The Extent of Gamandes
An adventure location by Michael Prescott

The Situation
The shattered remnant of a demigod’s home plane spins through the void. Having slain the demigod Gamandes, alliance of invaders turned upon itself. Surviving bands from all sides struggle as the landscape falls apart.

The Extent of Gamandes
The Extent is a circular region roughly 66 miles in diameter (3 miles per hex). It is ringed on most sides by jagged mountains, except in the north, where the void has overcome them and is devouring the plains.

Factions and Groups
There are four factions within the extent:
- Carreg still loyal to Gamandes and the great works of the extent
- Rust Soldiers, the Carreg’s servitor golems
- An invading group of Void Gulls and their Emperor
- Carreg that have turned to savagery, even allying with the invaders out of desperation

Key Locations

The Gull Emperor’s Fortress
A squat, striped tower bulges from the rim of the crag-ringed lake. Within are 30 gulls, including 6 of the emperor’s elite guard. d6 gulls will glide out to intercept those who approach. The emperor covets an Artifact (determine randomly).

Erus Res
A cleft in the plateau shelters a quarantine camp for partially erupted gulls, set up in the days after the Nuss betrayal, but the guards have been slain and the erupted wander freely, 2d4 still lurking in the camp. A gull deserter lives in a cavern above the camp; it will eagerly trade what it knows for food. Other gulls avoid the whole area.

The Machine
A massive, rusted sphere (120’) sits atop a granite slab, black smoke pouring out. As the wind blows it emits a bass drone that carries for 3 miles. Inside is thick with ladders and huge cogs. A band of 2d6 Carreg occupies the sphere (see random outlook table, below).

Once hourly, a huge nozzle at the top shoots a barrel-sized bolt of hissing magma into the heavens, slamming down on the northern plain and doing considerable damage. If the machine’s three boilers are stoked, it can be turned and aimed (albeit slowly). It fires up to 12 miles.

An Artifact (determine randomly) has been stashed in its cavernous lower level.

Ostium Tremens
On a small islet, a castle-sized iron head with a shattered neck has fallen to earth on its side. Sculpted with Carreg features and a great helm. The channels once produced the Song of Gamandes, a drone that filled the entire plane, evoking life and peace. Anyone standing in an eye and facing outward can ‘step’ to any place that once heard the Song. Accidental travel within the extent is likely.

With experimentation, PCs will be able to see from the eye into a vast, dark place: the Ur-Menig (see the Steeps of Ur-Menig, Though Flesh Be Vast), and step to it. The head’s defenders know this, and consider it sacred.

The Teahouse
A three-storey teahouse of polished black wood, reputed through the planes for catering to exotic tastes. A low wall encloses a garden of rare fungi (most savory and edible, some medicinal).

2d6 gull deserters (originally an elite scout wing) have been here for weeks, holding the terrified Carreg staff in thrall. The teamaster has hidden an Artifact in the kitchens.

The Final Temple
A circular, brass ziggurat towers over the lowlands. Deep within, saints flitter over a golden orb, its fractalline clockwork surface shivering and ticking.

Carreg guard it: d6 saints and d8 faithful, for it is the Seed of Gamandes. Once blessed by a circle of 14 saints, it will blossom into an extradimensional plain: a new Extent which will grow by several miles in radius per day.

TRILEMMA ADVENTURES

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The Extent of Gamandes

Miasma
The two great bogs are hard to cross; floating mats of wire-like moss, open water, expanses of soft, yielding mud, pools of liquid tar.

The Void
In the north, the mountains are gone completely, replaced by a ragged cliff. Beyond the crumbling edge is what looks like more sky - a featureless, diffuse void, source of a steady north wind.

The void cannot be travelled normally; those who fall in are surely lost to an airy demise.

At World’s End
The extent is shrinking as the void advances, tearing away its edges. The ring of mountains bordering the extent are thrust up as a complete, replaced by a ragged cliff. Beyond the crumbling edge is what looks like more sky - a featureless, diffuse void, source of a steady north wind.

When near them, great cracking noises shake the ground as the plains rise up to join the bordering the extent are thrust up as a ring of mountains.

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Random Encounters
Roll for a random encounter every 8 hours spent in the extent. On the plains, an encounter occurs on a 2 in 6. In the highlands or miasma, 1 in 6. At lake edges, 4 in 6.

Roll d8 to determine what has been met:
1. d6 Patrolling Gulls
2. d2 Rust Soldiers
3. Band of 2d8 Carreg, 25% of d3 Carreg saints
4. d3 ‘Eruptions’ of Nuss
5. d2 Harbingers of Nuss
6. Partially erupted gull flopping, in terror
7. d2 Dust Bears (as grizzlies, but scaly)
8. Two parties (roll twice) in an encounter

Carreg of the Extent
The extent was once filled with worthy, ascended Carreg, brought into the service of Gamandes. Reduced to scattered bands, they roam the landscape seeking (d6):
1. saints for the temple
2. allies to help survive
3. to raid for the means of survival
4. someone to blame
5. to be left alone in their grief
6. to defend the extent from invaders and looters
Roll (d6) to determine their attitude toward the party (1: hostile, 2: demanding, 3: wary, 4: curious, 5: friendly, 6: delighted).

