



THE ONE-HUNDRED CLONES OF TIMOTHY THE WISE

FIVE CATAclysms

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100 Clones of Timothy the Wise

This dungeon is built to be extremely exotic and extremely lethal. Recommended for high level play, for players who are both clever and tenacious. There will be losses.

Timothy's Request

"Welcome to my tower you... *ahem* esteemed adventurers. See, the issue is that, well, I cloned myself about a hundred times, and the clones all ran amok. I've managed to isolate them to a particular portion of the tower past this here door. Note that no Tim may pass through it, for it is enchanted with terrifying anti-Tim magics! I quiver at the very IDEA of apertural ingress! In any case, murder my clones, bring back their indestructible soul-marble, and for each one slain I shall pay you a sum of 50,000gp. Now get to it, and don't ask me for help, for I am BUSY."

How the Dungeon Works

The first chamber of the dungeon is a sort of Foyer that has two other doors. Each door will lead a random, unexplored room of the dungeon. You may roll 1d100 to determine which room the door leads to; reroll repeated results.

Most rooms will have a total of 3 doors. One through which it was entered, and two more. The entire tower exists in overlapping dimensional space, making properly scaled mapping downright silly, but it's important to map which rooms connect to which rooms. These connections may be pre-rolled if it helps you to read up in advance what your players will encounter. When no rooms are left, there will be no more doors. Note that room 100 is *the last* room that will be encountered, and that certain other rooms cannot be the first or second room to be discovered, due to their increased difficulty or the way they limit player choice. Dimensions and exit doorways will be listed at the beginning of each room.

Not every chamber will have a Tim. Some chambers will have multiple Tims. Some Tims will be easy to kill. Others may be damn near impossible. Players may find themselves returning to town after clearing a single room; that is fine.

Each Tim has a near-indestructible 'Soul Marble' embedded in their skull around the forehead, not visible through the flesh. Returning these Soul Marbles to Tim will reward the players with 50,000gp per marble. There will be other treasure in the dungeon besides this. Once all 100 soul marbles are returned, Tim will have a special reward. See "So You've Collected all the Soul Marbles, eh?" below.

The inner geometries of the Tower are sectioned off. You cannot teleport out of the Tower via distance; when a door is closed, that room is effectively sequestered in its own plane. When a door is opened, it connects two worlds. The creatures who pass through are aware of this as they get a sensation every time they travel to another world.

All doors must close. The Tower does not allow a door to be propped open for more than 1 turn. It will grind shut, regardless of what was put in place to hold it back. Doors also cannot be held shut; if a creature seeks to pass through, the door will open. Furthermore, doors will stretch to allow large creatures to pass through, even if the room beyond is too small.

How Tim Works

Timothy the Wise is a quick-witted arrogant little man who always has some spell or item to fix any problem he encounters. He is quick to advise, but also quick to insult. His voice is moderately high pitched, and he has a great beard that covers his torso. He resembles a Dwarf in some ways, with a big nose and heavy brow, and wears a dark blue robe. His clones all have the same basic appearance and personality, but will be altered in some way; sometimes a little, sometimes a lot.

Timothy the Wise wields vast power, and cannot be killed or manipulated essentially due to deus ex machina powers, but his clones are certainly weaker. Timothy the Wise simply can't be arsed to deal with the clones, which is why he's contracting out to smelly adventurers.

He is 'Wise' from his exceedingly long list of experiences, having made all of the mistakes at least once. He has lived for over 400 years, and he estimates he has died around 20 times. His contrivances, countermeasures, and contingencies make him a powerful and unpredictable foe, but he is by no means evil. If angered, he will geas an adventurer to bring him a magic item.

How Tim's Tower Works, on the Whole

It's bigger on the inside. From the outside, it appears as a 30' diameter, 3-story tower with no ground entrance. A balcony on the third story serves as the entrance, and can only be entered with Tim's permission.

The Tower is a sort of eldritch God that protrudes into many dimensions at once, effectively making it able to be in multiple places at once. It appears as it wishes to appear, although generally appears as a humble tower. This is why Tim will occasionally mix up which town's adventurers he's currently speaking with.

Tim is merely the current steward of the Tower, chosen by the Tower itself. Not only is the Tower Tim's home, it is a vast repository of knowledge, complete with Tim's collection of items and creatures he has acquired over time. Many terrible and misunderstood creatures call the Tower home, most of which Tim is friendly with. Other more threatening creatures are sequestered away in the deepest prisons, doomed to be forgotten as time creeps along.

The Tower defends itself with the same unexpected contrivances and gimmicks as Tim, which may range from shooting beams of light to standing up on four legs and kicking would-be invaders with its massive stone feet. Not even Tim fully understands the origins, depths, or abilities of the Tower.

Tim's 100 Clones & Other Additional Clones

The 100 clones with soul marbles are special. The soul marble that Tim put within them gives them special powers, and a portion of Timothy the Wise's power. Only the Tims listed in room titles have soul marbles. There are other 'Tims' in the tower, but these 3rd generation clones do not have soul marbles, and are thus much weaker. See the list of Soul Marble powers below, which are listed here because it would be burdensome to include them with *every single stat block for a Tim*. That would be absurd.

All Soul-Marbled Tims have the following:

+4 to Saves vs Spells,

Have magical strikes,

Have the ability to see magic, so they can detect invisible targets, though they cannot physically "see" them,

Immune to charm effects, *"They're not people or monsters, they're Tims!"*

Can absorb 1 spell of their choice per day; specifically to prevent an insta-kill like destruction,

Are capable of resetting their rooms if a portion of it is destroyed.

Note that many Tims or creatures will not have immunities listed. For instance, there's a Tim who bathes in lava - it's implied he's fire immune. A Tim made of stone will be immune to poison. Use best judgment.

So You've Collected all the Soul Marbles, eh?

Only the incredibly powerful or incredibly clever could have gotten this far. Tim will be very impressed, even if the final soul marble turned out to be a dud. Tim will say "You've... earned my respect. This is unprecedented. Come, I have a surprise for you." He will then gesture for the group to follow.

Through secret doors set in stone, and down narrow winding staircases Tim will lead you, until at last he arrives at a large iron door. It has the looks of a forgotten thing, with dust collecting along the sides, rust spots here and there. Tim pulls from his robe a large iron key and inserts it into the door, and gives it several good turns, and the door opens with a grinding screech. Beyond, in a dark chamber is a spotlight illuminating a pedestal upon a raised dais. Tim leads you up the pedestal and gestures to the object upon it: a golden sticker, upon it the words "You did it! Well done!" (The sticker is not magical or special in any way.)

Tim will keep a straight face, gauging everyone's reactions, before bursting out laughing. "Ye should've seen yer faces! Ahahahahahaaaaa..." Once he recollects himself he pronounces, "BEHOLD!" and with a swoosh of his arm, the darkness flits away to reveal a cosmic view of the universe; above, below, and out to all sides, little worlds and planes of existence, existing on an infinite sheet of black velvet. Inbetween all these worlds are little glowing white tendrils, connecting everything with an intricate web. Tim says, "I would like to introduce you... to my closest friend, the Tower." A strong but humble presence fills the mind of all beings present and simply say "Hello."

The Tower is an ancient and kind being. It connects all known realities, plus some others. It often has multiple connections to the same plane, and can effortlessly form more. Now that the characters have been acquainted with the Tower, the Tower will permit them to travel wherever they choose; with the Tower's aid, they'll have access to all of reality. Infinity lay before you now, what would you like to do?

HOW TO USE THIS KEY

Preparation: Read all of the above. Roll up the first several rooms and read them in advance. This dungeon will be very tough to DM, it is very complicated. Be bold, be creative, have fun.

Room Keys: Any text not italicized or (parenthesized) may be read aloud to the players. (Parenthesized text is for DM eyes only, typically explaining an unseen item or function.) **Bold** text will refer to deeper explanations provided outside of this paragraph, for example:

Bold – (The bolded item would be described here.)

In addition, you may use the ctrl-f feature to find any room by typing the room # and a ‘:’ such as ‘05:’

Monster Keys: Listed within each room key, and codified as per the terms below:

HD – Hit dice. Determines attack bonus, hp, and saving throw. For example, an HD3+2 Monster has (3d6+2) hit points; +3 to attack rolls, and a saving throw of (18-3=15).

Hp – A creature with an Hp value has a set Hp total, and an attack bonus of 0 unless otherwise specified.

AC – Armor Class. Attacks must match or exceed this value to hit. Monster touch AC is reliant upon AC source. Armored targets have touch AC of 10, but a dodgy bat with an AC of 14 will have touch AC of 14.

SPD – Indicates the Speed of the creature. If not listed, assume speed is 12. 12 is considered unencumbered.

ATT# - The number of attack rolls a creature may make.

Xtra1dmg – Deals one extra damage on attack.
“SvSpells” Means “Save versus spells”

SHP - Structural Hit points. Each SHP is 10 regular hit points; an attack must deal at least 10 damage to deal 1 SHP damage, otherwise no damage is taken.

CONVERSION FOR OTHER SYSTEMS

If you’re not using the Five Cataclysms rule set, that’s fine. The module works well with any od&d or whitebox editions, and should work for the most part with d&d 5e. All HD values are d6, but you may change these as you see fit. All AC values match the creatures thematically, so you may adjust them accordingly.

Armor Class is Ascending

Armor Class starts at 10 (typically), Maxes at 30

Attack Bonus = Monster HD (Max of 20)

Save = 18 minus Monster HD (Min of 1, bonuses still apply)

Speed of 12 is Human Average

Morale Checks are rolled using 2d6; rolling above 6 means failure.

A Turn is about 10 minutes, a Combat Round is anywhere between 10 seconds and 1 minute.

Always remember that as a Dungeon Master you have the power to change whatever you want; the contents of this module are merely suggestions. If a combat is too easy/hard for your liking, tweak it. Have an idea that’ll make a room even more fun? Put it in! Do whatever you need for you and your players to have fun!

EXP HOW

This module is designed for a treasure-as-exp system. EXP is rewarded 1 point per each gold-piece worth of treasure extracted from the dungeon. This way, avoiding or tricking monsters is just as viable as murdering them.

For any feedback, please send an email to FiveCataclysms@gmail.com We’d love to hear from you!

DUNGEON ROOM KEYS

01: Timothy, the Dread Necromancer

(**Dimensions:** 10 mile diameter, 5 miles tall. Walking into a wall of the “room” will teleport the person to the opposite side. Ceiling is solid, but glows with daylight. **Doors:** Three total, Appear as large wooden doors near edge of room. The local **Farm Hands** are completely unaware of them, dismissing them as “none of my business”.)

It is a beautiful **day**. Verdant, rolling hills stretch out before you. The hills are covered with farms, and in their center a small **village** set beside a **river**. In the distance on the tallest hill is perched a **dark tower**, the land around it wilted and dead.

Day – (Upon entering the room, a timer starts. The **Day** only lasts for 2 hours, before a loud voice announces ‘LIGHTS OUT.’ and the room becomes completely dark under a starless **night**. After 1 hour of **night**, the same loud voice announces ‘LIGHTS ON’ and the valley is bathed in daylight once again.)

Night - (During the night, the **Night Hand** will hunt those who are trapped outside without light. **Dead Hands** will stalk the countryside, seeking to put out any lights they find, or burying luminous objects they can't destroy. The **Dead Hands** will invade structures that leak too much light, but otherwise ignore structures.)

Hands – (This verdant countryside is populated by three types giant disembodied hands: the **Farm Hands**, the **Dead Hands**, and the **Night Hand**.)

Farm Hands - (The friendly **Farm Hands** live in the **village**. They are actual person-sized hands that walk on the fingertips. They come out during the day to tend to their crops, which include various oats and veggies. They are able to speak via a mouth in their palm, and have eyes between each

of their fingers. They are aware of when **night** is coming, and they rush indoors and turn out the lights, advising friendly adventurers to do the same. They are a simple folks who don't know much about anything other than their farms, avoiding the night, and fearing **Timothy, the Dread Necromancer**.)

