

# THE CORRUPTION

## ABOUT

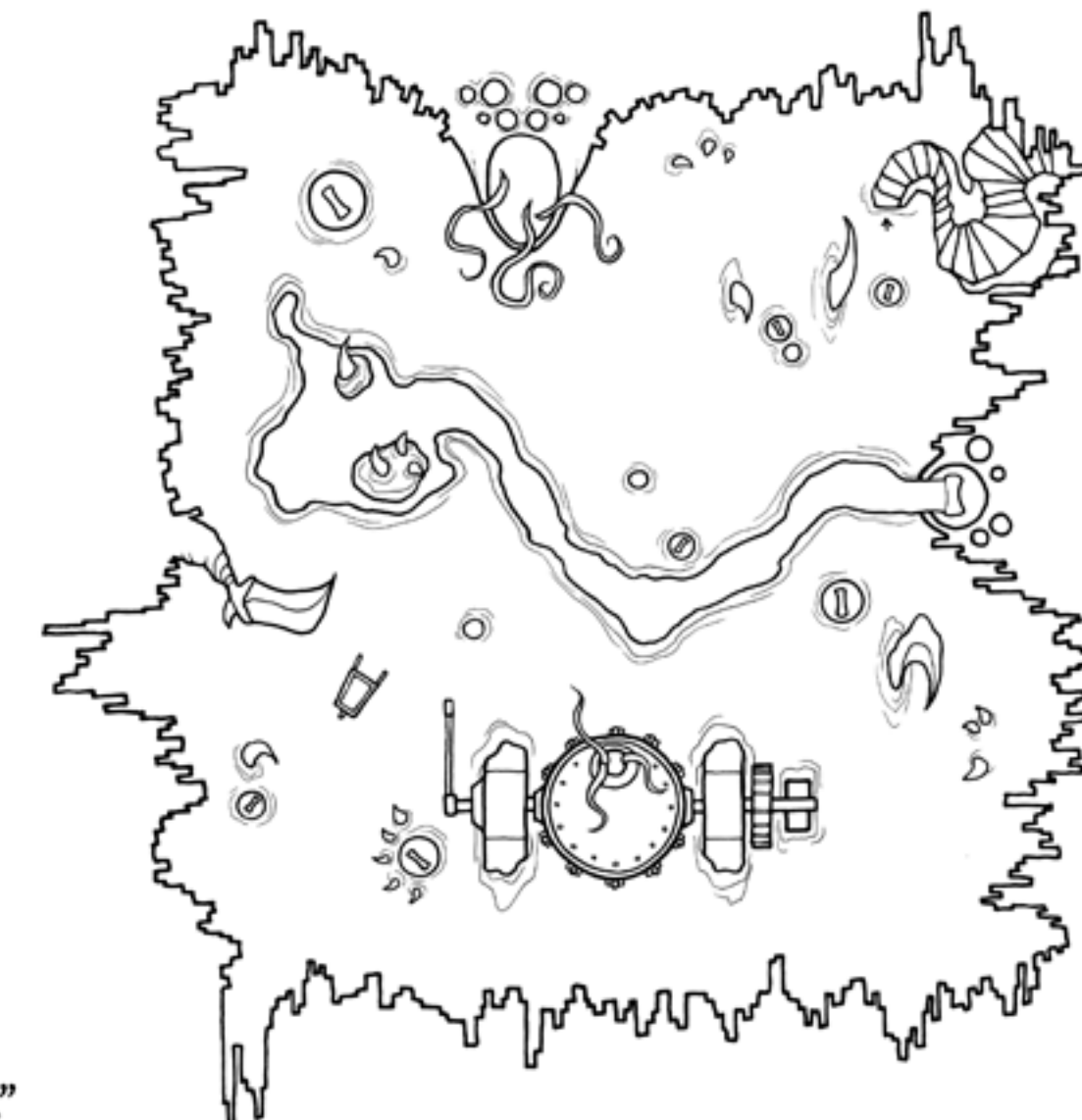
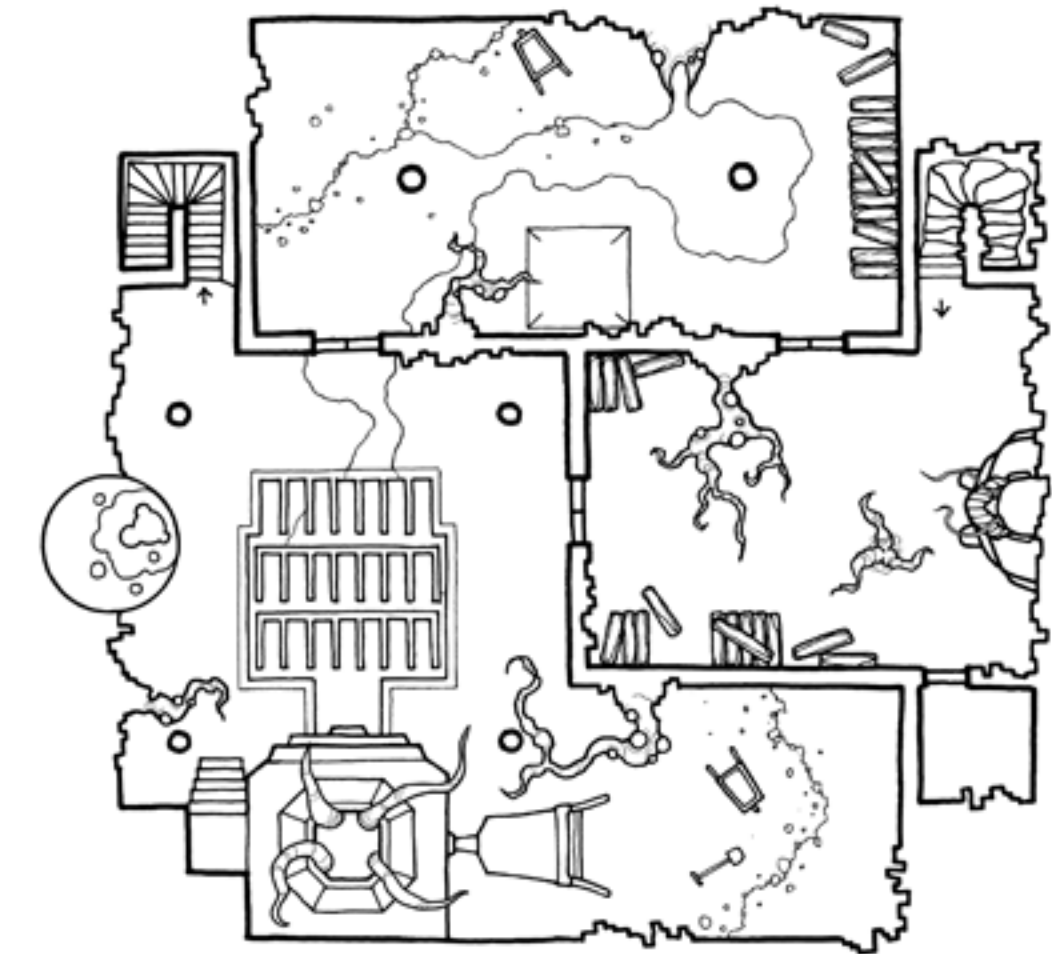
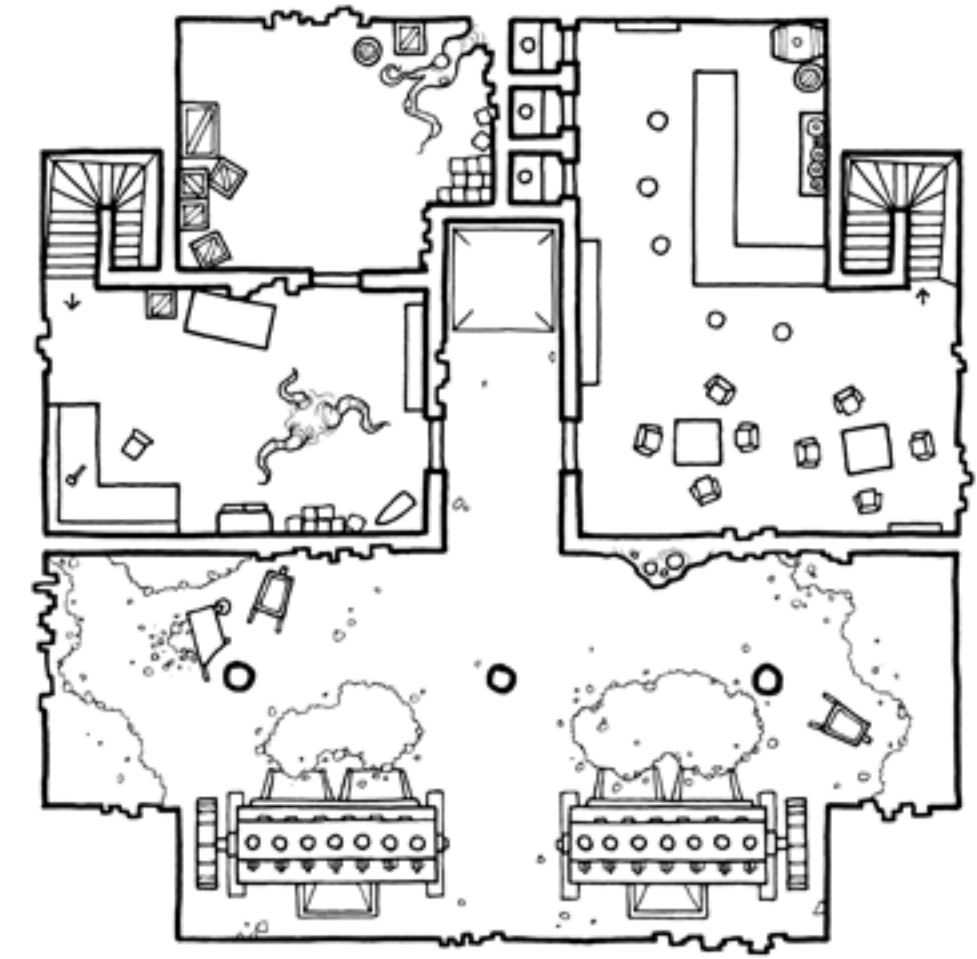
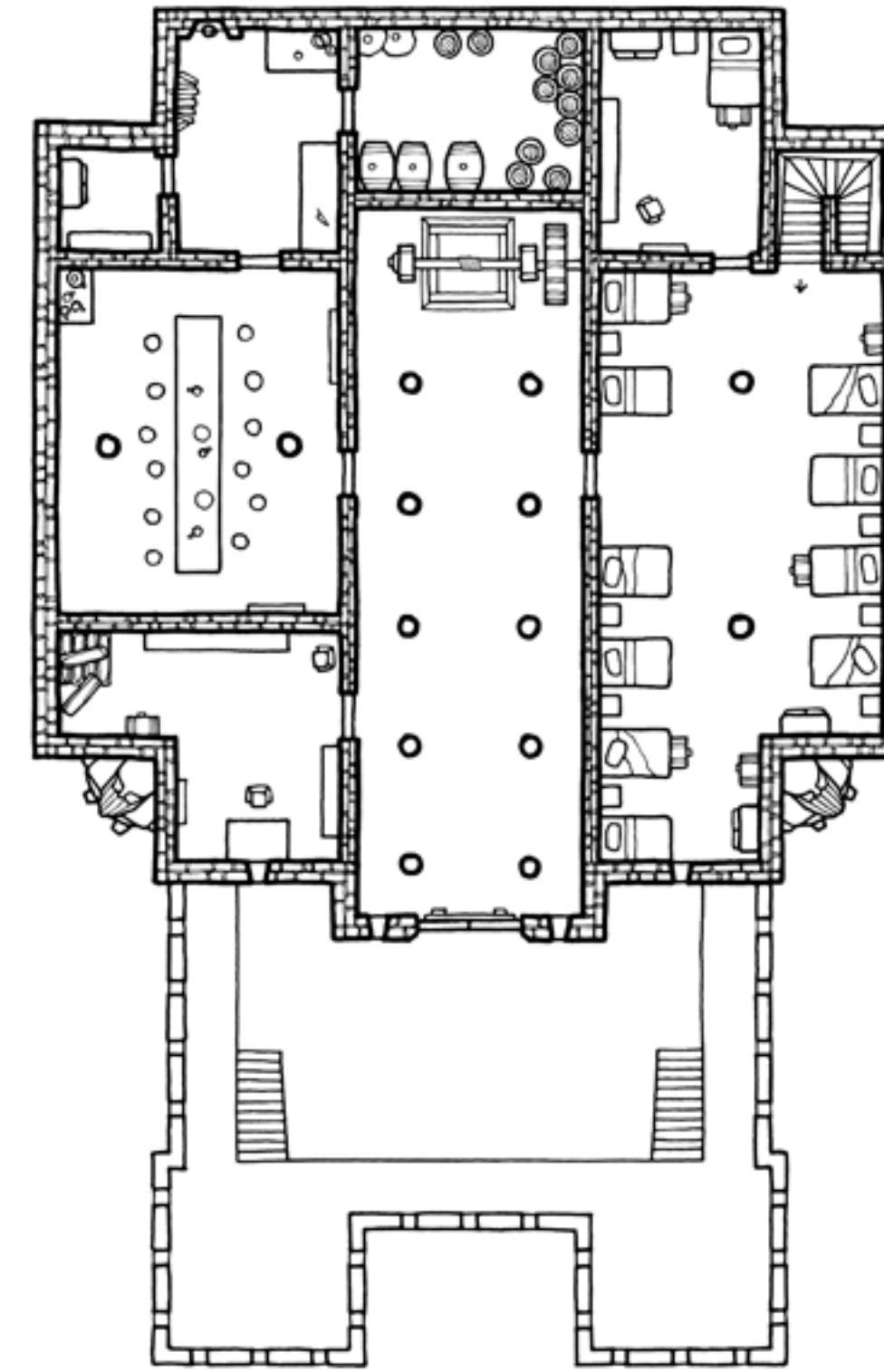
- The Corruption is a map of a fortified dwarven steelmaking facility with an otherworldly taint infecting the lower levels. An adventure here will be a journey deep into the heart of Crazy Town.
- The uppermost level of the building is relatively normal, but the level of taint increases closer to the bottom, where reality is torn apart completely.
- This map is meant to show a place where the Far Realm has broken through into the world, altering reality and allowing creatures from that dimension to push through. However, another way to use this map would be to have the party arrive here after having accidentally ingested powerful hallucinogens. See the “Notes” section for more on this.
- There is no uncorrupted version of this map. However, if you need a dwarven steelmaking facility without all the weird tentacle freakery, check out the Kasan-Tir Mining Outpost map.

