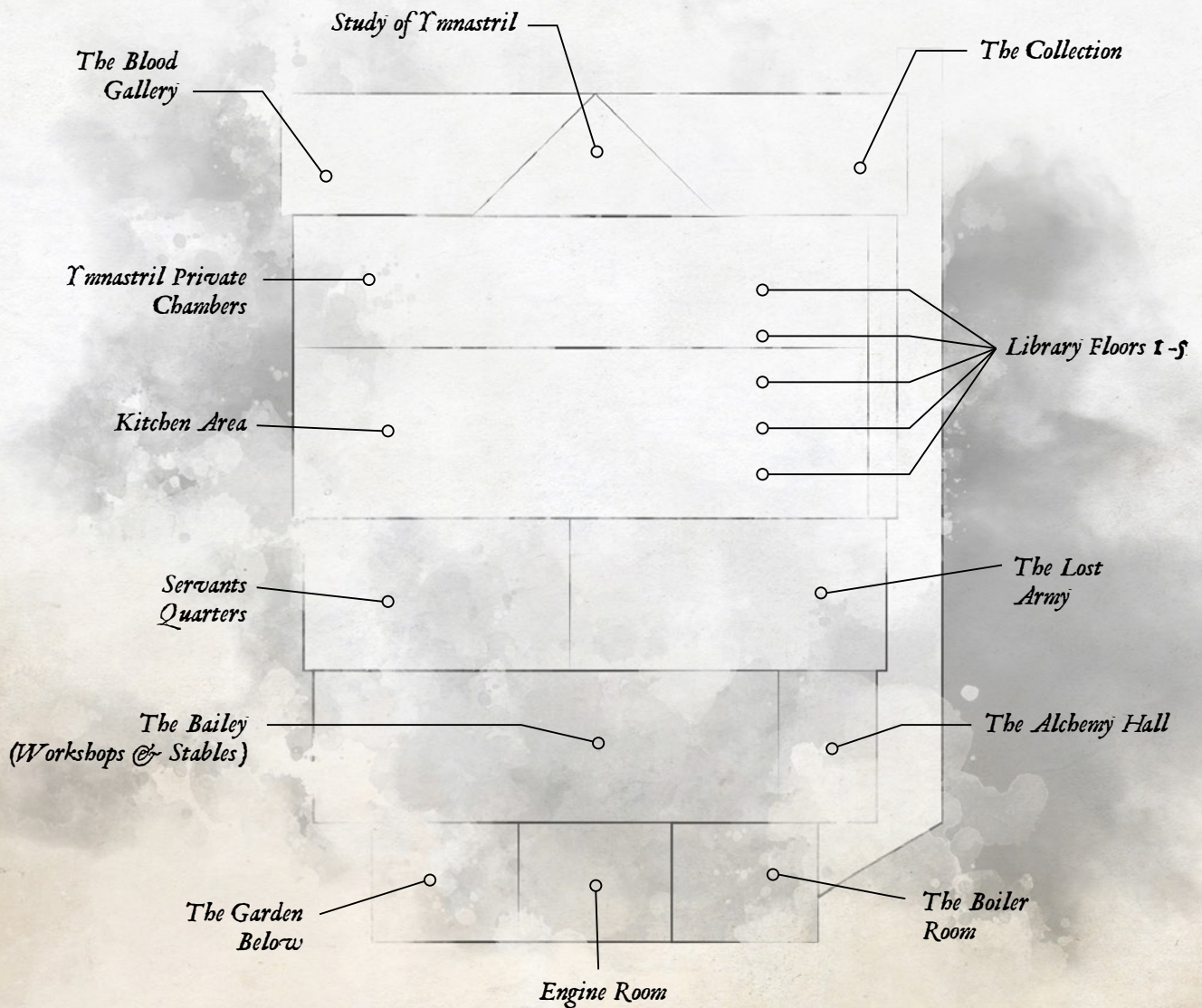
Hourly, Ymnastril shouts from his office, echoing a demand through the halls - a new cup of tea, fluffing of a pillow, a certain book, or other mundane tasks to be performed.