Dead Hands – (Fallen **Farm Hands** animated into undeath by the local Tim clone. During the **day**, they crowd into the lower chamber of the **dark tower**. There are hundreds of them. They come out at **Night** to snuff out all light.)

Night Hand – (A powerful entity which attacks those trapped outside without light. Its approach is telegraphed by a drawn out whooshing noise before the most poorly armored person is brutally attacked. See stat block below for details.)

River – (Flows from one end of the ‘room’ to the other, perpetually.)

Village – (Population: 128. This is where the **Farm Hands** live. They make merry in the streets during the day, provided they don't have work to do. There is no mayor, and to outside observers the hands live in poverty, having little in the way of possessions, though they do possess a healthy supply of violins which they play frequently. There are 130 violins in town, each of which can be sold for 50gp. Stealing the violins will result in the **Farm Hands** ceasing to be friendly. They will refuse to share their homes with the invaders, or help them in any way. They defend themselves and each-other if attacked.)

Dark Tower – (This is the lair of **Timothy, the Dread Necromancer**. This 120' tall, 40' wide structure is wrought of a continuous black metal and has 150 structural hit points. The front door is locked with an 18th level wizard lock; if dispelled

the Tim Clone and the hands will know. Inside is a massive chamber with no stairs or way up. There is a hole in the roof which is the only entrance to the upper chamber, where the Tim Clone & **Night Hand** reside. The lower chamber is where the numerous **Dead Hands** congregate during daytime hours. **There are 500 of them. If the tower is attacked with threatening force, Timothy will get involved in the fight.** The upper chamber has one-way viewing windows to the outside world, and it is here that the dread necromancer lurks, reading and re-reading the same books, scheming silently while standing in the corner, and communing with dark powers that don't exist. He may be a bit mad. The **Night Hand** also lives here, tucked away in the shadows, waiting to strike. Hiding behind the bookcase full of useless books is a small cubby within which are two **small chests.**)

Small Chests – (There are two, nearly identical small chests wrapped in a red ribbon. Chest 1 jingles with jewelry if shook, and Chest 2 has no loose innards and is noticeably heavier with its weight non-centered. Within Chest 1 is the **Master Hand Amulet** and 20,000gp worth of jewelry. Chest Two has an immensely powerful explosive inside which will detonate when the chest is opened, dealing 30d6 damage to everyone within the upper chamber or 30' radius. Characters near the edge of the explosion may SvBurst to take half damage.)

Master Hand Amulet – Allows wearer to transform into a giant hand, granting them slowfall and the ability to climb up walls and across ceilings.

Timothy, the Dread Necromancer – (“I am Timothy, the Dread Necromancer!!!” Wears a **Robe of Darkness**. This Tim also controls the day/night cycle in this room, and when angered will set it to **night**. If he dies, it shall be eternal **night**. He is quite insane, and any foes he kills in a fight, he will cut off their hands, animate the hands, and dump the rest of the body in the **river**. Is

immediately hostile. Hates sources of light and will cast darkness on any light source he can see. This allows the **Night Hand** to attack.)

Robe of Darkness – Can be looted, grants wearer a total of 16AC and allows them to cast darkness upon themselves once per encounter. AC value does not stack with other items. (May cause wearer's sanity to deteriorate over time.)

FARM HAND - *A giant hand and humble farmer. Has a mouth on the palm, and an eye between each finger.*
HD1 AC10 SPD12

TIMOTHY, THE DREAD NECROMANCER – *An insane little clone who is an aspiring necromancer with a fascination for hands. He is quite irritable and not willing to negotiate. Has an intense hatred of torches.*

HD18+12 AC16 **immune to all mind-control effects.** +4 to Saves vs Spells

Aura of Darkness: When angered, his robe will flash out, causing darkness to fall within a 5' radius of himself. The **Night Hand** may be ready to intercept attackers when this happens.

Lights Out - Will command the day to turn to night. Can do this even if silenced.

Casts a spell each round if able. Can repeatedly cast spells below.

Spell Priority List:

1 – Will cast darkness upon any object that emits light.

2 – Will cast ‘animate skeleton’ upon the party, up to 3d6 targets must SvSpells or their inner skeleton will begin to obey the Tim. Targets affected will be slowed and forced to attack a teammate once per round. Once more than half his opponents are affected, will defer to casting necrotic bolt.

3 – Necrotic Bolt: deals 3d6 damage to the target, does not miss. Targets slain are immediately turned into flesh-craving ghouls that deal 2d6 damage to targets who must also SvParalysis or be stunned for 1d6 rounds. These ghouls have the HD of the former target.

NIGHT HAND – *Unseen, only felt. Cannot take form in the light, though it may still be present. A low whooshing sound announces its arrival.*

HD20+50 AC24(28 if attackers swinging blindly)
SPD30Flying ATT#3 deals 5d6 damage

Darkform: Solid only in darkness. Any spells which cause illumination cannot hurt the Night Hand. Only vulnerable while solid.

Attacks targets with least armor, or those which appear most injured.

If illuminated, will vanish instantly before it can be seen. When solid, is a gigantic flying hand with vicious claws wrought from pure dark energy.

Draining Strike - Targets struck must SvCorruption or lose 1d6 from their Max Hp value.

\$ - Upon defeat, will drop the **Heart of Darkness**, a Tier 2 Rare Magical Component that can be sold for **40,000gp** or used to create a magic item.

DEAD HAND – *Reanimated farm hands; weak but numerous. 500 remain.*

HD1 AC12 SPD15 1d6+1dmg

Will attack those caught outside at night, while destroying light sources first. Will bury light sources that cannot be destroyed.

02: The “Real” Tim

(Dimensions: 25’ diameter domed chamber 25’ tall. **Construction:** Wrought of continuous black marble. **Doors:** Three total, built of luminous white stone.)

Suspended by metal cord from the apex of this domed chamber is a black **chandelier**. Tied to it is a bound and gagged **Timothy** the Wise. He looks at you and begins kicking, screams muffled behind the gag. On the floor beneath him is a circular pattern of triangles that resemble teeth pointed inwards.

Chandelier – (This is a trap; releasing the weight of the Tim Clone from the **chandelier** causes it to go upwards, releasing a mechanism that causes the triangles on the floor to point up, after which

a sticky **black substance** will erupt out of the center, quickly covering the floor. Characters in the room on the ground may SvBurst with a -8 penalty to quickly leap out of the chamber, while characters just outside must SvBurst with no penalty to avoid their feet being submerged in the substance. Those who fail will be stuck in place as the black substance continues to fill the room. Those who failed inside the room will be submerged after 3 rounds, and those just outside will find themselves submerged after 6 rounds, provided they are shorter than the 7’ tall doorway. Suffocation deals 1d6/rd. Once dried, the substance can be melted away by *extreme* heat or by acid.)

Timothy – (Believes he is the real Tim, and acts very much like him. However, he will find that he has little to no power, cannot even cast spells, and has no items or contrivances to assist him. He is an HD1 nobody. If he convinces the players to take him back to his tower, the true Timothy the Wise will guide them to his ‘x-ray’ chamber to show everyone the soul marble in the clone’s head. The clone may initially object. The x-ray device is actually a smashing device which will instantly pulp the false Tim’s head. The real Tim will pluck out the soul marble and say “Oh, look at that! I managed to get one back all by myself!” he will then stride out of the room whistling contentedly leaving the characters alone with the mess of brain, blood, and bone.)

03: Quintupletim

(Dimensions: 50’ diameter chamber. 100’ tall. **Construction:** Everything is made of a softly glowing green stone brick. **Doors:** Three total, dark green stone, no handles.)

The chamber has 5 fat **columns** holding up the ceiling, 100’ tall. Near the base of the columns is engraved 5-headed hydras screaming in alarm and fleeing the hydra behind them. The patterns loop upon themselves.

Columns – (each column has 5 structural hit points. If each of the 5 columns are destroyed, the roof will collapse, and massive solid gold balls will fall, crushing anyone in the room for 20d6 damage. On the bright side, it will be 100,000 gp worth of gold in the form of 100 giant gold balls that weigh 6 to 7 stones each.)

Quintupletim – (Constantly hides on the far side of a pillar. As the party explores the room, **Quintupletim** must roll a stealth check to sidle around the column without making noise. He will likely fail as he is wearing heavy plate armor, which the adventurers may hear. If discovered, all five of his heads will scream, before beginning to cast spells.)

QUINTUPLETIM – *8' tall, five Tim heads, 10 arms, 10 legs. The heads are bloated and green. The massive torso is covered in green metal plates and each of the 10 arms waves frantically as spells are cast.*

The Hp of each head is tracked separately. Attacks dealt to the body distribute their damage evenly across the heads. The heads retreat partway into the armor like a turtle shell, so targeting a specific head has the same AC as any other, but that head will take the full damage. Each head has its own saves. As each Tim head dies, the Speed of the whole is reduced by 3. All spell casts are used offensively.

Quintupletim's spells are flubbed only if the head is struck, striking the body will not flub spells.

HD20+40 (for each head) AC24 SPD18(to start) +4 to Saves vs Spells

Speed: His frantic leg movements make him difficult to catch by characters moving 12 speed or less. He can move at full speed while casting spells. As the heads are slain, he gets slower. Players may need to split up and try to shepherd him into each other.

Head One

Casts 1st level spells in this order before looping: Charm Person, Color Spray, Ignite, Magic Missile.

Head Two

Casts 2nd level spells in this order before looping: Color Sign (random sign), Command Undead (if any present), Invisibility, Levitate, Mirror Image, Phantasmal Force, Wall Walk, Web, Wizard Punch.

Head Three

Casts 3rd level spells in this order before looping: Blink, Explosive Runes, Fireball, Fly, Gust of Wind, Haste, Hold Person, Lightning Bolt, Slow, Stinking Cloud.

Head Four

Casts 4th level spells in this order before looping: Bestow Curse, Charm Monster (If monster present), Confusion, Dimension Door (into a wall!), Fear, Frost Shield, Minor Globe of Invulnerability, Ice Storm, Polymorph Other, Wall of Ice.

Head Five

Casts 5th level spells in this order before looping: Feeblemind, Magic Jar (on a pillar), Hold Monster, Phantasmal Killer, Wall of Iron, Wall of Stone.

Each head has a soul marble. The soul marble will embed into a pillar if Magic Jar is cast.

04: Doors of Wanting

(**Dimensions:** 50' wide hexagon, 30' tall.

Construction: Rosy-pink stone bricks. **Doors:** Five total, each wrought of Pinkish stone, with patterns of vines carved into them.)

Each of the **doors** has an odd face upon it with marble eyes that seem to be looking at you expectantly.

Doors – (Each face on the doors has a particular thing it wants. In order to open, it must give given the thing it desires, which it will chew up and swallow. If conversed with, they'll reveal their desire, see list below. The doors can be opened from the other side just fine. If someone casts a **knock** spell, the doors will all start screaming: "No, no! NOOO!!" and panic, devolving into whimpers and cries as they're forced open. "You're a monster!" The doors are harmless, but are also immune to attacks, as they are part of the

larger tower. Cannot be affected by spells other than **knock**.)

Door 1 (first door entered) desires winter vests.

Door 2 desires violins.

Door 3 desires shark teeth.

Door 4 desires jewelry.

Door 5 desires circuit boards.

05: Frog Enthusiast Tim

(Dimensions: 1 mile diameter “room” 5mi tall.

Walls: When walking into a wall, a person will appear on the opposite side of the room. **Doors:** Three total, all appear as shoddy wooden doors in the side of a large stump. **Lighting:** Perpetual Twilight.)