## STEELMAKING

- Your party may ask what the equipment here does. If they have proficiency in mining or smithing, you may have to give them an answer. So, here’s what all this stuff does.
- The machines in room 13 are stamping mills. When ore is mined, there is usually a large amount of rock attached to the metal. These machines raise and drop heavy, steel shafts onto the ore, breaking off the excess rock.
- Room 17 contains a blast furnace. After being processed by the stamping mills, ore is loaded into the hole in the top of the furnace. The high heat separates the iron from the slag, after which a tap hole in the front is opened, draining the molten iron into the recessed cast in the floor, forming iron ingots (also known as “pig iron”).
- The bottom level of the facility contains a crucible for making iron into steel. The proper name for this device is a “Bessemer Converter.” It is a fairly advanced steelmaking device that shows the dwarves’ expertise in metallurgy.

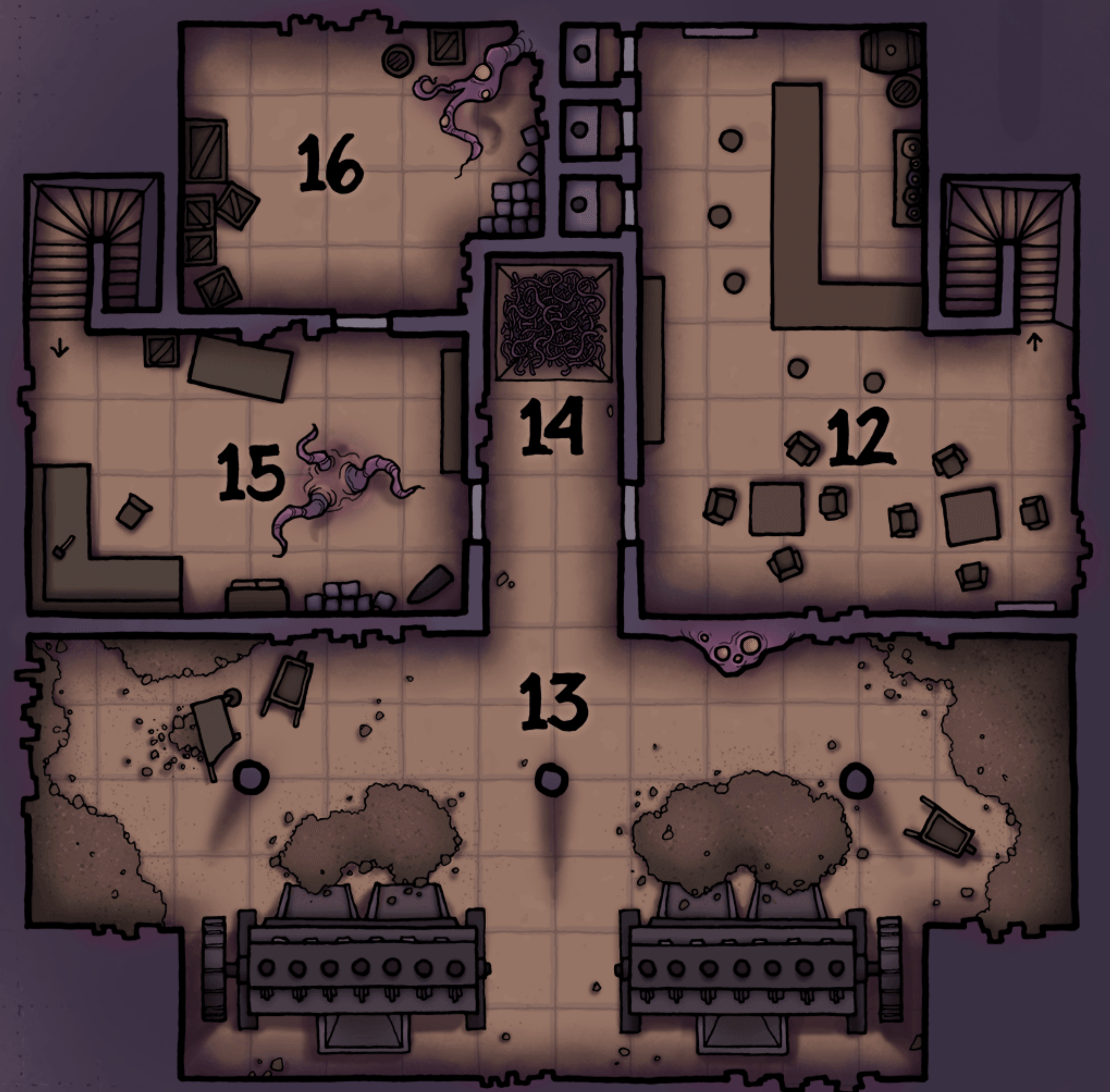
## NOTES

- There is no mine here, although there is probably one nearby.
- The ore lift will only take the party down one floor. Past that, the shaft is blocked by a thick mass of worms. Also, using the ore lift requires one person to remain at the top to turn the wheel to lower it.
- As the party explores the building, they will discover misshapen walls, some forming into tentacles covered in strange nodules. They will find a giant, malformed eyeball embedded in a wall and an elongated face vomiting a strange, milky liquid into a puddle. At the bottom, they will find eyes and claws protruding from the warped, uneven floor. The eyes have elongated pupils, like a horse or a goat. One of these juts out from the wall, dripping a stream of thick, white sludge into a recess in the floor.
