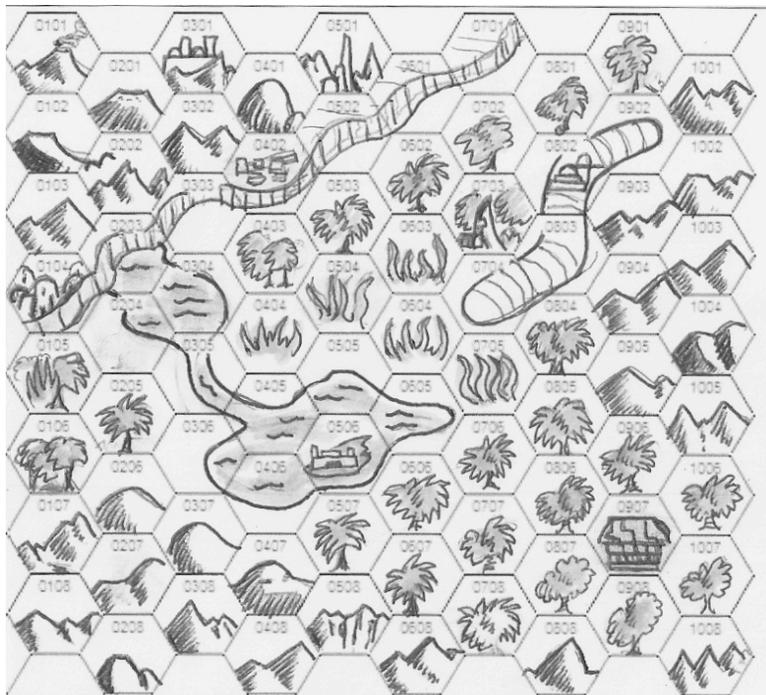


**The Forgotten Depths (by Aos):** Once a seabed, now a tropical wilderness, hidden in the cold north. What secrets does it contain? What horrors of the dark and deep places remain, nurturing their unwholesome appetites, waiting for a chance to feed? <http://themetalearth.blogspot.com/> Released under the Creative Commons 3.0 license: <http://creativecommons.org/licenses/by-sa/3.0/>



**The Drop-** A sheer cliff (Hexes: 0104,0203,0303, 0402, 0501& 0701) with a drop off of 1000m separates the NW highland from the SE lowlands.

**The Fin** is a huge, sheer ridge of red sandstone that thrusts 250m above the jungle floor. Fin hexes (0704, 0802, 0803, 0902) cannot be crossed. Visible from all other parts of the Forgotten Depths the fin is a good landmark.

**Factions:** **Sharkmen** [evil] (SM) are the most powerful force; partially control 0907. **Snakemen** [hungry]: low Tech, hate/fear the SM as devils. **Frogmen** [cruel]: high tech, work for the SM. **Cave apes**: [savage & desperate]. **Master of the Island** (0506) [enigmatic]: what is the secret of his power? **Rocketmen** [aloof]. **The Thing in the Lake** (0109) [weird]???

**Hex Key:** **0101.** *V.* Smoking. **0102.** *V.* Thick, toxic smoke. Low visibility. **0103.** *M.* Path, high winds. Giant sculpted 3-eyed insect face in the mountainside; mandibles of sculpture covered with strange unidentifiable glyphs. **0104.** *M/C.* 3 **Cave apes**, dressed in vests of stinking hide, excavating the remains of a giant robot. **0105.** *J.* A pack of 10 **Blood monkeys** will attempt an ambush in a large clearing dominated by house-sized skulls. **0106.** *J.* Overgrown wreckage of an aircar trapped in the crotch of a tree 75 meters above the ground. **0107.** *H.* 10 ibex, grazing. 1 ram has a green face growing out of its flank; it yells insults at the PCs. Upon being sighted, it will call out something in an unknown language and the ibex will all bolt. **0108.** *V.* Dormant. Small group of escaped **minotaur** slaves living in a ruined villa on shore of caldera lake. They fear something in the lake.

