# The Terrible Island of Dr. Weir

A crew down on their luck investigate the disturbing disturbances.

## **CAPTAIN SWARTH'S BRIEF BRIEFING**

You're the newest and most expendable members of the crew. So you're volunteering to go and find the source of these disturbances so I... err, we, can get paid. This island wasn't around a month ago and the merchants have paid... us... to make it go back to not being here.

#### MR MISER THE QUARTERMASTER

Hmmph, you'll probably all be dead by morning, so only take what you need, they choose.

- 1. X'Andra-silk Climbing Gear Strong light ropes, choice of the expert climber.
- **2. Universal Adapter** It can interface with virtually any mechanical device, creating new paradigms of connectivity. Aids in mechanical engineering.
- 3. Experimental Serum It might heal you, it could increase strength, it might do... something? (D6: 1-2 Healing, 3 Strength, 4 Smarts, 5 Speed, 6 Something)
- **4. Interdimensional Phase Augur** Detects points of weakness in interdimensional creatures, though it takes some moments to calibrate.
- 5. Very Big Bomb Large, round and makes a big bang. Fuse could be longer though.
- **6. Victory Hamper** Champagne, caviar, cigars, fresh clothes and camera obscura with tripod. Winning isn't a victory if you don't look dapper doing it!

#### #1 - ANCHORAGE OF PERIL!

Steering the launch through the tangled, rusted maze of tree-like structures, the expedition had to avoid the...

- 1. Grasping Fronds Submerged roots and cables that wrapped around the boat.
- 2. Shattering Boughs Parts of the twisted jumble separated with explosive force.
- 3. Scalding Steam Superheated jets that erupted periodically from the waters below.
- 4. Rust Leeches Tried to eat the boat, oars and anything with iron, including people.
- 5. Putrid Spore Cloud Fetid and rank miasma that stole breath and emptied bellies.
- 6. Hideous Shrieks Sanity shattering sounds of tortured metal, grating against itself.

# #2 - ESCAPE THE LIVING JUNKYARD!

Braving the rusted sands and shattered machines of the golem graveyard, they bravely fought off...

- 1. Finger Swarm Something animated loose golem fingers, it wanted living parts.
- 2. Shard Tentacles Like those of a squid but fused with the fabric of the junkyard.
- **3. The Mastomatic** The head of a monstrous gigantic golem still alive without its body, its huge jaws snapping with insatiable hunger.
- **4. Fractured Control Crystal** Floating green crystal shards that were looking for a new host to embed themselves in, with prejudice.
- **5. Undead Rust Hounds** Part machine, part corpse and 100% abomination against nature, these creatures seemed to always find their prey.
- **6. Mosquito Drones** Built to sample with armour piercing probing proboscis, they no longer discriminated in their targets.

# #3 - INTO THE BREACH!

Ascending the decaying walls, traversing through jumbled cables and navigating mouldering balconies, the whole island started to convulse. The foaming waters destroyed the launch, removing their only escape. They finally gained access to the interior of the island, but not before navigating the...

- 1. Conduit Burst Acid sprayed in all directions, threatening flesh and belongings alike.
- 2. Lubricant Line Rupture Which covered the climb in a perilous, glistening grease.
- 3. Gantry Collapse Spanning two points, an ancient gantry started to collapse.
- **4. Cryptographic Door** A bulkhead that could only be opened by bypassing the locking mechanism or cracking the code.
- 5. Kerplunk Scaling down a debris filled passage, the rubble and detritus came loose.
- **6. Leap of Faith** A dizzying void between two balconies, the rope stretched but so did their nerve...

## #4 - ATTACK THE EIDOLON ENGINE!

Discovering the dimensional reactor, they finally came face to almost-face with Dr. Weir. Fused into the torn machinery of the portal, his mutilated flesh still clung to some diabolical sort of life whilst his mind lapsed between madness and stark lucidity. Fighting against the buckling walls of reality and the possessed remnants of machinery, they tried to shut down the infernal device. At every turn, they had to deal with...

- **1. Malevolent Instructions** They sounded like ways to stop the encroaching madness, but only made it worse.
- **2. Attacks from Beyond the Void** Pushing through the veil of reality, deadly scything blades of energy cut across the chamber.
- **3. Shattered Screams** Broken beyond mortal comprehension, the dreadful screams of Dr. Weir ate at their minds and tore at their souls.
- **4. Reconstructing Machinery** The room adjusted and reconfigured itself with violent malicious intent and a ruthless efficiency.
- **5. Mind Control Apparatus** Cables flew from the walls, trying to bury themselves into the crews skulls and puppet their flesh.
- **6. Lucid Guidance** Briefly coherent, the Dr tried to aid the crew, but could his advice be trusted?

#### #5 - FLIGHT TO FREEDOM!

The island continued to sink below the waves, in the topmost tower the crew found a mysterious, incomplete craft poised to launch into the air. The crew struggled to repair the vessel whilst fighting against the...

- 1. Cook Golem A medley of limbs attached to pots, pans, blades, mashers, whisks, spoons and a really big ladle.
- 2. Butler Golem It was most polite, but insisted everyone sit down and wait for the master of the house. Immediately!
- **3. Possessed Golem** Whatever it was once was, it probably wasn't meant to have that many tentacles...
- **4. Bodyguard Golem** It militantly protected one of the crew against all the rest, their protestations falling on deaf ears.
- Mesmo-Golem Psychoanalysis from the psycho golem, it probed the crews deepest insecurities.
- **6. Teacher Golem** The class was being very unruly and needed to be disciplined.

# THE ISLANDS SECRETS

The mechanical island was a secret retreat and Golem laboratory, where Dr. Weir pursued his life's work of creating the perfect self powered golem, the Eidolon ellipsis. The research led the Dr. to develop a dimension breaching engine that could act as an eternal power source for his creation, however, that dimension was not empty...

(Hint, roll as many D6 as you like!)

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