A humid **swamp**. **Deep croaks** and cawing birds can be heard in the distance, the view is obscured by a lingering **mist** that clings to the moss-covered oversized **trees** which extend upwards further than you can see.

Mist – (This is a magical mist that if breathed in unfiltered, the person must SvSpells or be polymorphed into an oversized frog, similar to the **Oversized Lurker**.)

Deep Croaks – (The source of the croaks is the **Oversized Lurkers** who hide in pits of water throughout the swamp. When the players journey to either the center of the swamp or to a door, there will be 1d3-1 random encounters with these frogs where 1d6 **Oversized Lurkers** will attack. They do have a population limit, as seen in the Stat-block below.)

Trees – (These oversized trees are approximately 2000’ tall. At the top of each is an eye with a very long tongue in the iris which catches things flying around. These are the **Tree-Eyes**, and there are roughly 300 of them, one at the top of every **tree**. The **Tree-Eyes** have approximately a 100’ range, so 1d3 **Tree-Eyes** will be in range to attack. They

guard the **Astral Diamonds** that glitter upon the roof of the chamber. There are **15 Astral Diamonds total, worth 5000gp each for a total of 75,000gp**.)

Swamp – (In the center is a massive log, 20' diameter, which straddles a pool full of lily pads. This pool is 300’ across and 30’ deep. **Frog Enthusiast Tim** sits on the log. He appears as a giant frog with the face of Tim and an odd mossy beard. He has command over frogs and froggy spells that can summon frogs and do strange things with lily pads.)

TREE-EYE – *A large tree-top eyeball with an iris tongue that pulls prey right in. These are the one part of the tree that the tree can attack with.*

HD15 AC10 immobile

True Sight - Sees through illusions/invisibility

Tongue Attack: 100’ range grapple attack. Tree-Eye doubles its grapple roll. If successful, target is bound by a tongue, and will be reeled into the mouth the next round.

Bite Attack: When a target is in the mouth, the Tree-Eye makes a bite attack that deals 2d6+2 damage.

OVERSIZED LURKER – *A gigantic temperamental frog that hungers for flesh. Their tongues are very sticky and their stomachs very acidic. They also have kleptomantic tendencies. 800 remain.*

HD12 AC14 SPD12Hopping

Tongue Attack: 30’ range grapple attack.

Oversized Lurker doubles its grapple roll. If successful, target will be bound, and flung straight into the Lurker’s mouth, where it will be deposited into the stomach. If the Lurker fails, it will grab a random inventory item instead, roll dice to determine which.

Stomach Acid: On the Lurker’s turn, any items or individuals in the stomach will take 1d6 acid damage. While inside the stomach, a person can attack the Lurker but with a -6 penalty to their rolls, so the lurker effectively has AC20. Up to 4 people can fit in one Lurker’s Stomach.

FROG ENTHUSIAST TIM – *A Gigantic frog with Tim's face and a mossy beard. More stoic than the others. May have guttural speech.*

HD20+80 AC18 SPD12 Hopping 3 Actions per Round, most actions only usable once per round. +4 to Saves vs Spells.

Log Roll: Rolls the log back and forth, trying to force people to fall into the 30' deep pool. Targets on log must SvBurst with -4 or fall off the log. Can use multiple times a round.

Lily Snap: Barks a command, causing all lilies to snap shut, attacking with Aim 15 and dealing 3d6 damage.

Rain of Frogs: Invokes the word of Frog, causing 1d100 HD1 AC10 frogs to fall from the sky. They are immediately hostile and deal 1d6 damage when they hit.

Croak for Help: Croaks shrilly, calling for an **Oversized Lurker** to join the combat in the next round.

Slam Dunk: 50' range grapple attack. Grapple roll is doubled. Immediately flips backwards, slamming the person into the pool of water, or into the log. On solid impact, this attack will deal 5d6 damage.

Inspire Froggy Loyalty: All characters currently polymorphed into frogs must SvSpells with a -4 or be charmed by **Frog Enthusiast Tim**. They will fight to defend him.

06: Watery Broom Horror

(Dimensions: Each of the two chambers has 30' diameter, 30' tall. Tunnel at bottom of well is only 4' wide and 6' tall, making it a tight fit. **Doors:** Two total, other door is at end of well tunnel.)

Water gushes out of the door once you open it. After it drains away, you see a **well** upon a raised platform, overflowing with water. The floor here is entirely wet, being knee-deep in water. A **broom** walks from another **doorway** upon bristly legs, carrying two water buckets in its oddly shaped arms. It walks up to the **well**, and dumps water in it, which overflows onto the floor. The **broom**

marches back through the other **doorway**, buckets in hand.

Well - (100' deep, filled with water. At the bottom is a small 20' long tunnel that leads to the exit door.)

Broom - (This is a special broom. It is geased to carry water from the spring in the room through the **doorway** and dump it into the **well**. If destroyed, each splinter, shard, or even speck of wood will grow over the course of 1 turn into a new broom complete with buckets. The brooms will defend themselves if attacked.)

Doorway - (Leads to another chamber where there is a small flight of stairs 10' tall that goes to a fountain that comes out of the wall. Unlike the **well**, this fountain appears to be unable to overflow. This is where the **brooms** get the water.)

BROOM - *Walks on bristly legs, carries buckets of water.*

HD1 AC13 1d6dmg

Splintery Duplication - If destroyed, every shard or speck of dust or ash will grow into a new broom with the same purpose.

07: Football Turtle Tim

(Dimensions: 100 yards long 160' wide.

Construction: It's a football field with artificial turf. **Doors:** Two doors total. The opposite door is unlocked by inserting the **Golden Pigskin** into the football-shaped socket.)

The room is a football field, surrounded by sky-blue walls. About halfway down the field is a **line** of 9 giant stone bipedal **turtles** wearing football helmets. They are standing very still. Leaning against the far wall is a giant book, twice the size of a person labeled "**The Adventures of Maggy**".

Line - (There are 9 **turtles** in the front line, another **turtle** just behind that line, with **Football Turtle Tim** in the back.)

Turtles - (They are waiting for a challenger to appear. Behind the front row is a Tim clone in a "borrowed" turtle shell. Once the opposing force has fully entered the room, a whistle will be heard and both doors will lock. Unfortunately, neither these **Stone Turtles** nor **Football Turtle Tim** really understand how football is played, so once the opposing team is ready, they will attempt to rush the **Golden Pigskin**, a heavy bejeweled golden football, to the opposing **endzone**. The turtles will make grapple checks against the party to push them out of the way so **Football Turtle Tim** can rush the pigskin through. There will be only one play, and for each combat round, the Tim Clone will be able to run down 1/4 of the field (if he is not blocked somehow.) If any attacks are made to deal damage, all hell will break loose as the turtles will begin smashing their opponents without mercy, while still trying to get the pigskin to the **endzone**.)

Endzone - (If the **turtles** win, they will all high-five each other, and the survivors will leave through the unlocked doorway (the one thru which the players entered) where they will essentially be violent vagrants in the previous room. If the players win, the turtles will slouch with sadness and crumble away, leaving a very dejected **Football Turtle Tim** who won't even put up a fight if attacked.)

Golden Pigskin - (Used to unlock either door, but it is a hefty 5 stone object worth **25,000gp** if sold.)

Adventures of Maggy – (One of Librarian Tim's lost books. He patiently awaits its return in room 64.)

STONE TURTLE (10) - A 12' tall Bipedal Stone Turtle who wears a standard football helmet. The helmets are not stone nor part of the statue.

Immune to fire/ice, charm effects, and other things a stone turtle construct would be.

HD10+10 AC21 SPD9 ATT#3

Attacks deal 2d6+4 damage. Prefers to tackle targets until provoked with actual violence.

FOOTBALL TURTLE TIM - A Tim clone in a borrowed turtle shell.

HD20+20 AC20(24 if he ducks into the shell, assuming total defense) SPD9 ATT#3

+4 to saves vs spells, +4 to saves vs burst (due to shell)

His goal is to run the pigskin to the finish. If attacked, he will hide in his shell and rely on the **stone turtles** to help him. Only if he's alone will he attempt to fight back, but he is ill equipped for combat and will only deal 2d6 damage.

08: Big Red's Skeleton Closet

(**Dimensions:** 300' diameter. **Construction:** Sturdy beams of blood-red wood. **Doors:** 3 doors total. Each appears as a simple wooden red door.)

(**When door is opened:**) A large blood-red skeleton with all-too-human glass eyes says "No." and pushes the door closed. (**If door is opened again:**) The same large blood-red skeleton says "Ah. Hm. I see what the problem is. Come right this way." (They will be led through a large red room where many of these blood-red skeletons are conversing with one another. They will arrive at a pool of simmering blood that rests at the feet of an enormous skeleton, known as **Big Red**. **Big Red** is sitting on a **Large Red Box**.)

Big Red - (Gigantic skeleton with a bright-red 'third eye' that is able to perceive all things. It can sense various means of being hidden, see in all wavelengths, magic, evil, clarktech, etc. It can even see the future slightly, granting advantage on every roll made. He will try to sound

understanding, as he attempts to convince the players that they have a terrible disease, and the only solution is to step into the **vat of maceration**, which is the fountain of simmering blood at his feet. If the party refuses, but is polite, he will allow them to leave, but tell them they may not return unless they are prepared to cleanse themselves of their sickness. If the party is rude, offensive, or threatening, **Big Red** will have his **Bloody Skeletons** grapple people and force them into the pool.)

Vat of Maceration - (A pool of simmering blood that strips flesh from the bone and dyes the bones blood-red. Deals 10d6 *per round*. Once a person "dies" in the pool, they will instantly become undead, grow to 10' height, and be instantly charmed by **Big Red**, who will reach into the **Large Red Box** and offer his new undead 2 life-like glass eyes. The character will retain their stats, except they'll now deal 2d6+2 damage, have 16 Natural Armor, and have the same immunities and weaknesses as the undead. They'll prefer to stay with **Big Red's** Red Army. If **Big Red** dies, the fountain ceases to simmer, and loses its magical qualities.)

Large Red Box - (Holds 1000 life-like glass eyes, each of which is worth 50gp.)

Bloody Skeletons - (Will defend **Big Red**, who has charmed them. If the charm is dispelled, roll morale for each **Bloody Skeleton** to determine whether they flee or assist in attacking **Big Red**. There are 120 **Bloody Skeletons** scattered evenly throughout the room, making it incredibly difficult to dispel all the charms.)

BLOODY SKELETON (120) - *A 10' tall skeleton with sturdy bones soaked in blood. It has glass eyes in its eye sockets.*

HD8+8 AC16 SPD15

Deals 2d6+2 damage on hit. (Just one attack to simplify so many attacks.)

Drops two life-like glass eyes worth 50gp each.

BIG RED - *A goliathan skeleton with 2 'normal' glass eyes and a third eye that glows solid red. He stands 40' tall.*

HD50+50 AC19 SPD24 ATT#3 deals 3d6+3 damage.

Third Eye: True sight, can see invisible, hidden, obscured, magic, evil, etc. Also grants advantage on all rolls, including initiative. Big Red rolls initiative separately from his soldiers. (Advantage means to roll twice and take the better result.)

Upon Death: Drops '**Big Red's Big Red Eye**' a Tier 2 Rare Magical Component. May be sold for **40,000gp** or used to create a magic item. (The eye is too big to inset into a normal person's skull, but if someone somehow figures it out, they'll gain Big Red's perception and future-sight abilities.) Each of the two large glass eyes is worth **1,000gp**. They're very intricate.

09: Tim-in-a-Jar Head Museum

(Dimensions: Donut shaped room, outer ring 100' diameter, inner ring 60' diameter. 15' tall. There is a room in the center of the donut where the robots live and the heads are prepared.

Construction: Dark oak shelves lining the white brick walls. Inner chamber has cement walls and floor. **Doors:** 2 other doors that lead to more tower rooms, a final door that leads to **inner chamber**.)