*C= cave; H= hills; J= Jungle; M= Mountains; P=pond; R=River; S=shore; T=tundra; W= wetland; V=Volcano. F= Fin*

**0202.** *M.* **Pterosaur** nest, on ridge above trail, contains 4 young and 2 adults. **0203.** *M/T.* Skeletons of three unidentifiable humanoid in rusted-out technological armor. **0204.** *R/P/S.* Small village of **snakemen** at base of waterfall: wattle and dawk huts, 5 canoes 20 warriors/ 30 other. **0205.** *J.* **Demontree.** **0206.** *H/F* Crude pyramid made from the skulls of many species: shae, minotaur, reptarch, human, animal, ect. **0207.** *M.* The ground is marked with the tracks and droppings of a big carnivore (devilgoat). **0208.** *M.* Ancient machines erode out of rocks. Restless and hungry, reptile vermin pulse and swarm in the engine shadows. **0301.** *M.* Abandoned city, carved out of the living rock, with lots of sculptures and carvings of nautical animals. The streets are cleaned by two **cones of hunger.** **0302.** *M.* The only passage is at a high altitude and freezing cold. Save against altitude sickness (poison), or out of action for 1d6 hours & -1 movement for 1 day. **0303.** *T.* 3 Mutate bandits on the road demand a toll of 20 GP/head. **0304.** *J.* Giant termite mounds. **0305.** *R.* 7 **hippos.** Rapids. **0306.** *M/S.* 6 strange humanoid (Sharkmen) wearing space suits, standing in lake; when noticed, they dive and vanish. **0307.** *H.* It is misty and the ground shakes from time to time. A loud thunder like snorting can be heard in the distance **0308.** **Devilgoat** lair. Treasure. **0401.** *M.* Painted rocks covered with crude representations of predation. **0402.** Ruins of an ancient city, surrounded by rust eaten metal wall; buildings are reduced to heaps of crumbled stone and plastic. 2 **dreambeasts** occupy the ruins. Ancient stairs carved from bones lead down into the mist-shrouded valley below. **0403.** *J.* An **andrewsarchus** lairs in a burrow beneath a giant tree. **0404.** *W.* **Vampire grass.** **0405.** *P/S.* 1d6 **snakemen** gathering shellfish **0407.** *H.* Misty hillside covered with giant, disembodied heads of stone. **Grasping bloat.** **0408.** *M.* Perpetual snowstorm. **0501.** The Tower of the Changer. **0502.** *T/F.* connected by stair. 2 **hyenadon** at the bottom. **0503.** *F.* Misty. **0504.** *W/S.* ½ submerged mecha (4m tall) sealed and impossible to get into. **0505.** The corroded hulks of 3 ancient submarines. 3 gastormbe. **0506.** The Island: small silver dirgible moored to the single tower of the castle. **0507.** *J.* Ruins: temple worn away idol; 2 way teleport pool to 0506, **giant spider.** **0508.** *M/C* **lurk.**