- The various tentacles and creatures emerging from the walls and floors here could be monsters that can attack the party, or they could be harmless. The tentacles might be like traps, with their orange nodules exploding if a PC gets too close. The claws on the bottom level might similarly strike at anyone who gets near them.
- The tiles on the lowest level actually fit into the grid fairly well and can be used to measure distance.
- This map could be used for an adventure in which the party members have accidentally ingested powerful hallucinogenic substances and end up fighting non-existent enemies in an abandoned building. Here’s how that might work:
  - The party unintentionally consumes a psychotropic substance of some kind. Maybe it was in the food at the tavern. Maybe it was in their rations, or in the water of the stream they drank from. Maybe it’s just in the air. In any case, they aren’t aware of it.
  - They arrive at this abandoned dwarven steelworks, either because they were sent to recover the steelmaking crucible at the bottom, or because they simply stumbled across it.
  - As they begin to explore the building, the hallucinogens the party consumed begin to take effect. The walls start moving and shifting and strange creatures begin to appear.
  - As they descend, the hallucinations become stronger and the party finds themselves fighting these strange beings, who act in unusual ways and possess bizarre abilities.



- Finally, at the bottom, the party fights an overwhelmingly powerful creature-- perhaps an enhanced version of a Gibbering Mother-- who absolutely destroys them, wiping out the party.
- Once the last character falls, one of them wakes up. They’re lying on a stone floor in an abandoned dwarven steelworks, with a splitting headache. There are no monsters. The rest of the party is scattered around the room, asleep but alive.
- Later, they find some clue about what happened. “Oh, you drank from the Stream of Visions? Sorry, someone probably should’ve warned you about that.”