Ymnastril himself won't approve of any visitors and will banish anyone who gets past his doorstep with violence, if need be. The immortal seraph will become a dangerous nemesis if defied, and convincing him to let anyone in or become an ally is almost an impossible task, a herculean labor.

The Library of Legends is said to be filled with the Satanic records of legends. A magnificent archive where many of the lost stories of the Great Dark and the Damnation still are hidden.

It is said that the house is built upon six stones of mined ore from the Beyond, and this is what's making the house float. Far beneath the house on the Isle of Sul, lies a dead, unnamed village now home to unlight creatures and mad soiled souls.





## AREAS

1. Ladder up to the roof
2. Open cellar/attic door
3. Giant staircase to another floor
4. Alcove with old cups of tea
5. Fountain with a living mermaid
6. Entertainment crew area

## LOOT

1. Golden rope (22 CT)
2. Volume II
3. Mead of Poetry (1D4 units)
4. Fancy quill-pen
5. Bottle of red ink
6. Grimoire IV

## ROOMS

1. The kitchen
2. Magnificent wine cellar
3. Sleeping quarters
4. The study
5. The forbidden library
6. Balcony

## INSPIRATION

1. Staring souls with open mouths
2. A book falls from a high shelf, everyone freezes
3. The baron goes to the bathroom
4. Painting of a crying child
5. Book bleeding Aether
6. Sudden taste of burning flesh and herbs

# Paltherium

## & THE THAAL RIVER OF WESTFALL

The village is situated on the banks of the Thaal river in Westfall, the horizon of Marquis Kimaris. The Thaal, with crystal clear and clean water, flows past the village, yet it doesn't provide the citizens a single drop with which to quench their thirst. Many souls are seen wading through the knee-high waters just to experience some sense of moisture against their bodies.

There is only one bridge that leads into town. Although visitors are welcome, the Black Legion of Kimaris, "The Wolves of Harvest", guards the bridge and demands a toll to be paid before crossing. Non-Satanic outsiders are forced to perform degrading acts or pay a hefty sum of copper before being allowed to cross the bridge.

Paltherium is home to a large collective of greater souls and known for its many cozy shops selling various products refined from the unholy water of Thaal. From blackened oils gathered from rocks on the bottom of the river, to tender meats torn from the bellies of scarabs. One unholy bistro, *The Edge on Rite*, serves large legs of the Thaal-spider, basted in the blood of virgins and served on a platter of slithering black mambas. A scent shop, *The Nose Knows*, sells perfume and offers scents guaranteed to disguise even the smell of rotting meat. *The Rag and Bones* has some of the best skin tailors in Fracture and will custom-make new bone coverings tailored to anyone's skeleton or make you a nice suit made from the soft skin of virgins.

## INSPIRATION

1. Execution of a virgin
2. Soft song of a maiden doing laundry
3. Soul begging for water
4. A wave in the Thaal and everyone exits the water
5. The mayor visits the citizens
6. A slave-trader screams at his ashen souls

## LOOT

1. Muddy sigil (12 Ct)
2. Half drunk bottle of acid
3. Colorful flashlight
4. Useful wood axe
5. Very nice perfume
6. Machinae rabbit



## HOUSES

1. Barracks
2. Scent shop
3. Street corner of Gull and Despise
4. The Virgin Abattoir
5. The Gray Hostel
6. Aristocratic family

## AREAS

1. Small garden
2. Town square
3. Yellowish brick street
4. Crowded tavern with a singing Muse
5. Dried up garden
6. Fancy neighborhood

# Septim Mines

& THE POWER MILL OF MARQUIS DECARABIA

Down a deep shaft in the domain of the Americas lies an underground facility where damned souls work tirelessly under the whip of Baron Von Westux. The Power Mills run off the essence of misery. The more miserable the slaves that work within the caverns are, the more power is generated within the massive turbines. Most suffering is created by the horrendous noise the mills make when polishing Abyssal Ivory. Some relate it to the grinding of demon bones and the wailing of paid mourners.