Eruptions of Nuss
Lesser forms of Nuss, each eruption uses the body given to it to express its unique form. Common motifs:
- Warty spheres
- Tough, rope-like umbilicals
- Tentacled mats
- Branching worms, with many legs or none
- Toothed, stud-like protrusions
- Dozens of tiny, bead-like eyes

Eruptions of Nuss (Lesser Form)
Lesser forms of Nuss, each eruption uses the body given to it to express its unique form. Common motifs:
- Warty spheres
- Tough, rope-like umbilicals
- Tentacled mats
- Branching worms, with many legs or none
- Toothed, stud-like protrusions
- Dozens of tiny, bead-like eyes

Eruptions with sufficient legs move as rapidly as humans, or faster. They meander the landscape, happily chasing, cuddling, or eating whatever they encounter. Those with mouths may proelyze the selfish, for whom would wilfully turn aside joy? They are erratic and short-lived, ‘erupting’ into new configurations every few days.

The Rust Soldiers
Servants of Gamandes sustained by the Song, these 7 iron golems are rusting and failing. Near water, they are usually netting jellies to feed Carreg; elsewhere they travel with haste or wander aimlessly. They have a dog-like intelligence, but can speak clearly.

Rust Soldier Malfunctions (d6)
1. legs seize for d3 rounds
2. when moving, falls prone on a 1 in 3
3. every d20 minutes, flips from hostile to friendly or vice versa with a loud clang
4. immediately forgets everything it can’t see
5. thick black smoke pours out
6. a limb begins to glow red hot, setting fire to whatever it touches

The Many Forms of Nuss
In the void beneath Gamandes is a region of chaotic, vital energy. There is scant matter there, and the dwellers of that place, the Nuss, clamber for material existence.

They are jealous of the selfish mortals that express only one stable form during their long lives, resisting every change. Worst of all is the mortal habit of producing near-identical offspring - an act of supreme selfishness.

If they had the chance, they would use the material realms more wisely. They want bodies, to share if they must, so they can show the selfish the joy of eruption!

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The Gulls
3'-4' high, 7’ long, with a rubbery, 15’ wing’ span. More suited to the void, gulls are passable gliders but weak flyers. On flat ground, they move quickly by ‘glide-hopping’, but tire easily.

Alone, they are nervous and inclined to keep their distance. When two or more are present, they revert to their military training, seizing victims with their hands and delivering axe-like blows with their bony bills.

Gulls check prisoners carefully for Nussan contamination.

The Harbingers of Nuss (Greater Form)
Harbingers resemble 8’, walking bats with trilateral symmetry (three wings, three legs, three arms), topped with an eye-encrusted mass.

Unagnily on the ground, they fly as invisible lightning, tearing the sky with a deafening noise.

Their hollow-tipped spears inject the essence of a Nussan form; anyone stabbed must resist with restorative magic or heroic fortitude, or begin ‘erupting’. Beginning at the wound, the complete change can take as little as 6 days.

The harbingers are not interested in martial glory, only bringing forth new eruptions. They will retreat from stiff resistance and wait for a chance for an ambush, but they are determined: unworthy Harbingers are recycled.

Each Harbinger carries 1 dose of Nussan essence, but can fetch more from below the extent in a few hours.

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The Gull Emperor
Their leader is vain, fickle, and rash. It has lost nearly everything in the extent, and is determined to extract something of value.

It is desperate for useful allies, but distrusts everyone. It is identical to other gulls, save for its large size, platinum sceptre and gnomeskin crown.

Artifacts of the Extent
Bitter Ointment (Gull Artifact)
A striped, copper carafe containing 12 applications of a thick ointment. It will cure eruption, or prevent future infection for 2 days. Nussan smell it, and react with hostility.

Seeds of Doom (Gull Artifact)
A striped beaker contains 3+3 glowing white pellets. If one touches ground (here or anywhere), it will rip a 10’ hole, revealing the glowing void below, expanding by 100 yards per day until it reaches d10 x 100 yards in diameter.

(‘The extent is 30 yards thick in the lowlands.)

Glare of the Conqueror (Gull Artifact)
An ebony lantern with 6 pots of enchanted oil. Its pale light turns Carreg (and other earthen beings) into an edible slush favored by gull soldiers.

Striped Cone (Gull Artifact)
A soft, rubbery cone. When squeezed, the wind briefly shifts to the direction of the narrow end.

Rod of Peace (Carreg Artifact)
A hollow staff, blown as a cornet. The eerie droning noise is reminiscent of the Song of Gamanedes and deadens aggressive intent. Sadly, joyful Nuss are unaffected by the sound.

How To Reach the Extent
As a pocket plane, adventurers could arrive at a random point in the Extent through any number of ways:
- Astral travel gone wrong; teleporting to that comet; being blasted by eldritch fire; looking into an eirid’s bottle; through a magician’s teleport; from the top room of Sterilium; overdosing on clydwort; through one of the walls of Zeichus’ studio; from Yorta’s Pool of Seven Ways.

Leaving the Extent
This is potentially more difficult. Adventurers who have forged their own way here may be able to do the same in reverse.