**0601.** (Above) *T.* Row after row of empty burrows, bones scattered about. After dark, the soil glows. (Below) *J.* Beastkin (20, all ages and 5 warriors) camped out, cooking dinner and playing music; friendly but will kill anyone who troubles them. **0602.** *J.* 5 Sasquatch drunk on fermented fruit. **0603.** *W.* Dilapidated abandoned factory. Quicksand. 2 **entelodonts.** **0604.** *W.* Skull pyramid. **0605.** *S/P.* 4 **mudbugs.** **0606.** *J.* Stinky trees. **0607.** *J.* **0608.** *M.* **0701.** Rusted construct sitting on a rock. Its eyes glow and watch. He knows the location of treasure in 0601. **0702.** *J.* Hunting park of the Snakemen: snares and traps. **0703.** *J.* Ruins. 1 intact building; carved from the single fang of a giant monster, it contains a teleportation pool (2-way) to Ssaar. **0704.** *F.* **War ape** staked out by snake men will gladly join the party if freed. **0705.** *W.* Human (seeming) village; Moisture and heat dependant parasite worms live on humans' backs. Parasites are looking for a way out of the Depths. Evidence of fighting; residents deny it. **0706.** *J.* Battlefield. Burned tank, bodies. **0707.** *J.* Trees coated in thousands and thousands of glowing, fist-sized, insect eggs. **0708.** *J.* **Cyborg Zombies.** **0801.** Forest. Misty. **Blood cloud.** **0802.** *F* Kastan-ür, a small, ancient keep of the Rocketmen on top of the Fin. It is inaccessible from below. **0803.** *F.* **0804.** *J.* 5 Snakemen on a head hunt. **0805.** *J.* 5 **giant apes**, grazing, easily angered. **0806.** *J.* A giant glowing snakeskin husk winds its way across the shadowy forest floor. **0807.** *J.* 6 **frogmen** **0808.** *M/C.* Cave ape caverns. 2d6 **cave apes.** **0901.** *F.* Silas's trading post and still. A small compound run by a beastkin. 10 **snakemen** camp outside for trade. **0902.** *F.* **0903.** *M.* Cave, passage to the underkingdom. 1 **lurk.** **0904.** *M.* Demon summoning circle: Broken stones; skeletons mutated and turned to rock; warped earth; evil ghost, ECT. **0905.** *M.* 3 **snow apes** on a scientific expedition. Aircar, lasers, protection cloaks. **0906.** *J.* Gas issuing out of rent in the earth. Save or hallucinate **0907.** *J.* Huge Clearing. Enormous structure built entirely from intertwined pipe works. Megadungeon: Lost City of The Sharkmen. **0908.** *J.* Sacred forest of the Sky Priests. Small temple constructed of pipes (stolen from 0907). 1D6+3 **priests.** Passenger balloon large enough for 5 or 4 with gear.

**1001.** *M/C.* Temple of the Cave apes. 20 caged snake men. Big cauldrons boiling water. **1002.** *M.* 6 snakemen tracking the party of cave apes that raided their village. **1003.** *M.* **Rockworm.** **1004.** *M/C.* Abandoned mine. Smells very bad. **1005.** *M.* **1006.** *J.* Crashed rocketship. **1007.** *J.* 1d6+2 **Boilers** (nest). **1008.** *M.* Strange giant ruins carved into the cliff face, area infested by moonwraiths.

**Highland weather:** (check 3 times daily) 1d6-1-2: clear & cold; 3: cold & snowing (1/2 move). 4: Really cold & snowing (1/3 move). 5: Blizzard- (1/4-0 move) characters may be snowbound. 6: Freak weather (referee's discretion).

**Lowland weather:** (Check 2 times daily) 1d6: 1. Clear. 2. Mist. 3. Misty rain. 4. Heavy Downpour. 5. Deluge. 6. Freak weather event.

**Random Events** (1d6): **1/day mountains/Hill, 3/day Jungle/Wetland & On the Water.**  
1-4 Nothing. 5. Check weather. 6. Roll on event table. **Mountain/Hill:** **2.** Cave bear. **3** Yeti. **4.** Vile wolves (1d6). **5.** Weather check +2. **6.** 1d6 Cave apes. **7.** Roll twice. **8.** Earth rumble/rockslide, save or 2d6 damage. **9.** Rockworm. **10.** Crazy robot. **10. 11.** 1d6 Pterosaurs. **12.** Mysterious stranger  
**Jungle/ wetland:** **(2d6): 2:** 1d3 giant apes. **3:** 1d3 squads of 1d6 Sharkmen. **4.** 2d6 Blood monkeys, waiting in ambush. **5.** Tree Squid **6.** Giant Crocodiles. **7.** Blood cloud **8.** Burrower. **9.** Swamp Hag. **10.** Giant snake & 1d6 Snakemen **11.** Vampire grass **12.** Heard of Greathorn.  
**On the Water:** **(1d6): 1.** 1-3 Hippos. **2.** Giant crocodile **3.** 1-6 Sharkmen. **4.** School of 6-36 Zombie Piranha. **5.** 1 Archelon. **6.** Tentacle thing(s?).