The Power Mills are used to transform stones from all over Fracture into perfectly cut and valuable gems. Baron Von Westux oversees the production of stones in the workshop of the Power Mill, where he often is found inspecting stones. The gems are finally loaded onto relic ships and taken to the Orangery, Marquis Decarabia's Sun Market, where the enigmatic lost gods of the dark domain of Americas and fallen from all of Fracture come to trade and socialize.

The mines are primarily for the agony and powering the mills themselves, and the mining of ore is secondary. Slaves are whipped and tormented however hard they work. Even so, most slaves work tirelessly, digging tunnels in the mountain while the harrowed whips of the guards crack and rip pieces of flesh from their backs. No one bothers to search for anyone if there is a cave-in, and there have been slaves or guards who have remained buried for centuries, trapped beneath the rubble, until the collapsed tunnel is reopened again.

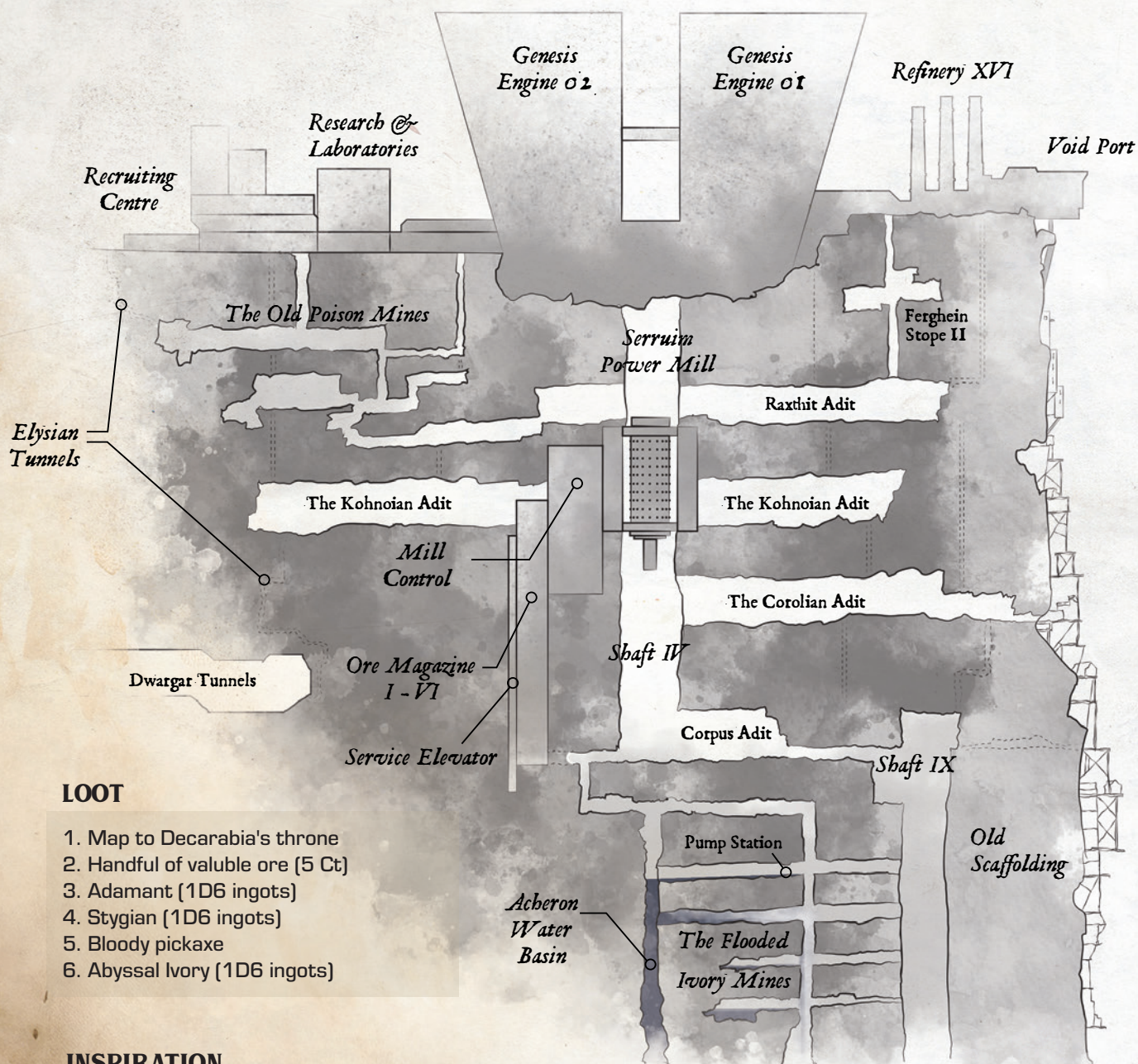
Many of the tunnels exit onto a cliff side, where the River Acheron winds through the thick jungle below. Here, wooden scaffolding, ladders, and stairs hundreds of years old remain leading both down and up the earthy cliffs. Runaway slaves can often be found hiding in the scaffolding. They fend off the wildlife of the Satanic jungle below while trying to avoid the gaze of vigilant guards.