Resting upon oaken shelves that line the walls are **heads** suspended in liquid in jars. They appear to be alive, but docile. The room is shaped like a donut, but there is a **metal door** that appears to lead to an **inner chamber**.

Heads - (The heads are able to be spoken with, but very few of them have useful knowledge. The heads are humanoid but mostly inhuman, having come from various unknown species. If any heads are damaged or removed or scream for help, the **Agnus** will emerge from the **Inner chamber** to collect more heads from the players. There are 6 heads that will stick out if the collection is

carefully browsed, roll a d6 on the table below to determine which are discovered first:

Head d6	Effect
1 - Medusa Head	Viewer must SvParalysis or be turned to stone. Her head snakes have deadly venom. The 8 snakes have Aim 5. May be sold for 10,000gp to the right buyer.
2 - Witch Head	Viewer must SvBurst to avert their gaze, or drop dead. Her eyes are black as death, and inspire it in others. May be sold for 5,000gp to the right buyer.
3 - Banshee "Head"	Unleashes a deathly scream - all who can hear it must SvBurst or drop head. Saving means they can cover their ears. The other heads in the museum will be knocked out due to muffled waters. Robots cannot "Hear" The head is spectral, so its suspension in the jar is a bit of a mystery. May be sold for 15,000gp to the right buyer.
4 - Siren Head	When viewed, will begin singing, performance style. All the other heads will go silent, as they listen in rapture. Those with uncovered ears must SvSpells or be charmed by the Siren. She stops singing after a couple rounds, and the other heads offer praise. Since she doesn't speak their language, charms will mostly seek to protect her or possibly take the head with them when they leave. Can be sold for 20,000gp to the right buyer.
5 - Golden Sphinx Head	After being regarded as treasure, the Sphinx's eyes will flash, and the viewer must SvSpells with a -10 penalty or be dominated by the Sphinx. The character's facial features will go limp, and with a monotone voice encourages others to look into the sphinx's eyes. Once enough people are dominated, she will use her puppets to extract her from this museum, and force others to become her slaves. Head is worth 15,000gp as treasure.
6 - Tim Clone Head!	Well, you found him. Tim-in-a-jar will pretend he is a normal head for as long as he can, but if someone recognizes him and prepares to extract him, he will scream " Agnu , help me!" and the Agnus will emerge. This Tim also has limited ability to protect himself, innately knowing several spells.

Metal Door - (Only opens for the **Agnus**. No handle, no lock to pick, but may be knocked as per the spell.)

Agnu - (There are two **Agnus**, each of which is a bulky headless automaton that seeks to collect & protect heads. Will attack players with intent to take alive, and remove their heads. Heads will be returned to the **inner chamber** where the jarification process can begin. Players slain here will have their heads put on display with their soul

and personality intact, but their body will have been ground to mulch and fed to the other heads. The **Agnus** are also capable of repairing themselves and rebuilding each other, so leaving and returning there will always be two **Agnus** unless both are slain.)

Inner Chamber - (A cement & metal chamber with plenty of extra head-jars, food bits, and tools for dressing up heads for display such as oil, little scissors, wax, etc. There is also a sort of

mechanical workshop where the **Agnus** maintain themselves. There is also a canister which contains 20 doses of paralytic poison.)

AGNU - *Two of these bulky automatons protect and maintain this small museum. They have a large torso and thick limbs, one which ends with a syringe and the other ends with a sawblade.*

HD15+25 AC23 SPD12 ATT#3*

Syringe Attack: Use once per round. Target takes 1d6 damage and must SvPoison with a -4 or be stunned for 1d6 turns.

Sawblade Attack: Deals 3d6+3 damage.

Arm Bash: If a target looks like they won't survive another saw attack, Arm Bash can be used to deal 1d6 damage.

Head Collector: The Agnus do not want to kill their targets, they will instead collect the head of incapacitated foes and insert the head into their torso, where the head is "preserved" until it can be properly prepared for display. Up to 3 heads may be stored at once.

TIM-IN-A-JAR - *It's the head of a Tim Clone, but it's in a jar!*

HD18 AC10 Immobile

+4 to Saves vs Spells

Spellcasts in this order: Repulsion, Web, Hold Portal(to prevent escape), Slow, Hold Person, Confusion, Death Spell (if applicable), Magic Sword (ATT#3).

10: **Pharaoh Tim** (Cannot be first or second room discovered.)

(Dimensions: 5 mile diameter chamber, with open sky. **Walls:** When walking into a wall, you appear at the other side of the room so the desert appears infinite. **Doors:** Three total. Small temples near the edges have heavy sandstone doors that lead to adjoining chambers.)

(Pyramid Dimensions: Entry is 20' wide, 40' tall. The main chamber is 50' wide, 200' deep. Pyramid is 300' wide on each edge, and 300' tall.)

Stretching before you is a trackless desert, devoid of vegetation. Sitting atop the dunes in the midst of the desert is a large **pyramid**. The upper portion of the **pyramid** shimmers with gold and jewels and intricate artwork, a large red eye emblazoned upon each side. The pyramid has a large entrance on the side facing you. (There's a sandworm in this desert named **Chad**.)

Chad - (Enjoys randomly gobbling people up and then pooping them out unharmed 8 hours later, leaving them covered in odd slime. While people are outside the pyramid, roll a d6 every turn and on a result of 1, Chad will grab someone and retreat.)

Pyramid - (Being several miles from a door, it'll take a 2-6 turns to get there, depending on party speed. The interior of the pyramid is a large chamber with 6 columns and a throne. Sunlight shines from a greenish light in the ceiling. Everything is covered in engraved gold and inset with gems; the entire room is a **treasure**. Sitting upon the throne is **Pharaoh Tim**, or at least a perfect projected image of him. Kneeling before him is row after row of **mummies** silent with reverence; there is a walkway down the middle.)

Pharaoh Tim - (This Tim is well aware of what goes on inside his desert, as the upper pyramid's eyes can see everything in the desert with truesight. Once the party enters his temple, Tim will know, and will greet them from a position of power, demanding to know what they are doing in his domain. He is evil, and if the party tries to leave he will demand they sacrifice one of their number to become a mummy. Pharaoh Tim has a weakness for flattery, so if the party praises him sufficiently, he will blush and glow with bashful joy. He will giddily wave goodbye and hope the party returns. If angered, **Pharaoh Tim** will gesture to the mummies to attack, before his projected image fades. The ceiling is the bottom of the **Pyramidion** (top portion of the pyramid) will detach as it begins to hover, engraved lines along its surface glow, and it makes an ominous

whirring sound as it tilts downwards to focus its big red eye on the party. **Pharaoh Tim's** voice will echo across the desert, "JOIN MY COLLECTION BY FORCE!" This process take two rounds, giving the party a chance to flee outside.)

Treasure - (Ho-boy is there treasure! The interior of the pyramid base is covered with gold plates and gemstones. There is also a throne wrought of solid gold, inscribed with elaborate artworks of Tims praying to a higher Tim, and near the head of the throne is an enormous ruby the size of a person's head. There is 200,000gp worth of gold plates, 8,000 gems worth 50gp each, and the throne is worth 120,000gp on its own for a grand total of 720,000gp. The **Pyramidion** will also be worth a ton of treasure once destroyed.)

CHAD - *The local playful sand worm. Likes to swallow people at random and poop them out later, unharmed.*

HD20+100 AC20 SPD18Burrowing

Will consume someone from below as a grapple roll. Each round they may make an attack versus chad with a -4 penalty, but being inside means they must SvParalysis with a -5 each round or be lulled into a deep sleep. Chad will poop them out in the desert somewhere after 8 hours, naked, with any magic items they had on the ground beside them. Chad can't eat magic, he doesn't like it.

THE PYRAMIDION - *A flying gilded pyramid with a great red eye on each side and a bright light shining out the bottom. It shimmers with power. The base is 100'x100'. Even if the Tim is removed, the pyramidion will fight on. Music: Two Steps from Hell - Armada Extended*

SHP1000 AC30 SPD60Flying ATT#2* Aim20, Save1, +5 to all saves, +10 to spells.

Traits/Resistances: Cannot be specifically destroyed by a Wish spell. Takes half damage from all elemental attacks. Permanently enchanted with a more powerful 'Protection from Missiles' which deflects larger objects such as cannonballs or boulders. **Regen 5 SHP/rd**

Rather Large: Instant kill spells only affect 10% of the Pyramidion at a time.

Spell Reflection: While shimmering, will reflect the first spell cast upon it, after which the shimmer fades. Can reflect 1 spell per round.

Abilities listed below, may use 2/rd.

Squish: The Pyramidion falls to the ground, squashing everything underneath into the sand, dealing 15d6 damage and knocking prone. (If the ground is solid and not bumpy sand, it's instant death for most creatures.)

Eye of Disintegration: Fires at all targets in a 30'radius within 1 mile. All creatures must SvSpells or be disintegrated.

Eye of Magic: The Pyramidion vibrates, clearly casting a spell. It may cast any spell once per day within a range of 1 mile. Spells of 3rd level or lower may be made up on the spot. Preferred spells to use: Triplicate (3 copies), Mirror Image, Projected Image, Symbol: Stun, Repulsion, Prismatic Wall (over the exit), Maze, Wall spells, then damage spells.

Eye of Death: A piercing gaze stops the heart of a target with fewer than 50 hit points. Target may SvDeath with a penalty of -10.

Eye of Wrath: 5 meteors erupt out of the eye and are directed towards targets with 5 separate attack rolls. A direct hit deals 10d6 damage, exploding in a 20' radius. Creatures not directly hit may SvBurst for half damage. All 5 may be on the same target.

Mummy Summon: Summons all available mummies directly beneath it with a spotlight of pale green light. The mummies will attack the next round.

Mummification: Abduct an unconscious or dead target beneath the Pyramidion via a pale green spotlight. It takes a full round for the abduction to complete, giving rescue a chance if the players lost initiative. Successful abduction will result in the target being instantly transformed into a mummy who will inherit that character's HD. The souls of Mummified characters are trapped in the mummy which must be destroyed for them to escape. Mummified bodies cannot be raised with the 'Raise Dead' spell.

Pyramidion cont.

Upon Death: Will explode into thousands of gold chunks and precious stones and gems, raining down into the desert sands. The debris will be worth 3,000,000gp, (Quintuple value if sold intact.) Will also drop '**Pyramidion's Pyramidion**', a Tier 5 Rare Magical Component that can be sold for **100,000gp** or used to create a magic item.

MUMMY (100 remain) - *Wrappings, dried skin, a penchant for evil, the usual.*

HD9+9 AC14 SPD9 ATT#3 1d6+2dmg

Life Drain: Melee attacks drain as much max hp as they deal damage.

Eye of Fear: Gaze attack, target must SvParalysis or be stunned with fear for 1d6 rounds. Can only be used once on each target per day.

PHARAOH TIM - *He's a rather gaunt fellow, it seems. He must have been quite cozy in the Pyramidion, as now he can hardly stand. However, the Pyramidion will scoop him up if it's still intact.*

Hp1 AC6 SPD3crawling

11: Tim the Fire-Pimp

(Construction: This structure is built entirely of thick stone bricks with arched ceilings. There are halls and doors that lead to individual rooms. At the back of the halls is a large door that leads to the local Tim clone. **Doors:** Three total, thick stone doors, all accessible in the entry room to the area.)

The air is hot. There is a large glowing sign that reads "The Sensual Salamander" attached to the wall above a large stone reception desk, behind which stands a scaled orange **lizard**-like creature with 4 arms but no legs. It has black eyes and crooked horns and greets you: "Ahhh, Welcome travellers! Do any of you have an **appointment** today?" (If no one says yes:) "Ahhh, well, let's see... I have four room's available... one has the solo package, one has the double

package, and one has the... triple package." (He will charge 100gp for solo, 200gp for double, 300 for triple. One person per 'room'. If anyone buys, he will lead them to their **appointments**, and lock the door... for privacy, of course. If anyone claims to have an appointment set, he will ask for their name, which has a 99% chance of not matching previously scheduled appointments.)

