

REFRACTED HORIZON

A DUNGEON DEN
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REFRACTED HORIZON

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Dungeon Dens are mysterious places, where the energies of dimensions and elements swirl and combine in unpredictable ways. This is doubly true for Refracted Horizon, a Dungeon Den formed from the troubled dreams of a primordial deity. While Primordiarch slumbered to keep the world safe from their own destructive powers, a conflict between their two halves simmered and roiled in their mind. It seems that even the dreams of a god can be dangerous...

Refracted Horizon is a Dungeon Den for *Animon Story* built using the rules contained in the *Legend's Wake* expansion, and directly tying into the **Dunia Region**, the setting introduced there. You will need both the *Animon Story* rulebook and the *Legend's Wake* expansion to use this Dungeon Den.

The legendary animon of Dunia, **Terramu** of the land and **Empyros** of the sky, are in actual fact two halves of one being: **Primordiarch** of the horizon. In the *Legend's Wake* campaign, Terramu and Empyros clash across the region, leaving chaos in their wake. Refracted Horizon is an echo of that conflict, the entire Den and all the animon within it fabrications of Primordiarch's troubled subconscious. The Den's appearance and traits shift as the balance between Terramu and Empyros changes, something which the PCs may influence.

There are multiple ways to use this Dungeon Den during or after the *Legend's Wake* Campaign. Here are some suggestions for how the PCs get involved:

- During the campaign, while the real Terramu and Empyros are still roaming the region, Refracted Horizon manifests at the Shrine of the Winged Flower in **Skybloom Rise** (LW180). The PCs are called upon to enter the Den and find a way to close it.
- After the main story of the campaign is finished, Refracted Horizon manifests as a lingering echo of the conflict, fuelled by Primordiarch's subconscious. The PCs must enter the Den to resolve this inner turmoil.
- After the **Mythical Meeting** (LW306) Campaign Event, **Mordini** will form Refracted Horizon accidentally, and become trapped in their own creation—a result of their wild primordial powers. The PCs must delve inside to rescue Mordini.



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FLOORS & ROOMS

Refracted Horizon is made up of 3 Floors. Refracted versions of Terramu and Empyros dwell on Floor 3, avatars of the two halves of Primordiarch's essence. Throughout the Den the forces of land and sky, are in conflict.

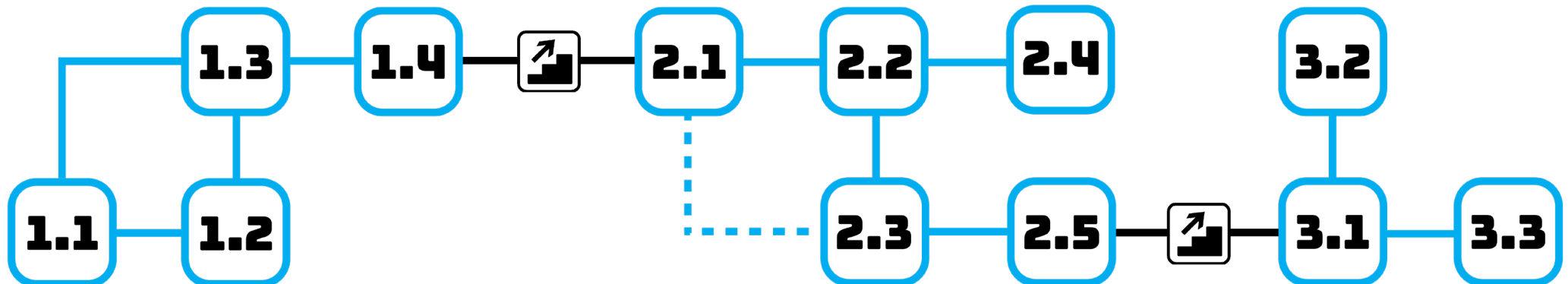
Keep track of an **Influence** score for both **Land** and **Sky**. Whenever events or the PCs' actions tip the balance one way or another, that side of the conflict gains **1 Influence**. When the PCs reach Floor 3, the dominant Den Boss is determined by which side has the most Influence: Terramu for Land, or Empyros for Sky. The weaker of the two may be convinced to join the PCs.

When the PCs enter the Dungeon Den for the first time, the Influence score changes in the following ways:

- +1 to Land for each PC with Earth or Nature Element.
- +1 to Land for each PC with Beast Classification.
- +1 to Sky for each PC with Wind or Lightning Element.
- +1 to Sky for each PC with Avian Classification.

Whenever the PCs linger in one place, they encounter random inhabitants. You can roll on the table below to determine the animon encountered. In the case where multiple Evolutionary Stages are listed, the higher the Floor, the higher the Stage encountered. You can use the NPC Behaviour tables (LW312-313) to determine how the inhabitants act.