## AREAS

1. Great elevator
2. Tool storage
3. Guard hut
4. The execution cave
5. Large cave navigated with red flares
6. Exit with the jungle below

## ROOMS

1. Workshop
2. Stone powder storage
3. Loading dock
4. Sorting chamber
5. The Genesis Grinder
6. Surveyor's office



## LOOT

1. Map to Decarabia's throne
2. Handful of valuable ore (5 Ct)
3. Adamant (1D6 ingots)
4. Stygian (1D6 ingots)
5. Bloody pickaxe
6. Abyssal Ivory (1D6 ingots)

## INSPIRATION

1. Sound of some creature
2. Dead slave with his head cut in half
3. The laughing of guards
4. Relic ship navigator taking a leak
5. Deserted railway carts
6. Shaft with long wires

# Tower of Light

## & THE FROZEN GARDEN

In the Blood Garden, the frozen domain of the missing President Valac, a tower has been built in a secluded part of the labyrinth. Conquistadors and explorers are sure the tower is of Ancient origin but have no idea when it was built or by whom. The area around the tower has made it very hard to do any deeper research.

The tower sparks with energy and creates anomalous weather. Along the path leading to the tower, or hidden under massive mountains of snow, stand frozen explorers. At the top of the tower, concentrated arcane energy pulses as it sends a focused ray of light through the heavens above.

Many doors and windows offer entrance into the tower, but one risks being fried by an electrical discharge or frozen into a pillar of ice if they come close. If that wasn't enough, nearing the tower will also take courage and battle skills. A pack of Taketa, massive, spark blooded, white dragon-tigers, roam the snowy tundra surrounding the tower and love to dine on the flesh of the undead.

The area around the tower is also guarded by a team of white Abyss Walkers who are specialized in winter warfare. This militarized expedition is keeping an eye out for anomalies to research and any guests trying to gain access. The Abyss Walkers will only leave their bunker to loot the corpses of perished souls who failed to reach the tower or to murder those who actually gain entrance.