Appointment - (The character will be lead into a room by themselves, the door will be locked by **Mehecticus**, and before them will be one, two, or three of the flame servitors, depending on what they paid for. The servitor names are **Lucifra**, **Magmadarling**, **Garrrra**, **Shazzrah**, **Matron Geddon**, and **Golema'am**. The servitors will introduce themselves and spring to "attack". Note that the rooms are like ovens, so after the first round of combat, characters take 1 fire damage per servitor per round.)

Lizard - (This is a fire-aspected demon, named **Lobomo-Mehecticus**. He is vague on the details of the service provided here. If anyone asks to see his boss, he will refuse. Will defend himself if attacked. When at half Hp or less, he will say "Hold your attacks patron's, I yield, I yield! You may speak with my supervisor, he is right this way..." He will then lead them to **Tim the Fire-Pimp's** office at the back of the brothel. The office is a massive chamber where a 20' wide bridge leads to an 80' wide stone platform which is suspended above a pit of fire and magma. Mehecticus approaches **Tim the Fire-Pimp** who is sleeping at his desk, whereupon the following dialogue will occur:

"Behold Tim - the Fire-Pimp! He who was middle-aged when this establishment was young! Bow before him patron's, bow before your imminent despair!"

Tim the Fire-Pimp wakes up and rubs his eyes.

"TOO SOON... You have disturbed me too soon Mehecticus! What is the meaning of this disturbance?"

"These impudent patronsss, my bossss, they have disrespected your brothel and ssseek to kill your servitors!"

"Fool! You allowed these vagabonds to enter this fine establishment, and now you lead them to my very office? You have failed me Mehecticus, you shall be fired indeed."

Mehecticus screams as a gout of fire encompasses him and he vanishes.

"As for you, patrons, brashly you sought the services of the flame. Now you shall feel it firsthand!"

Tim the Fire-Lord pulls out a flame whip and fiery manacles, and attacks. (Music suggestion: Molten Core theme, World of Warcraft.)

TIM THE FIRE-PIMP - Has the appearance and size of a balrog, except with Tim's face, a beard of fire, and a dapper flame vest. Wears way too much jewelry that is somehow fireproof.

HD40+40 AC20 SPD15Flying ATT#2

+4 to saves vs spells

Uses 2 abilities per round:

Turn up the Heat: Increases the chamber's ambient temperature by 1, dealing that much more damage per round. Those in melee also take 1d6 fire damage per round.

Flame Whip: On hit, grapples target and sears them for 3d6 fire damage. On the next round, will use this ability to fling them into the pit of fire. Character who fall into the magma below take 30d6 fire damage per round. "By magma be purged!"

Manacles of Fire: Throws fiery manacles at a target. On hit, they must SvParalysis with a -2 penalty or be manacled, taking 1d6 fire damage per round until the manacles are somehow removed.

Summon Servitors: Will call upon any remaining servitors to come and join the fight.

\$ - Is wearing 200,000gp worth of heat-proofed jewelry.

LOBOMO MEHECTICUS

HD10+10 AC20 SPD12 ATT#4 xtra2Dmg

Immune to fire/lava/charms

Will surrender at half health, and lead the group to Tim the Fire-Pimp's office.

LUCIFRA - An appealing figure of fire, except with horns and a serpentine tail.

HD10 AC10

immune to non-magical physical attacks

Charming: On first sight, target must SvSpells to resist being charmed. The charm will dissipate when the person takes damage.

Lucifra's Curse: On successful hit, Lucifra will kiss the target inflicting a curse whereby anytime they cast a spell, they must sacrifice another prepared spell.

Cuddle: Once target is successfully cursed, will attempt to cuddle the target, dealing 1d6 fire damage.

MAGMADARLING - An appealing figure of fire... Are those paws?

HD10+10 AC10

immune to non-magical physical attacks

Charming: On first sight, target must SvSpells to resist being charmed. The charm will dissipate when the person takes damage.

Magma Spit: Apparently didn't get the kissing memo, instead spits a glob of magma that deals 2d6 damage and sets the target ablaze if they fail a SvBurst.

GARRRRRA - A moderately appealing figure of fire, oddly chunky in places where they ought not to be.

HD13+13 AC16

immune to non-magical physical attacks

Charming: On first sight, target must SvSpells to resist being charmed. The charm will dissipate when the person takes damage.

Garrrrra cont.

Magma Shackles: Will attempt to grapple target to attach shackles which will deal 1d6 fire damage per round while they are attached.

Spell Steal: Will attempt to kiss the target, to steal the use of a random spell.

SHAZZRAH - *An appealing figure of flame, but this one is blue and purple! With horns coming from their head and arms!*

HD8 AC10

immune to non-magical physical attacks

Charming: On first sight, target must SvSpells to resist being charmed. The charm will dissipate when the person takes damage.

Despair: Will attempt to kiss the target (which deals damage of course) but if spurned, will begin to cry, which causes a magic shockwave to rip through the room every round dealing 2d6 damage until they can be calmed down or slain.

MATRON GEDDON - *"It's Geddon... Matron Geddon. Prepare for your detonation."*

HD12+12 AC10

immune to non-magical physical attacks

Charming: On first sight, target must SvSpells to resist being charmed. The charm will dissipate when the person takes damage.

Detonation: Will cast a spell on the target, who must SvSpells or be encompassed by volatile flame which after 1 round explodes, sending them crashing into the ceiling dealing 10d6 fire damage and 4d6 physical damage. Deals half fire damage to creatures within 10 feet. Once spell is expended, will kiss the target to death.

GOLEMA'AM - *A... rather large, 20' tall appealing figure of flame.*

HD18+18 AC10 3d6dmg

Immune to non-magical physical attacks

Charming: On first sight, target must SvSpells to resist being charmed. The charm will dissipate when the person takes damage.

Too Hot: Unlike the other servitors, Golema'am will not attack. However, due to their size, the room heats up twice as fast, dealing 1d6+1

damage per round to anyone inside. Will defend itself if attacked.

12: Paranoid Farmer Tim

(**Dimensions:** 1 mile diameter, walking into a "wall" has the person appear on the opposite side of the room. **Doors:** 3 total, appear as red barn doors.)

In a valley down the hill from you is a farm with a large **field** and a single small **house**. There are three gigantic **scarecrows** towering above it. The door of the **house** is suddenly flung open, and out runs a **Tim** with a straw hat, eyes darting left and right. He wields a pitchfork, and runs over to one part of his farm, plucks an over-sized carrot, and then runs back into his little **house**, taking the carrot with him.

Field - (Full of over-sized vegetables including carrots, onions, beetroot, and more. This is where the gigantic **scarecrows** stand. Buried near one corner of the field is **15,000gp worth of gold ingots**.)

House - (The lair of the local **Tim**. Includes a large crock pot, basic knickknacks, and 8 explosive rune signs dangling from the ceiling, like wards. Naturally, they may explode once seen by a non-Tim, dealing 5d6+5 damage each in a 20' radius area, blowing the house to smithereens.)

Scarecrows - (These are the guardians of the farm. **Tim** is also scared of them, even though they are here to protect him. Their names are **Fiddlesticks**, **Wickerbottom**, and **Bonooru**, and each has special abilities. They will shake menacingly if anyone approaches the farm, and will attack if either a person or a magical effect trespasses on their domain.)

Tim - (A comparatively weak Tim clone. He tends the farm in fits of paranoid scampering before hiding in his **house** again. He is poor, and has no

real wealth, aside from the gold buried in the corner of the **field** which he's forgotten about. However, his pitchfork is enchanted with some dangerous limited use magic.)

FIDDLESTICKS - *A scarecrow whose face is akin to a bag pulled over its head, with jagged wooden teeth. He wields a massive scythe and stands 100' tall.*

HD40+40 AC15 SPD12(hopping) ATT#3 deals 3d6+6 damage

Conjure Crows: May spend an attack action to conjure 1d20+10 giant Crows that have HD1 AC14. The Crows will relentlessly attack until either Fiddlesticks or their target is dead.

Fearsome Visage: Spend an attack; Fiddlestick's eyes glow green and he screams. All enemy creatures that meet his gaze must SvSpells or be inflicted with Fear for 1d6 Turns, forcing them to run away at their maximum speed, dropping items that slow them down.

WICKERBOTTOM - *A scarecrow with big round false glasses and over-sized books hanging from a cord tied around its waist. Stands 100' tall.*

HD40+10 AC15 SPD12(hopping)

Shhhhh! If an enemy is casting a spell, Wickerbottom will unleash a powerful hushing effect dealing 1 psychic damage in an 80' cone; all targets within must SvParalysis with a -2 penalty or be silenced for 1d6 rounds.

Wickerbottom uses one Tome each round:

Tome of Fire: 5 magical redbirds appear, which have Hp1 Aim10 AC15. They dive into their targets & explode, dealing 3d6 fire and setting the target ablaze, destroying flammable items. On miss, the bird will continue attacking each round until it hits.

Tome of Ice: 5 magical whitebirds appear, who have Hp1 Aim10 AC15. They dive into their targets & explode, dealing 2d6 frost damage and the target must SvParalysis or be frozen, stunned for 1d6 rounds. On miss, the bird will continue attacking each round until it hits.

Tome of Plant Growth: A farm vegetable animates and grows to a large size before attacking. HD15 AC12 SPD15 2d6+2 damage.

Tome of Lightning: A bolt of lightning erupts from the sky, striking target location dealing 10d6 damage in a 10' radius area. Creatures may SvBurst for half.

Tome of Tentacles: 5 spiked tentacles burst from the ground at target locations to attack a target once before submerging again. Aim15 deal 3d6+3 damage.

Tome of Sleep: A magical lullaby is read, causing all enemies who can hear it to SvSpells or fall asleep for 1d6 turns.

BONOORU - *Has a straw hat and a smiling face with dimples. Wears a vest. His arms stick straight out to the sides like you'd expect a scarecrow to. He is much more agile than the others. Stands 100' tall.*

HD40+25 AC30 SPD18(dancing)

Dance with me, baby! Forces one target to dance with Bonooru, who must SvSpells with a -5 penalty to resist. While dancing, target cannot take actions but may speak. Those dancing with Bonooru will not be considered enemies by the scarecrows. Targets may save each round with -5 penalty to break the dance.

Sing with me, brother! Forces one dancing target to sing with Bonooru, who must SvSpells with a -5 penalty to resist. While singing, the target will be charmed by Bonooru, and will no longer attempt to resist.

War Yodel: If Bonooru is reduced to half hp or less, he will scowl and unleash a war yodel. All charmed targets will then attack his aggressors. Once all aggressors are dead or have fled, those charmed by Bonooru will remain, happily dancing. They eat farm stuff to sustain themselves.

PARANOID FARMER TIM - *Darting eyes, grim expression, this Tim anticipates betrayal. But he must tend his crop. Wields an unassuming pitchfork with mighty power.*

HD20 AC10 ATT#3 +4vSpells

On hit with pitchfork: target will be dealt 1d6+4 damage, over-healing Tim for the same amount and increasing his # of attacks per round by 1. This can happen multiple times per round, allowing a flurry of blows to take place in one round. However, on a natural one, the **Pitchfork of the Frenzied Harvest** will explode into a thousand pieces.

Pitchfork of the Frenzied Harvest: +3/+3 pole-arm that over-heals the wielder for the damage they deal, and every hit increases the wielder's # of attacks per round by 1. However, on a natural one, the pitchfork shatters. Requires spending 10 hallow points to prevent the shattering.