	1-3 (Beast or Avian)	4-6 (Earth or Wind)
1	Leafpig, Shruboar, Hogrove (RB139, 156, & LW407)	Rokobol, Knockerok, Trollithic (LW411)
2	Antlerean (RB124)	Geosaur (RB134)
3	Morcub, Phateroar (LW409)	Wyrunt, Lairak (LW417)
4	Marinauk, Puffineer (LW408)	Netwing (RB146)
5	Quackapple, Orcharduck (LW410)	Glacifer (LW407)
6	Psyclaw, Glarecrow (RB152 & LW406)	Windry, Petaloth (RB162, LW410)

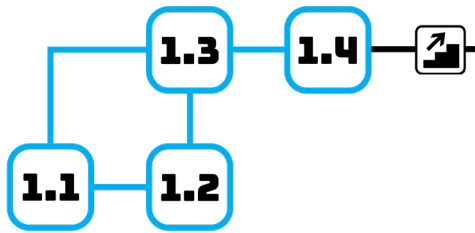


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FLOOR 1

The base of Refracted Horizon appears as a great mountain plateau rising out of a sea of clouds. In the distance, other pillars and spires of earth can be seen rising out of the white expanse.



1.1. CLOUD PLATEAU

A ramp of stone rises out of the cloud sea, climbing towards a mountainous spire that towers overhead into a clear, vast sky. Nothing can be seen through the flat layer of clouds that gather close around the plateau. There's a dizzying sense of being impossibly high up. High above, visions of Terramu and Emphyros and their clashing Elements indicate the current balance of power.

Access Point: Descending down the ramp through the cloud layer leads out of Refracted Horizon.

1.2. ANTLERS OF STONE

Here, the plateau ledge ends, and the sides of the spire begin rising steeply upwards. From two points on this receding platform emerge seven long rocky branches, like great antlers of stone. Five large bird nests are held between the tips of the stone antlers.

Obstacle: The rocky branches are narrow and uneven, difficult to climb across. To do so requires two **Tests (Difficulty 2)**, the first to get halfway, the second to reach the end (or return to the start). Those who drop into the cloud layer below feel as though they're falling for hours, only to tumble out into *1.1. Cloud Plateau* feeling **Afraid of Heights (Severity 1 Harm)**.

Treasure: The birds nests do not contain eggs or chicks, but an assortment of shiny trinkets. Four of the nests contain Common Treasure, the fifth and largest contain Rare Treasure. Also among the nests are four Prismatic Petals. Lingering or making noise around the nests draws the attention of Netwing from *1.3. Cliffside Grotto*.

1.3. CLIFFSIDE GROTTA

Half covered by overhanging rock, a long hollow space connects the plateau with the mountain caverns. Thick pillars of stone hold the roof up and give patches of shelter from the gusts of angry wind that blow against the doorstep of the earth.

Battle: Two teams of animon are battling over a pair of Prismatic Petals. On one side are Netwing (RB146), on the other Geosaur (RB134). Each team has a number of animon equal to the number of PCs. If the PCs have taken any Petals from *1.2. Antlers of Stone*, the Netwing will be hostile. If the PCs have taken any Petals from *1.4. Sky Garden*, the Geosaur will be hostile. If the battle is broken up or ends one way or another, the Netwing will return to *1.2. Antlers of Stone* and the Geosaur to *1.4. Sky Garden*.

Potential Friends: If the PCs aid one side or the other, one of the animon they help can be recruited as a Friend. If they befriend Netwing, Sky gains 1 Influence. If they befriend Geosaur, Land gains 1 Influence.

1.4. SKY GARDEN

Jagged cave openings lead deeper into the mountain's interior. From the high ceiling of stone descent trailing leafy vines. The rocky floor underfoot softens into soil, supporting lush shrubs and a few hardy flowers. The air is a degree warmer, and more humid, than the thin atmosphere outside.

Access Point: One cave opening leads to *2.1. Chasm's Edge*. When the PCs leave via this exit, if the Netwing have more Prismatic Petals than the Geosaur, Sky gains 1 Influence. In the opposite case, Land gains 1 Influence. If either side has all 10 Petals, that side instead gain 2 Influence.

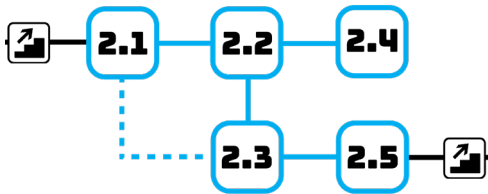
Treasure: Hidden away among the denser patches of vegetation are shallow depressions scraped into the earth. Two contain Common Treasure, a third contains Rare Treasure. Spread out among them, there are also four Prismatic Petals. Lingering or making noise draws the attention of Geosaur from *1.3. Cliffside Grotto*.

