

THE PANOPTICON

...IS A SUPERMASSIVE PYRAMIDAL PRISON HEWN FROM A SINGLE MAGIC-DAMPENING ASTEROID. PLAYERS MUST ELUDE THE GAZE OF THE ONE-EYED WATCHERS AND THE DESICCATED DEMIGOD PANOPTES IN ORDER TO SAVE A WIZARD'S FRIEND FROM DEATH BY MASTICATION.

THE OBSERVATORY

AN OCULAR PERCH FROM WHICH ONE MIGHT CHART THE STARS AND OTHER HEAVENLY PHENOMENA. TEEMING WITH DELICATE MEASURING DEVICES OF MANY PLANES AND MANY USES. HERE LANGUISHES THE GRAND GEOMETER RIZ, BROOD MOTHER OF THE WATCHERS AND CHIEF SERVANT OF THADRON—THE BLACK SUN, THE ANATHEMA. RIZ PACES THE CIRCUMFERENCE OF THE ROOM, BEDECKED IN A ROBE OF FINE FLAXEN FILAMENTS, AND WILL APPEAR TO IGNORE PLAYERS UNLESS DIRECTLY CONFRONTED. EQUALLY OBLIVIOUS TO THE SPECTACLE BELOW, SHE TRANSMITS ORDERS WHENEVER THEY ARRIVE TO HER FROM THADRON'S AVATAR, THE BLACK HEIFER AT PANOPTES' FEET. WHEN PROVOKED, RIZ EMPLOYS POWERFUL ILLUSION MAGIC TO PLUNGE ALL PLAYERS INTO AN IMMERSIVE PSYCHOLOGICAL FUGUE.

HOLDING CELLS

FILLED WITH BLACK DEMONS, ROGUE DJINNS, SORCERERS, LICHES, GORGONS AND OTHER MIGHTY MONSTERS, THESE CELLS ARE BUILT TO PUNISH. SINISTER CRANK MACHINES AND ENORMOUS WATER WHEELS KEEP THE INMATES OCCUPIED.



SOLUM LUDORUM

THE SAND-COVERED FLOOR OF THE PANOPTICON IS THE SITE OF A GRUESOME SPECTACLE. DAILY, PRISONERS ARE BROUGHT OUT OF THEIR CELLS TO BATTLE EACH OTHER AT THE FEET OF PANOPTES. WINNERS ARE FORGIVEN FOR ALL DEBTS; LOSERS ARE FEED TO PANOPTES, AND THE WATCHERS EAT THE BONES HE SPITS OUT.

EYELESS CLOISTER

BETWEEN THE SHIP'S SECTIONS LIES THE SANCTUARY OF THE WATCHERS, AN ASCETIC HIVEMIND OF GENERATIONAL GOALMEN, BLIND BUT FOR ONE BULGING CALCITE "EYE" HOODED BY FLESHY LIDS.

• **WARDENS:** LIKE ALL WATCHERS, THEIR EYES HAVE A POWERFUL MAGIC-NEGATING EFFECT. THEY CARRY SMALL GOLD KNIVES THEY USE TO TRAVEL BETWEEN FLOORS.

• **GEOMETERS:** DIRECTLY SERVE THE GRAND GEOMETER. THEY CARRY GOLD MEASURING INSTRUMENTS, SUCH AS SEXTANTS, SCALES, LENSES, ETC.

• **ACOLYTES:** COVERED FROM HEAD TO TOE IN SWOLLEN, BONY SCARS, THE RESULT OF RITUAL FLAGELLATION. ARMED WITH MIGHTY PUNCHES AND A SET OF LETHAL LITANIES.

HALLS & WAYS

THERE ARE THIRTY THREE FLOORS SPLIT BETWEEN THREE MASSIVE SECTIONS. TO TRAVEL FROM FLOOR TO FLOOR, PLAYERS MUST ACQUIRE A GOLDEN KNIFE FROM A WARDEN. THE KNIFE CUTS OPEN A WAY IN EACH CORNER OF THE PYRAMID —IF YOU CAN FIGURE OUT THE RIGHT ANGLE TO SLICE AT.

PANOPTES' GUT

IF THE PLAYERS OR THEIR WIZARD-IN-DISTRESS SHOULD BE UNLUCKY ENOUGH TO BE INVOLVED IN THE FEAST (SEE "SOLUM LUDORUM"), THEY MIGHT FIND THEMSELVES IN PANOPTES' DISGESTIVE TRACT. IN THIS CASE, PLAYERS HAVE FIVE ROUNDS TO ESCAPE BEFORE THEY ARE CONSUMED BY HIS STOMACH ACID.