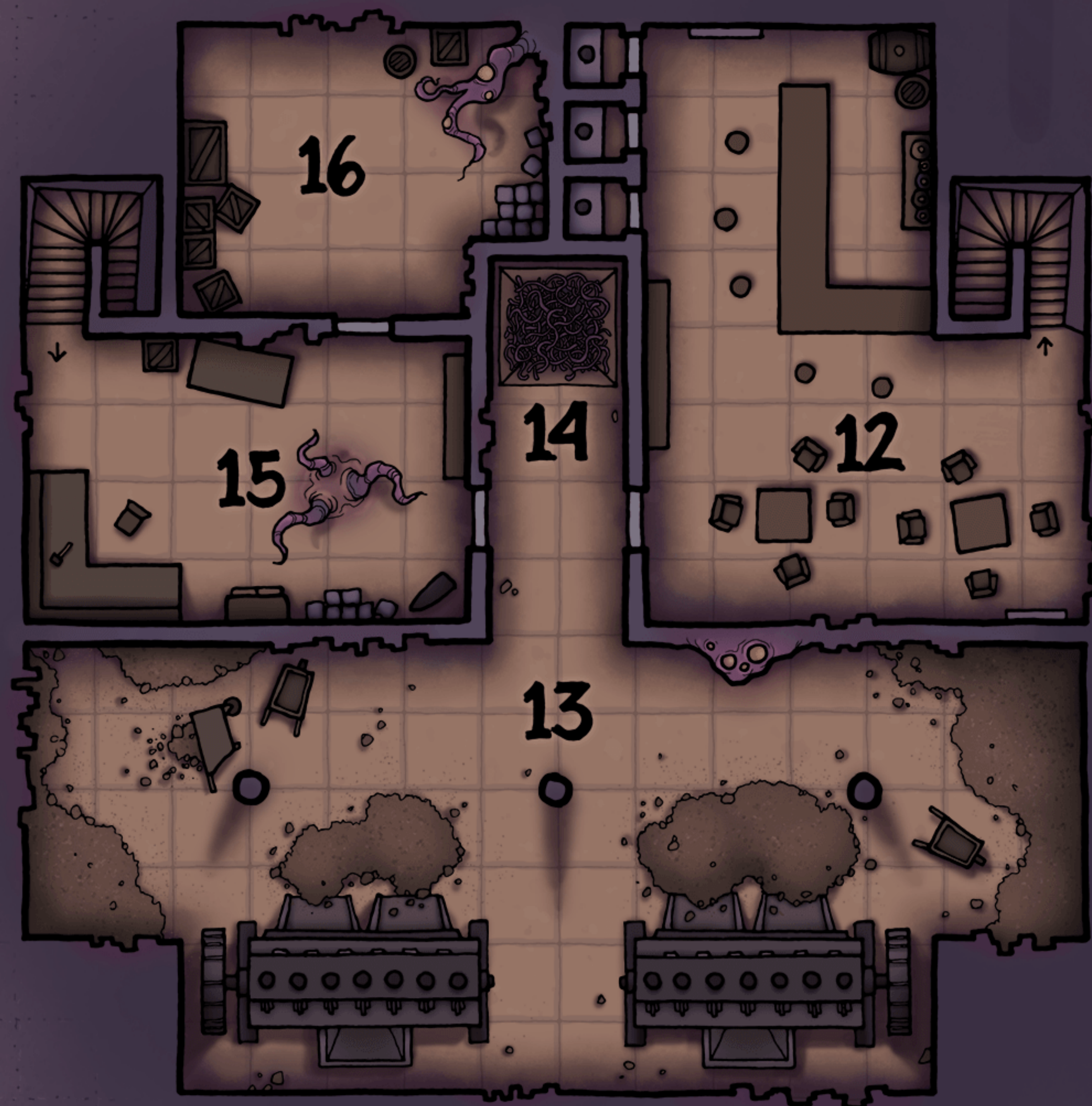




- 1 - Barbican
- 2 - Gate
- 3 - Entrance Hall
- 4 - Ore Lift
- 5 - Overseer's Office
- 6 - Dining Hall
- 7 - Kitchen
- 8 - Pantry
- 9 - Food Storage
- 10 - Workers' Quarters
- 11 - Overseer's Bedroom
- 12 - Common Room
- 13 - Stamping Mills
- 14 - Blocked Lift Shaft
- 15 - Workshop
- 16 - Storeroom
- 17 - Blast Furnace
- 18 - Pig Iron and Ore Pile
- 19 - Steel Ingots & Shrine
- 20 - Steel Crucible







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