13: Tank Commander Tim

(**Dimensions:** 1000' wide, 1000' long. Roof is approx. 200' high. **Construction:** Everything is built of dusty brownish-gray bricks. **Doors:** 3 total, located on far left and right walls. Appear as thick metal doors with brick frames.)

A massive chamber of brownish-gray bricks lay before you. Within appears to be an odd sort of town. It is lifeless, but filled with two to three story brick **buildings** with flat roofs. The doors and windows are all empty devoid of physical doors or glass panes. There are dusty streets between the buildings, with odd **tracks** imprinted in the dust. You briefly hear an odd **rumbling** sound before it stops.

Buildings - (Unfurnished, clearly not lived in. Just floors with stairs between them, with an open-air window on each wall. Nothing will hinder those who seek to enter them, besides perhaps **Tank Commander Tim**. One of the buildings on the opposite side of the room from where it was entered has a big ol' treasure chest in it, within which lay **20,000gp worth of jewelry**. Roll 1d20 if they're entering a building on that side of town to see if they get the treasure building on a 20.)

Tracks - (They're the imprints of tank treads.)

Rumbling - (The brief rumbling noise was the **Tank** being pulled into a position ready for ambush. If the party wanders through the streets without employing stealth, the **Tank** will ambush the party, bursting through a wall and firing at them.)

TANK - *A rumbling mass of metal built for one purpose: destruction. A forward cannon and a machine gun serve as weapons. Tank is manned by an angry Tim and his 3 addled Tim clones.*
HD50+50 AC30 SPD24

May use Trample & one other ability each round.

Trample: While moving, may attempt to run over targets who must SvBurst or be trampled for 10d6 damage.

Main Cannon: Launches an explosive projectile at target location, which deals immense damage and levels buildings. Deals 15d6 damage in a 20' radius, targets may SvBurst for half. Buildings instantly collapse, dealing 5d6 damage to whoever's inside.

Machine Gun: Launches a salvo of 10 attacks at a target or a group of targets, each dealing 1d6+3dmg.

If someone is on top of the tank where the guns can't get them, Tank Commander Tim will pop out of the hatch and start swinging with his sword.

TANK COMMANDER TIM - *He's angry, he's got a golden helmet, and he's got a boom-sword.*
HD20+30 AC24 ATT#3 +4vSpells.

May use one attack action to open the hatch, and then attack with the others. Will only come out of the tank to knock targets off the roof using his Boom Sword attack.

Boom-Sword: When a target is struck with the boom sword, they take 2d6 damage and fly backwards 80 feet. SvBurst to reduce distance by half.

\$ - Golden helmet is encrusted with gemstones and is combat-worthy. Worth 10,000gp.

Boom-Sword: +1/+1 Magic Sword that flings enemies 80 feet backwards. An inscription reads *"Personal Space Enforcer."*

3RD GENERATION TIM CLONES (3) - *They're a bit addled, but they function just fine as the Tim Clone's copilots. These extra clones **do not** have soul marbles.*

HD1 AC10

They're only here to help pilot the tank. It's all they know.

14: Rubber Tim

(Dimensions: 200' diameter 300' tall dome.

Construction: Thick steel beams meet at the top of the dome. **Doors:** Three total, Rusty metal hatches with a turning wheel to open.)

The entire room is covered in miscellaneous junk. At the center of it all is a **mountain** of junk, standing 200' tall. The junk consists of all manner of stuff, from broken wagon wheels and wood planks to pipes, cogs, broken glass, and much more. A **rubber tire** rolls down from a nearby mound and stops in front of you.

Rubber Tire - (This is a **lil rubber** that has come down to determine whether the intruders are a threat. It'll arrive at the conclusion that "yes, they are a threat" and begin vibrating intensely, which is how it casts a spell of 'Head Explode'. Target must SvSpells or their head will explode.)

Mountain - (The mountain is so steep it needs to be climbed. Or flown up. Either way, there's a plateau at the top where Rubber Tim lives along with his rubber army. He has all the best junk made of the precious materials, with roughly **30,000gp** worth of scrap that weighs about 400 stones. He has an oddly toned voice and he demands "Whaaaaaaat are you doing on my mountain!?! I don't care! Off with their heads!" and then the tires will attack.)

LIL RUBBER (38) - *A little rubber tire. Isn't it adorable? Animated by and loyal to Rubber Tim.*
HD1 AC14

Each round, will cast a spell of 'Head Explode' whereby the target must SvSpells or their head will explode. If it takes damage while casting, the spell will be interrupted.

BIG RUBBER (6) - *If a tire could be manly, this is it. Animated by and loyal to Rubber Tim.*

HD10 AC14

Each round, will cast a spell of 'Greater Head Explode' whereby the target must SvSpells with a -2 penalty or their head will explode. If it takes damage while casting, the spell will be interrupted.

RUBBER TIM - *It's definitely a Tim, but its made of rubber and covered in studs. Sharp, spiky studs.*

HD20+20 AC16 +4vSpells

50% chance to reflect spells & attacks

Has a lightning rod that he shoots 'Lightning' spells with, which deals 10d6 damage in a 20' wide area in a 120' beam. Lightning does not damage rubber. Upon defeat, lightning rod will have 1d10 charges remaining.

15: Conductor Tim, "Tivaldi"

(Dimensions: 150' wide auditorium, 200' long. The stage is roughly 60' wide and 40' deep.

Construction: Everything is made of lacquered wood, with red-stained fittings. **Doors:** 3 doors total, flanking the main entrance to the auditorium. Wooden doors stained red.)

A plush red carpet leads down into a grand auditorium, with rows of seats on either side. On a faraway stage is a Tim who is conducting a gaggle of over-sized **instruments**, which hover in the air. The tune they emit is anything but beautiful, and the **Tim** is clearly frustrated. The

seats of the auditorium each have a **skeleton** sitting in it, except for 2 seats which hold a giant book, twice the size of a person with the title "**The Endless Way**".

Instruments - (Includes all sorts of brass and woodwinds, but they are clearly animated as there is no one actually blowing into them. Although they are sub-par at playing whatever melody **Tivaldi** wants them to play, they can be quite a deadly foe with several note-magics with various effects. They will obey **Tivaldi**, but **Tivaldi** will also be effected by the instrument's musical attacks.)

Tivaldi - (His eyes are blood-shot, there is a small stream of blood running from his ears, he is in great pain. He is obsessed with perfecting this melody, but it is a goal he will never meet. If his efforts to complete the melody are interrupted, he will be hostile. If the party is simply noisy, he will hush them, or tell them to get out. If the melody is somehow completed with outside help, **Tivaldi** will say "Ah... I can die happy." and lay down, ceasing to defend himself. *Music Suggestion: Anything Vivaldi.*)

Skeletons - (They're just old bones, barely held together by bits of old tendon. 500 total.)

The Endless Way – (This is a fairy tale book which Librarian Tim is patiently awaiting the return of. He is in room 64.)

TIVALDI - *It's a Tim clone, who aspires to be the ultimate composer.*

HD20 AC15 1d6+2dmg +4vSpells.

Baton of Hold Person: Will cast "hold person" on one individual each round, and have them attack Tivaldi's enemies. Target has a -2 to saves.

INSTRUMENT (42) - *All sorts of instruments, including brass, woodwinds, and strings. They're all over-sized, and without a player.*

HD10+10 AC16(Average value between wooden and brass instruments.) SPD12Hover

Each round, the entire symphony will screech out a painful note. Plugging ears has no effect, as the notes strike deep. All creatures in the area will be effected, including the local Tim clone. Roll a d6:

1 - **Low Note:** The instruments play a sad note... sorta. Either way, all biological creatures must SvSpells or be afflicted by slow.

2 - **Death Note:** Tone of death. Not tone-deaf. All biologicals must SvSpells or drop dead.

3 - **Red Note:** This note inspires the body to internally hemorrhage. All creatures will bleed from their orifices, deals 1d20 damage.

4 - **Brown Note:** Pretty basic. All creatures SvSpells or be stunned for 1d6 rounds by explosive diarrhea.

5 - **Boat Note:** The instruments appear to have discovered the tone to summon a boat. A boat crashes through a wall of the auditorium. All creatures in a 20' wide area must SvBurst to dodge or take 10d6 boat damage. *I ran out of ideas, forgive me!*

6 - **Spark Note:** All creatures must determine their action within 5 seconds the next round and announce it out loud, otherwise they will be stunned by confusion. *Functions as a room-wide time skip.*

16: Divine Cloud-Walker Tim

(**Dimensions:** A limitless expanse of clouds, but the doors are merely 1 mile away from each other. There is no ground, and no roof, to fall is to fall into the abyss where there are simply more clouds. **Doors:** Three total. Cloud-rimmed pearly gateways. 1 mile apart.)

Sky, nothing but sky and **clouds**, in all directions. The **clouds** are radiant, glowing in all sorts of colors. Hopping around in the distance from cloud to cloud is a **radiant figure**, his long flowing white beard trailing in his wake.

Radiant Figure - (This is **Divine Cloud-Walker Tim**. His flowing white beard is approximately 100' long, and it trails through the air behind him,

unaffected by gravity. He occasionally comes near the doors, so one could theoretically grab hold of his beard if they want to hitch a ride. He will not mind. If attacked, he will defend himself. He also has a Hallow score, which allows him to change non-initiative dice rolls by 1 per hallow point, limited to that many points of change per day.)

Clouds - (These 10-20' wide clouds are solid enough to stand upon. Landing on a cloud causes it to puff out vapor, which will have one of the below effects depending on the color of the cloud. The clouds are also springy enough to allow a person to jump between clouds, provided they succeed their dexterity check.)

1 - **Red Cloud:** Rage - SvSpells, or enter a berserker rage for 1d6 turns, attacking the nearest creature.

2 - **Green Cloud:** Envy - SvSpells, or attempt to steal the best magic item owned by another character. lasts 1d6 turns.

3 - **Blue Cloud:** Melancholy - SvSpells, or fall into a crippling depression that prevents meaningful actions from being taken. Cannot make attacks, max speed of 3. Lasts for 1d6 days.

4 - **Purple Cloud:** Confusion - SvSpells, or creature may take odd actions, such as dropping all their gear off the side of the cloud, rushing towards another doorway, or flying as high as they can. Lasts 1d6 turns.

5 - **Yellow Cloud:** Fear - SvSpells, or flee from Clouds and Tims in terror for 1d6 turns, dropping any held items.

6 - **Orange Cloud:** Joy - SvSpells, or be overwhelmed with joy. Creature may take no offensive actions for 1d6 turns.

DIVINE CLOUD-WALKER TIM - *He glows with radiant energy, joyously hopping and skipping through the air, light as a feather. He is rather large, standing at 30' tall, and he has an enormously long 100' beard that trails through the air behind him.*

HD30+50 AC18 SPD24Skywalking, ATT#3, +4vSpells, Hallow 14, 3d6+3dmg on melee

May use the abilities below as attack actions

Thundercrash - A cloud is agitated, and spews out a lightning bolt, which has a 240' range, 20' wide, and deals 10d6 damage. SvBurst for half.

Radiant Beam - Tim raises his hand, and from his palm bursts a beam of intense light. Attack vs AC, deals 3d6+3 radiant damage and target must SvBurst or be blinded for 1d6turns.

Clouded vision - A heavy fog falls over an area 50' in radius, making it difficult to see. Tim can see through it without issue.

Embiggen Cloud - A cloud grows to an 80' diameter and is launched. Deals no damage on impact, but everyone in the area must save vs that cloud's effect.

Solidify Cloud - A high up cloud is turned into a solid mass, and crashes down like a large hailstone. Targets must SvBurst to dodge, or will otherwise be dealt 20d6 damage.

17: **Bleeding-Gold Hall** (Cannot be 1st or 2nd room discovered.)

(**Dimensions:** 120' long, 40' wide, 60' tall.