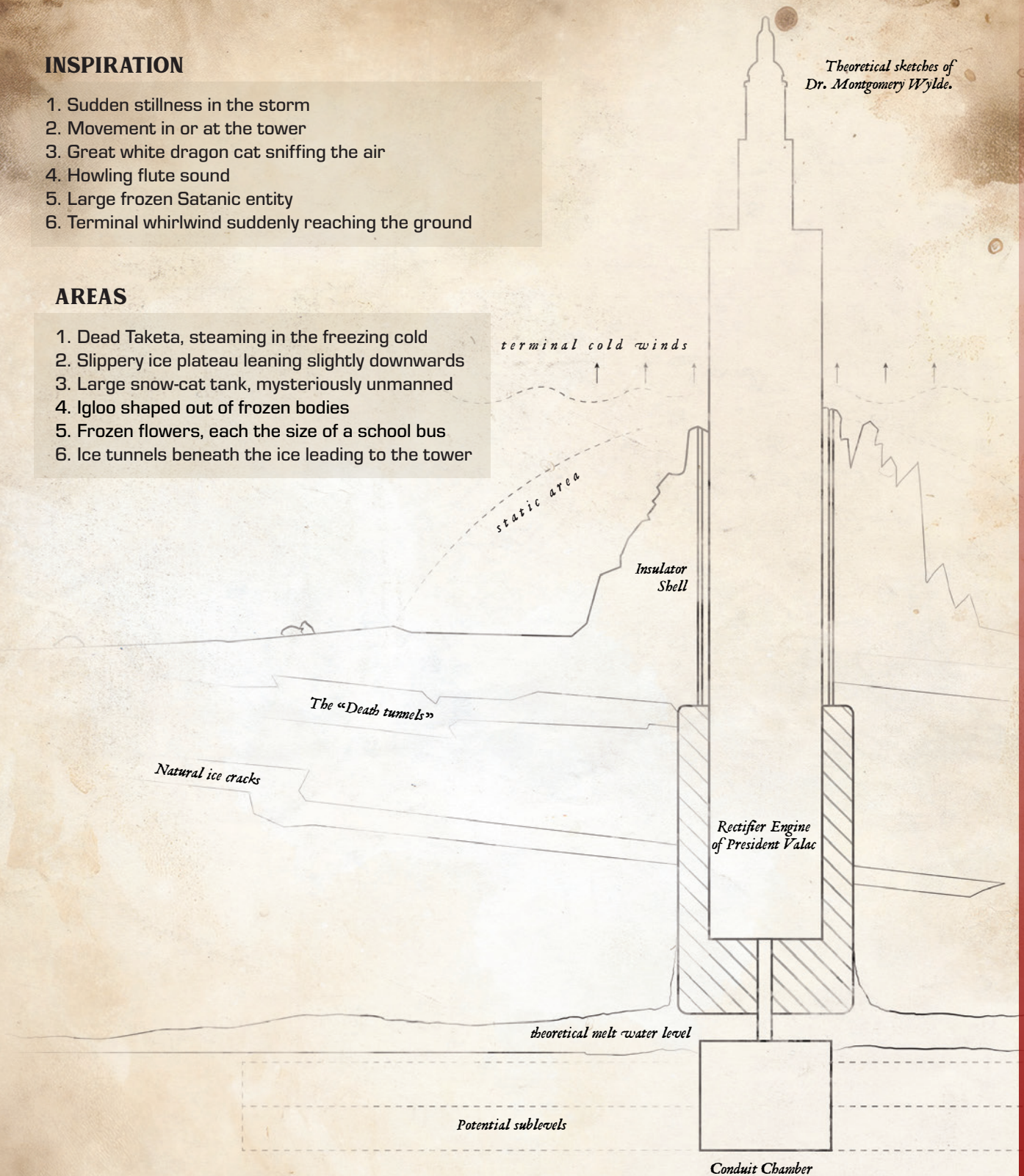
## INSPIRATION

1. Sudden stillness in the storm
2. Movement in or at the tower
3. Great white dragon cat sniffing the air
4. Howling flute sound
5. Large frozen Satanic entity
6. Terminal whirlwind suddenly reaching the ground

## AREAS

1. Dead Taketa, steaming in the freezing cold
2. Slippery ice plateau leaning slightly downwards
3. Large snow-cat tank, mysteriously unmanned
4. Igloo shaped out of frozen bodies
5. Frozen flowers, each the size of a school bus
6. Ice tunnels beneath the ice leading to the tower

Theoretical sketches of  
Dr. Montgomery Wylde.



