

The Vault of the Three Fingered Flame

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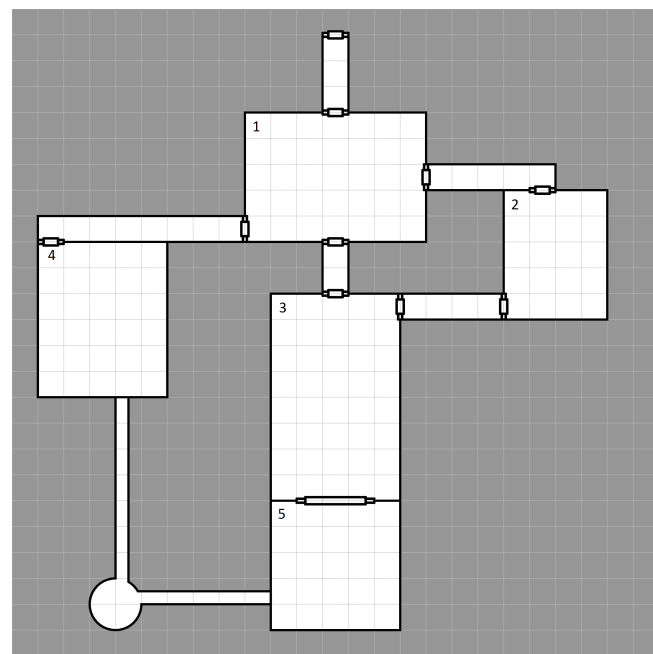
A potent combination of sandstorms and tectonic activity have recently unearthed an ancient vault in the desert. Countless years and the crushing weight of the stone and sand have rendered the once impenetrable doors useless. Bandits were the first to breach the vault; the more courageous of the crew entered in search of valuable salvage; they never emerged. Their more reticent companions spoke of it later, deep in their drinks, and about the unwholesome yellow light that emerged, and the sound of laughing.

In the Vault

The vault itself is hot and stuffy. An unpleasant yellow light emits from deeper in, casting the entire place in a xanthous glow. All doors are unlocked and not trapped, unless otherwise noted.

Encounters - Roll a d6 every time the party enters a hallway or makes a lot of noise. On a 6, roll on the table below.

- 1d6 **Mutant Rats**, their eyes glowing yellow, driven by hunger and madness.
- 1d4 **Blind Bandits**, wandering aimlessly, laughing and weeping; their eyes have burst.
- A sanity devouring light flashes, save or lose 1d6 from a mental stat. If a stat is reduced to zero, your mind shatters and your eyes burst.
- 1 patrolling **Corpse Soldier**, uninterested in anyone not trying to escape.
- 1 **Yellow Prophet**, gibbering and shooting yellow flame for their eyes.
- Esanna**, a former bandit, now just trying to escape, preferably with their eyes intact.



1. 6 **Corpse Soldiers** stand guard here, clad in ancient, long depleted power armor. They are armed with inoperable but highly advanced firearms, and rusty but functional swords. They are not hostile to anyone not trying to leave.

2. 2d6 **Blind Bandits** writhe on the floor, either in ecstasy or agony, in the wreckage of this destroyed lab. A careful search might yield a valuable or useful compound or drug.

3. A large room dominated by a huge, partially cracked glass cylinder. Contained within is an angry, unnatural yellow inferno: the **Three Fingered Flame**. Gazing upon risks one's mental stability (see encounter #3 above). If released, it will attack furiously; its attacks do no damage, but burns away one's sense of self and willpower; those completely drained will be possessed; they will act normally until they die, when the **Flame** will take over their body.

The large door to the south is trapped; if it is opened without disabling the mechanism it will seal the other doors in the room and release the captured **Flame**.

- This room was probably an office or workspace, before being destroyed by an explosion. There is one badly damaged **Janitorial Robot** doing its best to clean.
There is an obvious breeze, and a distant mechanical whirring noise in this room. A careful search along the south wall will reveal a vent leading to a large air duct, large enough for a person to crawl through. There is a colossal fan still in operation; be careful not to fall in!
- An ornate and ancient chest sits in the center of this room, neither trapped nor locked. Inside it contains a bolt of cloth, similar in hue to the **Three Fingered Flame**. If one wraps their entire body, including their head and face, they will be able to live comfortably without air, food, or water. However, each day they must make a save or lose one random stat to the cloth. These stats cannot be healed until the cloth is removed.