Construction: Walls floors and ceiling all wrought from golden bricks. Behind the bricks is an endless sea of blood. Ceiling is vaulted. **Doors:** Two total, other door is at the end of the hall. Doors themselves are gold, but cannot be removed due to being part of the tower.)

Resplendence! A grand hall of gold! Every surface is wrought from intricately placed **golden bricks**. There is a central walkway flanked by massive statues of **dwarf lords**, also wrought of gold! Their crowns, shields, and hammers are studded with single large gemstones, and they hold their hammers aloft over the central path.

Golden Bricks - (There is roughly 2000 stones worth of gold in the form of bricks (each stone's worth of gold is 150gp). They are rather thin, and removing them from the wall/floor/ceiling allows blood to pour into the room. Such "wounds" will scab over after 1d6 **blood demons** have formed

from the coagulating blood. If a large portion of wall is removed, have one **blood demon** spawn per 5 stones of gold removed.)

Dwarf Lords - (They animate only if threatened by threats of violence, spell casts, or outright attacks. They are aligned with the **blood demons** and will not fight them. They will attack anyone who harms the structure of the room. Otherwise, they are completely peaceful, and will permit passage to those who do not seek to do harm.)

GOLDEN DWARF LORD (20) - A 15' tall 12' wide golden dwarf, whose hammer is the size of a mule. A gemstone is inset into their crown, shield, and hammer. Proud, fierce, and mighty.

HD20+40 AC25 ATT#3 3d6+8dmg

Memory - Those who have commit past transgressions will not be permitted to pass through this chamber. Even if the criminal has a new body or a new face, these statues will know.

Magical Strike, Regen 10hp/rd, omni-vision.

*Will not cause damage to surrounding structure.

\$ - Upon defeat, will shatter into 300 stones worth of gold, and drop 3 gems worth 5000gp each.

\$ - **If somehow captured alive, is worth 250,000gp.**

BLOOD DEMON - An ever shape-shifting amalgam of blood and corruption. Its forms barely last long enough to recognize, before twisting into a new monstrosity.

HD10+10 AC14 SPD15 ATT#3 2d6+2dmg

Tremorsense, Blood sense, Magical Strike

Corruptive Strike: Targets struck must SvCorruption or gain 1 point of corruption. Will pursue targets to the ends of the earth. If they lose their quarry, they return to the hall and stand guard, attacking all who enter.

18: Djinni Tim

(Dimensions: 500' wide chamber, base of step pyramid is 300' wide and each step is 20' tall with steep stairs on opposite sides from each other.

Construction: Walls are dark purple interwoven stone, step pyramid is built of dirty orange stone covered in geometric swirling patterns. **Doors:** Three total. Orange frames with purple stone doors.)

A massive chamber of dark purple latticed stone contains a massive **step pyramid** which is cluttered with clay **pots** of various sizes. Hovering in the air before this step pyramid is a **Djinni** that clearly shares Tim's facial features. He glows orange and wears a white turban with a single purple feather. About his wrists are clasps of gold and ivory. He smiles and says, "Welcome, mortals, to my magical realm!" before having a fit of cruel laughter. (Everyone is pulled into the room and the door slams shut, HD100 grapple to resist).

Djinni Tim - (He is cruel, and pure evil. He will amuse himself by slowly torturing his new playthings, by plucking out eyes, forcing 2 people to kill each other, perhaps slowly draining the blood of one person. He enjoys watching his victim suffer, as their kin look on in fear. Prefers to pluck wings from those who have them first. However, he is very focused on his torture, and will be distracted if someone decides to look for his source of power which is hidden in a **pot** on the 4th tier of the **step pyramid**. There are 80 **pots** on that tier. It is a small purple orb reinforced with bands of steel, and has 3SHP. When it is destroyed, **Djinni Tim** will be annihilated, leaving behind his soul marble. If someone holds up the purple orb and threatens **Djinni Tim**, he will not cave to demands and instead attack that person. **Djinni Tim** does not allow anyone to leave.)

Step Pyramid - (There are 5 tiers, all of them covered with **pots**. At the very top is a lamp on a pedestal, it is made of gold and studded with gemstones, worth 5000gp total. It is not connected to **Djinni Tim** in any way.)

Pots - (Range in size from ankle-height to man-height, and will always be noisy if carelessly

broken. A person will have to be both sneaky & dexterous to make it through the tiers without knocking over a pot, requiring one sneak check and one dex check per tier they pass through, unless of course they can fly. Roughly 1 in 10 pots have 500 gold coins in them, and there are around 500 pots on the **step pyramid**. Assume a total of 25,000gp.)

DJINNI TIM - *Glows orange, wears a white turban with a single purple feather. Wrist clasps of gold and ivory. Shares Tim's facial features, but is otherwise muscular.*

HD100 AC20 SPD18Hover

Regen 50hp/rd

Passes all saves.

If attacked directly, he will focus his cruel torture upon the attacker, likely ripping their weapon-arm off.

Manipulation: Has incredible telekinetic power, which allows him to pick things up, throw people, make them dance like a puppet, or rip someone's arm out of their socket. Can throw an incredible HD100 into any grapples necessary.

Hold Person: May cast 'Hold Person' at will.

\$ - His gold & ivory clasps are worth 10,000gp each. Turban is merely worth 500gp.

19: Fat & Happy Tim

(Dimensions: 2 mile diameter, walking through one "wall" causes the person to appear on the opposite side of the room. **Doors:** 3 total, appear as quaint little houses on the edge of the room.)

After you open the door, a grand **crowd** of people cheer with jubilation! Instruments begin playing tunes and confetti is in the air. The crowd gestures you to come on down to their village. Beyond the crowd, you can see a pleasant landscape, complete with a small forest, a few hills, and a village beside a river. The air is warm and humid, and everything is green. A commoner shouts "Welcome Adventurers, to Pleasantville!"

Crowd - (Everyone is beautiful, wearing basic but well-kept clothing. The crowd will escort the adventurers down to their village, where they will host a great feast at the feet of **Fat & Happy Tim**, the mayor of Pleasantville. The Tim will welcome them to his village with open arms, saying "Go on, chow down!" With a wave of his hand, more food appears. "Stay as long as you like! We'd love to have ye here. Feel free to deposit your... adventuring burdens in the **shed** over yonder." He waves to a distant shed on a hill. After the feast is over, the **villagers** will retire to their quaint homes for relaxation and sleep. The newcomers will be invited to stay by various families. Nothing evil will befall them. When they awaken, they may choose to **leave**, the **villagers** will wave goodbye.)

Villagers - (Mostly adventurers and their families who retired from adventuring upon discovering Pleasantville. Will fight to defend **Fat & Happy Tim**, but they are quite out of shape.)

Shed - (This is where all the former adventurers ditched their stuff, along with some small treasure. Digging through it, you can find up to 5000gp worth of jewelry and other knickknacks. With a detect magic spell, 5 Magic Items can be found in the heap, listed below:

Boots of Adept Charging - Allows wearer to charge into melee, attack, then shift back out of melee in the same round.

Bracers of Archery +1 - +1 to damage rolls when attacking with a bow or crossbow. Once per encounter, attacker may ignore a target's cover.

Giantkind Gloves - Allows wearer to lift heavy objects, like boulders. Also increases carrying capacity by 50%.

Boots of Quickness - Increase SPD by 3.

Shield Blade Greatsword +1 - Greatsword that grants +1 attack, damage, and AC.

Leave - (After the visitors leave, they will be left with a desire to return to Pleasantville. Each morning, they must make a saving throw to resist the Geas. It's a subtle Geas, functions as a level 40 enchantment, and cannot be detected with

detect magic. After one failure, the Geas takes hold and will remain until **Fat & Happy Tim** is slain or the Geas is dispelled. **If someone gets stuck there a long time:** They'll cease to be an adventurer, and they'll likely gain a spouse and have kids and slowly grow out of shape. They lose 10%exp/month.)

Fat & Happy Tim - (He's a large, friendly bloke with a massive belly. Sitting down, he is roughly 10' tall. He wears a straw hat and has a warm smile. He created this paradise with genuine intentions, though he may have missed that he placed a subtle Geas effect upon it, which even now affects him. Has the ability to create feasts and make people beautiful & kind, bumping their charisma up to 17.)

FAT & HAPPY TIM - *Large friendly bloke with a massive belly, a straw hat, and a warm smile that'll become a morose frown if attacked. He will defend his paradise, for the good of all who live within. Music: For the Glory of Spring*
HD50 AC14 SPD3 +4vSpells

May use 2 abilities per round

Conjure Feast - Conjures a grand feast... in the sky. It comes raining down in a 20' radius area, dealing 15d6 damage. SvBurst for half.

Uglify - Upon melee attack, will drain 1d3 points of charisma to a minimum of 4. Also deals 3d6 damage.

Imbue with Kindness - Target must SvSpells with a -4 penalty, or be cursed with kindness. They will not make attacks for 1d6 turns, unless their life is truly threatened. They will also cease to be considered a target by the Tim.

Spoil Food - Flesh is food, in a sense. Target must SvDeath/Poison with a -2 penalty, or become a rotting corpse.

Upon death: The Tim clone will faintly whisper: *"All I wanted... was to show you... that you could be happy too."* The villagers will be released from their Geas, but they will still weep, cursing the adventurers for their monstrous deed. *Do you feel terrible yet?*

VILLAGER (135) - *This ex-adventurer rushes to the aid of their beloved mayor, who has shown them joy in life, a rare thing in this wretched world.*
HD1+1 AC10

Mr. Mayor!! - The villager readies an action to intercept an attack against his mayor, taking the damage and likely dying. Up to 5 villagers can do this action per round. *After several sacrifices are made, the Tim will be visibly crying.*

If told of what happened here, Timothy the Wise will state that: "I understand your grief, though it is idiotic. It should be plain to you that he needed to die, for he was lulling others into a fantasy, where complacency could fester and rot the fabric of all mankind, attracting the attention of the most fearsome God."

20: Sword-Master Tim

(**Dimensions:** 20' wide, 20' tall halls make up this large maze in the center of which is a chamber where **Sword-Master Tim** resides. **Construction:** Everything is wrought from cast iron beams.
Doors: Three total.)

After you open the door, a clearly empty suit of **armor** runs towards you, but it is overtaken by loud barking, as a group of over-sized **swords** pounce on the **armor**, knocking it down. The **swords** make vicious snarling sounds as they tear into the **armor**, even as the **armor** reaches out to your for help, but it is already too late. The **swords** drag their kill around a corner, and their snarls fade. (This area is a **maze**.)

Armor - (These harmless animated suits of armor are created by **Sword-Master Tim** to help train his **Swords** in hunting & killing. The **Swords** bring the armors back to Tim, who repairs them and sends them on their way again. The armors cannot speak or fight, but they are relatively friendly and can follow basic orders. They run from danger, and want to survive.)

Swords - (Animated by **Sword-Master Tim** into dog-minded creatures, which he has trained into obedient hounds. An observer simply sees a **sword** hovering above the ground, and hear it emitting dog-like sounds. Highly aggressive.)

Maze - (These halls twist and turn. It takes an Intelligence check to find another door, and an intelligence check with a -3 penalty to find **Sword-Master Tim's** lair. Each time the maze is attempted, there is a 50% chance the party will encounter a group of 2d6 **swords**. If the check is failed, the party will be considered lost, and will have to attempt the check again to find their way out. When lost, they have a 1 in 10 chance of encountering something they weren't looking for, be it Tim's lair or the other door.)

Sword-Master Tim - (In a large chamber there is a massive pile of armor, and an even more massive pile of swords, and a Tim in the middle, busily enchanting both swords and armor. He has swords flying through the air about his person, similar to a 'Blade Barrier' spell. His guard-swords will bark when foes appear, as they have echo-sense. There are 30 in the chamber with him. If he spots invaders, he will grin, and order his **swords** to attack.)