## FROZEN FINDINGS

1. Still boiling Empyrean high witch
2. Frozen royal procession
3. Baron on a frozen Unicorn
4. Squad of Black Horrux Command
5. Lost god and her three spark blooded followers
6. Standard bearer with the sigil of Satan

## LOOT ON FROZEN BODIES

1. Large silver cross (3 Earthian Ingots)
2. Warm organ pipe
3. Elixir (warmth themed)
4. Blackened flamethrower
5. Lightning-proof suit
6. Glowing flute (Genesis)

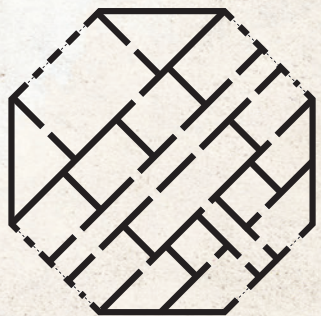
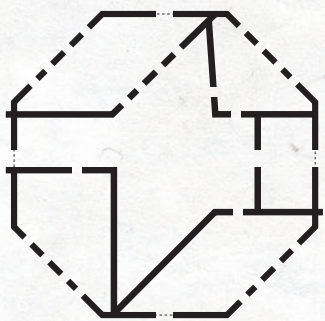
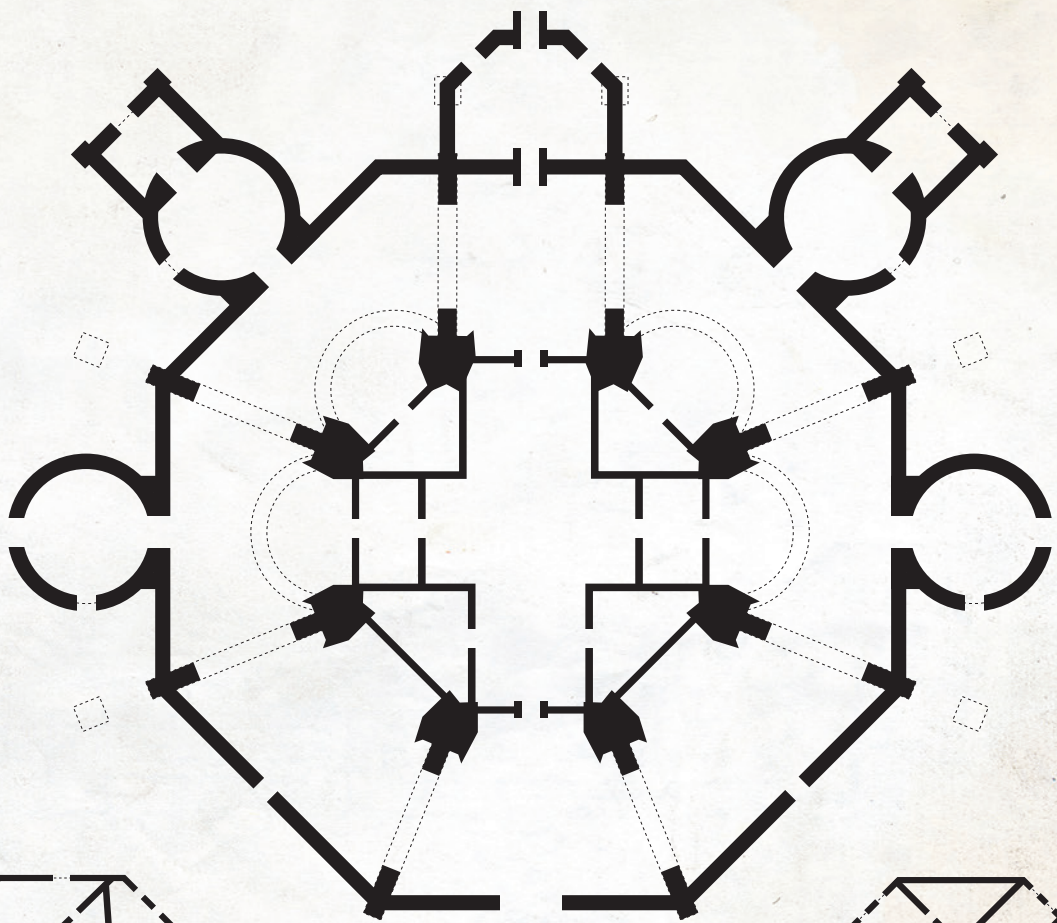
APPENDIX I

