

# STARLIGHT FOUNDRY DEPTHS

*Starlight Foundry Depths is a labyrinthine complex carved deep within a dying world, where colossal arcane machinery hums with unstable power. Twisted metal structures jut from gravity-defying platforms, perpetually bathed in the eerie glow of astral energies, a testament to the Astral Engineers' relentless, and increasingly desperate, pursuit of control.*

## ADVENTURE HOOKS & RUMORS

- Whispers circulate of a hidden chamber within the Foundry, rumored to contain the key to fully stabilizing the astral energies – a discovery the Astral Engineers are fiercely guarding, and willing to eliminate anyone who gets too close.
- A desperate plea for aid has reached the surface: a mining expedition within the Foundry has become hopelessly lost, trapped in a region of violently shifting gravity fields, and their distress signals are garbled with strange, otherworldly echoes.
- Rumor speaks of a forbidden ritual the Astral Engineers are attempting, one that promises ultimate control over the astral energies but risks tearing the fabric of reality itself, creating ever-more unpredictable gravity anomalies throughout the Foundry.

## LOCATIONS

### 1. The Astral Nexus

The entrance chamber is a vast, circular cavern carved from pulsating, luminescent stone. Hieroglyphs depicting celestial bodies and intricate clockwork mechanisms cover the walls, glowing with an inner light. The air crackles with unseen energy, and the floor is a chaotic mosaic of gravity defying platforms, some stable, others tilting at impossible angles. Patches of shimmering, unstable gravity fields flicker across the floor, forcing visitors to constantly adjust their footing and anticipate sudden shifts in direction. The hum of arcane machinery is deafening, a constant reminder of the power contained within.

### 2. The Shifting Galleries

A series of interconnected platforms where gravity fluctuates wildly, testing agility and spatial awareness.

### 3. The Chronarium

A chamber filled with temporal anomalies and clockwork mechanisms, requiring puzzle solving to proceed.

### 4. The Resonance Chamber

Crystals amplify astral energy, creating dangerous harmonic distortions and echoing whispers.

### 5. The Core Regulator

This colossal chamber houses the heart of the Astral Engineers' experiment: a massive, crystalline structure humming with raw astral energy. The Engineers, clad in ornate, metallic robes, frantically work around the structure,

## ENCOUNTERS

Name	Details
Astral Guardians	Animated constructs powered by astral energy, fiercely protecting key pathways.
Engineer Patrol	Astral Engineers enforcing containment protocols, hostile to intruders and questioning their motives.
Gravity Anomaly	A localized area of intense and unpredictable gravitational shifts, hindering movement and combat.
Crystalline Horror	A creature warped and twisted by uncontrolled astral energy, a direct result of the experiment's instability.

## TREASURE

- Gravitic Regulator:** A device that temporarily stabilizes gravity in a small area, but risks attracting unwanted attention.
- Astral Lens:** A magnifying lens that reveals hidden pathways and weaknesses, but causes disorientation.
- Resonance Shard:** A fragment of a crystal that amplifies magical abilities, but can induce unpredictable side effects.

## NPCS

- Lysandra Vane:** A disillusioned Astral Engineer, seeking to sabotage the experiment from within.
- Kaelen Stonehand:** A gruff but knowledgeable artificer, offering assistance for a price.
- Vorlag the Stern:** A zealous Astral Engineer, fiercely loyal to the order and suspicious of outsiders.

## PLOT RESOLUTIONS

- The adventurers could choose to fully stabilize the astral energies using the Core Regulator, potentially saving the world but becoming beholden to the Astral Engineers and their controlling influence over magic. This choice offers long-term stability at the cost of freedom.
- The PCs might decide to expose the Astral Engineers' reckless experiment to the surface world, risking a global conflict and societal upheaval but potentially preventing a catastrophic reality tear. This path demands political maneuvering and could lead to war.
- The adventurers could align themselves with Lysandra Vane, the disillusioned Engineer, to sabotage the experiment from within, potentially averting the catastrophe but incurring the wrath of the remaining loyalists and facing immense personal danger. This option requires stealth, deception, and a willingness to make difficult moral compromises.