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FLOOR 2

Deeper within, the sea of clouds gives way to a series of vast hollow chambers inside the mountain. There is no clear up or down. The ground pulls to itself with a jealous gravity, while fierce winds blow through huge circular chasms cutting through the mountain in all directions.



This Floor is occupied by one of two possible Den Bosses depending on the current Influence scores. If Land is higher, the Den Boss is **Drakcairn** (LW417). If Sky is higher, the Den Boss is **Empyrean Glacifer** (has the stats of Glacifer (LW407), with +10HP, +2 Damage, and the *Flight, Rank 2* Strength). If Influence is evenly matched, both Den Bosses are present. Den Bosses roam the rooms of Floor 2 randomly. Defeating a Den Boss increases the Influence of the opposing side by 2.

2.1. CHASM'S EDGE

A small lip of rock borders a huge circular pit that cuts through the mountain. Strong winds blow noisily through the chasm and down the multitude of smaller tunnels leading off from it. The bright light of day reaches only faintly into the heart of the mountain.

Access Point: Taking the Access Point from 1.4. *Sky Garden* leads here. It then becomes a **Checkpoint**.

Access Point: Any Friends made in Refracted Horizon can lead the PCs through the maze of tunnels from this Room to 2.3. *Bearded Overhang*.

Obstacle: The winds blowing through the chasm are strong enough to lift someone off their feet, or break off chunks of rock and throw them around. This Room counts as having Unstable terrain and Gale weather. When leaving, PCs must pass a **Test (Difficulty 2)** to avoid being carried off by the wind. Those who fail are carried to a random Room and suffer **Wind-beaten (Severity 1 Harm)**.

2.2. SHEER WALL

Rebelling against the sky, the rock of the chasm's wall has its own gravity. Wind scrapes against the wall, trying to pluck from it those who would defy the fall. The vast empty space of the chasm stretches endlessly beyond.

Obstacle: Traversing the wall requires walking along its sheer surface, held by its aberrant gravity. It's scary, feeling as though you might fall into the chasm at any point. PCs who are **Afraid of Heights** are unable to cross this Room without suffering **8** Stamina Loss.

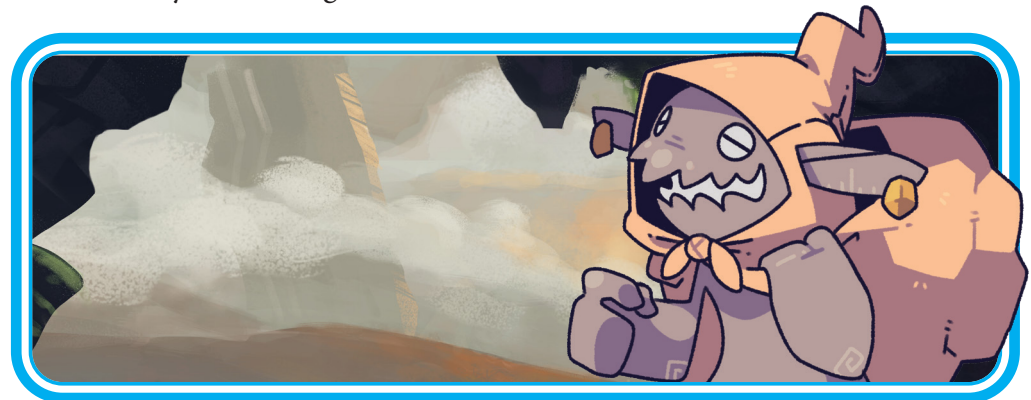
Obstacle: From their vantage point in 2.3. *Bearded Overhang*, irate Rokobol and Knockerok hurl long-distance attacks at anyone crossing this Room.

2.3. BEARDED OVERHANG

A spear tip of stone reaches out from the edge of the chasm. Thick green shrubs and trees grow out of one face of the rock, offering some meager shelter from the chasm gales.

Battle: A group of angry Rokobol (no. equal to PCs) and Knockerok (no. half of PCs) shelter in the vegetation attacking everyone but Earth animon. They will scatter if threatened, only to return with Trollithic. Defeating them grants Sky 1 Influence, befriending them grants Land 1 Influence.

Treasure: A quick look reveals 1 Common Treasure. Taking longer to investigate reveals 1D6+1 Common Treasures and 3 Rare Treasures.