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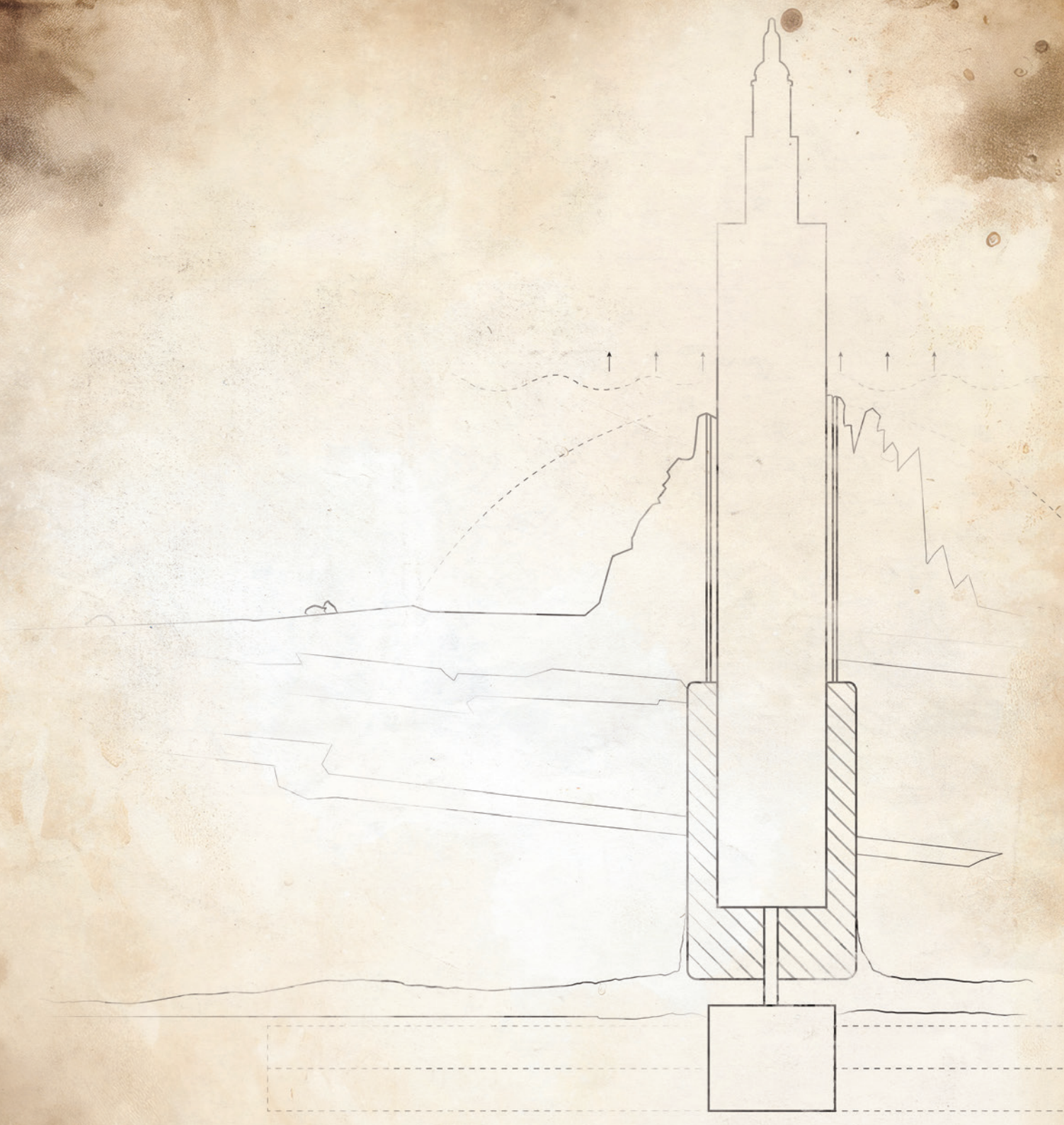














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