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2.4. PEACEFUL POOL

Sheltered from the warring elements, in a small chamber at the end of a narrow tunnel, is a pool of still water. Its mirror surface reflects the pale cave ceiling, and the glittering of tiny prismatic fireflies. Every now and then, tiny bubbles break the surface.

Safe Zone: Bathing here provides the effects of a **Healing Aura**. In addition, as long as the PCs present no threat, a Great Nim (a Nim (RB146) who counts as GIGA Stage) emerges from their hiding place at the bottom of the pool and provides a **Shop**. For DD equal to the no. of PCs, Great Nim can increase or decrease the Influence of Land or Sky by 1. The cost increases by 1 after each point.

Potential Friends: If the Influence scores of Land and Sky are equal, or if the Den Boss of Floor 2 has been defeated, distracted, or driven away, Great Nim will become a Friend.

2.5. LAND STAIR

Rising out of the earth to unseen heights is a craggy pillar of dark stone resembling a crooked spiral staircase. The wind which blows punishingly against it. Eventually, the stair leaves the mountain behind, climbing up through the sky, a kaleidoscope of dimensional energy swirling around it.

Access Point: The stairway leads up to 3.1. *Horizon's Clash*.

Obstacle: Climbing the stair is a long and arduous task. It requires a **Test (Difficulty 3)**. Those who fail the Test lose 3 Stamina.

Battle: Flying around the stair are a group of Marinauk (1+no. of PCs) and 1 Puffineer. They will avoid engaging in outright battle initially, instead opting to make the climb harder by using their attacks to send blasts of water down the steps. If the PCs have befriended Great Nim, the Marinauk and Puffineer will stay away.

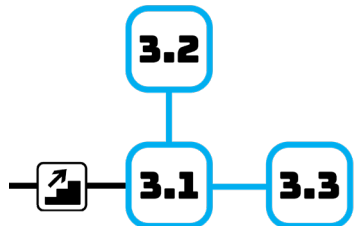


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FLOOR 3

Here reside the dream-bound shards of a deity's conflicted consciousness. It is an unshaped dimension in which Elemental forces compete. The ground shifts between solid earth and clouds one can walk on. The horizon is a shifting spectacle as landforms rise, are cut down, and rise again.



3.1. HORIZON'S CLASH

The top of the Land Stair emerges at the center of a disc of stone. Two ancient trees grip the rock with thick roots. Beyond is a floor of solid cloud. Above there is no sky, but a spectacular clashing of colour and light, as the raw Elemental powers of Earth and Nature, Wind and Lightning do battle.

Access Point: Taking the Access Point from 2.5. *Land Stair* leads here. Once the PCs arrive, the Access Point becomes a **Checkpoint**. When the PCs arrive, the battle for Influence between Land and Sky is reflected in the Elemental clash above, making it clear which is currently winning.

Treasure: Pure crystals of Elemental power rains down from the clash above. These count as 1 Common Treasure per PC. For each PC or Friend with Earth, Nature, Wind, or Lightning Element, 1 of these is transformed into a Rare Treasure.

3.2. EARTHCRADLE

Entering into the realm of the Deep Valley God, the horizon is obscured by the dense canopy of an ancient forest. The air is thick with insects and pollen, smelling of rich, wet soil. Mist hangs over a gently flowing stream, in the center of which is an island of grey stone. The dream of the Living Earth.

Battle: If Land has greater Influence, Terramu will be the final Den Boss of Refracted Horizon. He will try to sway challengers into destroying Empyros instead, before fighting.

Potential Friends: If Land has less Influence than Sky, the PCs will find Terramu recovering from battle with Empyros. He will agree to join them in restoring the balance by defeating her, and become a Friend.

Obstacle: This Room counts as Overgrown terrain. If Terramu is reduced to half his maximum HP, this changes to become Sinking Terrain instead. Terramu is immune to these two terrain types while in the Room.

3.3. WINDSOURCE

The realm of the Cloud of Heaven is the eye of the storm. All around, the horizon is cloaked in a sparking hurricane, but from its heart can be seen a circle of clear blue sky. Floating platforms of solid cloud are the only foothold here for those without wings. The dream of the Blessed Gale.

Battle: If Sky has the greater Influence, Empyros will be the final Den Boss of Refracted Horizon. She will try to sway challengers into destroying Terramu instead, before fighting.

Potential Friends: If Sky has less Influence than Land, the PCs will find Empyros recovering from battle with Terramu. She will agree to join them in restoring the balance by defeating him, and become a Friend.

Obstacle: This Room starts in Gale weather. If Empyros is reduced to half her maximum HP, this changes to become Thunderstorm weather instead. Empyros is immune to the negative effects of these two weather types while in the Room.