SWORD-MASTER TIM - *He wears a suit of blades. There is a storm of blades about him. There are blades nearby that heed his commands. Other blades are inspired by him. His grin feels like it's full of blades. He's a pretty sharp dude.*

HD20+40 AC20 ATT#3 3d6+3dmg +4vSpells

Blade Suit: Unarmed attacks or grapples against this Tim result in the offender taking 1d6 damage.

Blade Storm: 10' radius centered on the Tim. Those within will be targeted by 5 attacks each, causing 2d6 damage on hit. Tim may run around taking his blade storm with him.

Blade Revolt: Once per round, a sword within Tim's sight will revolt against its owner, attacking them with the aim of that specific blade, so a +2/+2 sword would attack with aim2 and deal 1d6+2 damage.

Upon Death - Will no longer be able to animate swords. 30 swords will remain in the maze, ready to chomp down on intruders.

SWORD (30) - *An enchanted over-sized sword that thinks it's a dog.*

HD10 AC22 SPD15 2d6Dmg

Will pursue their target until the target is killed, at which point the swords will drag them back to Sword-Master Tim.

21: Psionic Crystal Tim

(Dimensions: Effectively infinite, but the crystals only populate an area with a 5 mile diameter. The doors are roughly 1.5 miles apart from one another, and take a group 1d3 turns to traverse.

Doors: Three total, crystalline structures that float out in the void.)

Large magenta crystalline fragments drift **weightlessly** in space, amidst a **storm** that feels like it has a **greater presence** than what you see. The crystals glow with a **soft white light**.

Weightless - (There is no gravity or atmosphere in this room, beyond the threshold of the doors. Instead, any sentient creature will understand that it may *choose* which object to be drawn towards. Such objects must be larger than the creature.)

Soft White Light - (Within the crystals is a small amount of glowing white goo. The crystals can be busted open, but they each have 10SHP or will take 1 full round of traditional mining to crack open. The white goo has the special property that whatever flesh it touches, it will revert that flesh to a fresh, healthy state, removing injuries or possibly growing back new limbs. It is so potent, that it can even be applied to a skeleton to restore the flesh. However, creatures whose minds are restored in this way have no memories of their past lives; they are a blank slate with 0 experience, and a new soul. Roughly 1 stone of

rejuvi-goo is needed per limb or torso, but unfortunately it goes bad after 1 turn once removed from the crystal. There are 1037 crystals with this substance within, each with about 1 stone of rejuvi-goo. If the substance is somehow put into stasis, it can be sold for 1000gp per dose.)

Storm - (It is a psionic storm, with psionic lightning that occasionally zaps people dealing psychic damage. *How does that even work?* For each turn spent traveling in the storm, each sentient mind has a 1 in 6 chance of being zapped for 1d6 psychic damage.)

Greater Presence - (An intangible presence. **Psionic Crystal Tim** has significant reach, and each turn he will attempt to cast 'Hold Person' on a target in the storm, and have that person attack their allies. The effect lasts 5 rounds. The source of the cast is not apparent.)

Psionic Crystal Tim - (Lurking in the center of the storm, this large crystal with Tim's face is nearly 100' tall (long?) and 30' thick. There are no other crystals within 300' of it. He can only speak through those he's held, and he is purely malicious, attacking at the first opportunity.)

PSIONIC CRYSTAL TIM - *He's just a giant purple crystal with Tim's face on it!*

SHP66 Save1 +10 to All Saves, Range 1000'
Immune psionic, poison, death, takes half damage from elemental attacks.

May use one ability per round

Hold Monster: Inflicts upon 1d10 targets, who must SvSpells with a -2 penalty. Will have them say vicious things, and attack allies. Effect lasts 5 rounds.

Mind Spike: Focuses a psionic attack against one target, dealing 5d6+5 damage to their mind.
Mind Shielding does wonders here!

22: **Smokey Tim & Smokey Jim**

(**Dimensions:** Island is 1 Mile Wide. The sea goes about 10 miles before dropping into the maw of a cosmic tapeworm with millions of hp. **Doors:** 3 total, equidistant around the island. Appear as wooden doors in the sides of man-sized sand castles.)

A tropical island with a small **jungle**. Just before the jungle is a small **hut**, and outside it are wooden racks; hanging from them are **dead people**. Beneath them is a sort of pit dug in the sand, where jungle detritus smolders, enveloping the bodies with smoke.

Jungle - (The Jungle is dense with naturally growing Smokeweed. Hidden deep in the jungle is a shallow pit filled with burnt adventuring gear. One piece of gear is undamaged. It is the magic item '**Belt of Vim**' which grants +1 constitution modifier to the wearer.)

Dead People - (Stripped & Skinned, tied at the wrists & ankles. They are fallen adventurers, captured by **Smokey Jim** who seeks to make smoked meats out of them to feed to his unaware master **Smokey Tim**. He rolls them into shapes similar to **Smokey Tim's** blunts and calls them slim jims.)

Hut - (This is the lair of **Smokey Tim**! He is a nice fellow, always prepared to share a **special blunt** with a new friend. **Smokey Jim** hovers in the air beside **Smokey Tim**; he appears as a blob of smoke with two sinister dark eyes. Inside the hut is a tray full of **Smokey Jim's** slim jims, a healthy supply of tobacco leaves, a few straw mats, and some boxes with clothes.)

Special Blunt - (The Tim will pass it around, encouraging everyone to take a hit. He will talk to them, and pass the time. **Smokey Tim** will then decide to take a nap, and **Smokey Jim** will suggest that the adventurers come back later. Once everyone is outside, the **special blunt** will have

taken full effect, and everyone who partook must SvParalysis with a -5 penalty or be stunned for 1d6 turns. **Smokey Jim** will then attack, and upon success will take their bodies and prepare them to make more slim jims.)

SMOKEY JIM - *Not very talkative or kind. Takes care of Smokey Tim by murdering all of his new friends. Appears as a hovering smokey blob with two sinister dark eyes.*

HD20+10 Insubstantial AC16 SPD15Flying
Immune to melee attacks. Immune to fire. Only harmed by area of effect or magical spells.

Use one ability per round:

Conjure Smokey Bear - Conjures a bear of smoke which bellows "Only YOU can prevent BLEUAGH-" and then it'll spew a gout of fire that deals 3d6 damage, SvBurst for half & to prevent something in your inventory from catching fire. Each Smokey Bear has HD4 AC14 and insubstantial similar to Smokey Jim.

Hide Inside - If feeling threatened, Smokey Jim will grapple a target and force himself inside their lungs. While there, he will deal 1d6 suffocation damage to the host.

Smoke meet Fire - Fire belches out the bottom of Smokey Jim, lighting the surrounding 5'radius area on fire. Deals 2d6 damage to anyone in the area, SvBurst for half, and the fire lingers for the entire combat. **If used while hiding inside someone, that person takes 10d6+10 fire damage.**

Upon Death - *Drops a yellowed paper that indicates an accumulated debt to one 'Smokey Boss Man' whom Smokey Jim appears to have been making purchases from, including a meat-smoking kit, tobacco leaves, salts, and steam pipes?*

SMOKEY TIM - *He's a nice fellow with a colorful hat and is always high on a sort of magically enhanced smokeweed.*

HD10 AC14 +4vSpells 2d6Dmg

Wears a Magic Hat that makes him immune to addiction. Can be looted upon defeat.

23: Tim the First-Born (Cannot be 1st or 2nd room encountered)

(Dimensions: 300' long, 100' wide, 80' tall. Lava bath is 80' wide, 280' long, 20' deep. **Doors:** Two total, other door is on the opposite side of the chamber.)

A grand pool of **lava** stretches before you, flanked on each side by polished obsidian pillars. The walls are wrought of polished obsidian bricks, into which are carved artistic eyes, and resting in their pupils are tiny **aquamarine gems**. Bathing at the other end of the pool of lava is a massive figure with a rolling beard of lava, his skin red-hot, a molten crown upon his head, and a complexion that tells you this is yet another **Tim Clone**. He is currently distracted playing with several **obsidian ducks**, and making adorable lip noises.

Lava - (20' deep. If someone falls in without protection, they take 10d6+10 fire damage each round. At the bottom of the pool on the left side, there is a magical tulip enchanted with unbreaking & has 1 charge of wish.)

Aquamarine Gems - (In the entire hall is about 3000 of these gems, each worth 10gp, for a total of 30,000gp.)

Tim Clone - (This is **Tim the First-Born**. He will invite intruders to have a bath with him, but he has a childish temperament. He may pick people up to play with them. If attacked, he will go into a rage where he ceases to be able to negotiate. His **obsidian ducks** are his guardians.)

Obsidian Ducks - (These are the Tim Clone's guardians. They have sharp teeth and sinister eyes, and if forced to crawl out of the magma, will be revealed to have spider-legs. They act in accordance with **Tim the First-Born's** will, but they do NOT reveal they are animate until the Tim is threatened.)

TIM THE FIRST-BORN - *Rolling beard of lava, red-hot skin, a molten crown. Stands 50' tall.*

HD50+50 AC20 SPD24(half speed when sloshing through lava) 5d6+5dmg ATT#3+4vSpells
Immune to heat/cold/water/poison, as it all bursts into steam. He is effectively made of heat.

Heat Aura: Anyone within 10' takes 2d6/rd.

Hot Defense: When struck by a melee weapon, that weapon become too hot to wield, otherwise wielder takes 1d6/rd.

Lava Hurl Attack: SvBurst with -2 penalty, or take 10d6+10 damage.

OBSIDIAN DUCKY (5) - *It's a bath ducky, but someone went and carved sharp teeth and sinister eyes into it. If they step out of the lava, you'll see it has spider legs. Stands 10'tall when in spider-mode. Bites with its sharp teeth.*

HD10+10 AC18 ATT#3 3d6dmg

Fire Web: As a full round action, may spew a web of burning strands that has a 15'diameter. Targets SvBurst/Paralysis or will be stunned for 1d6 rounds taking 5 damage per round.

24: Exploding Heads

(Dimensions: 500' diameter, 500' tall, no floor.

Construction: Surfaces wrought of mottled yellowish-white stone. **Doors:** Three total. Appear as heads similar to the others in the room, but attached to the wall with a mouth large enough to enter.)

Enormous **heads** float all about the room. Each **head** has the same face, and that same face is imprinted on 4 sides of each **head**. It is a dull face wearing a red cap, with pale skin and sunken eyes. The mouths are all open, and sand is 'drooling' out, falling into a **dark pit**. The chamber has no floor. A thin & **tall figure** clad in gold armor is skipping through the air, light as a feather, making contented little chirps. It holds what appears to be a **golden squeegee**.

Heads - (There are 30 of them scattered throughout the room. Each of them has a pressure plate on top, covering most of the top cap. Each head is approximately 10 cubic feet. If the pressure plate is depressed, the head will explode, dealing 30d6 damage to everything within 30'; triggering creature has -10 penalty to save, SvBurst for half. The heads cannot chain-explode. The heads can be pushed around with some effort.)

Dark Pit - (Don't fall into this 30th level magical darkness, for **Jujumag the Obliterator** will lay claim to all that enters his domain, and he hates when things are alive or intact. His "treasure" hoard is just broken stuff; even gems have been pulverized to useless sizes. Jujumag does have 3 magic items in his collection listed below:

Circlet of Indomitability: +1 to Saves against mind altering effects and Resist 1 psychic damage per d6 of psychic damage.

Cognizance Crystal: Upon consumption, the creature gains the ability to make psionic melee attacks within 20'. This ability is bound to the body, not the soul.

Parry Gauntlets: Extra 2 AC during total defense.

Tall Figure - (This is the **Golden Head-Master** and he is a gleeful fool who likes to skip all day. He will only attack if either he or his heads are threatened, though he can make a new head as a full round action. If any heads are destroyed, he will replace them once it is safe to do so.)

Golden Squeegee - (This is a magic item that has 1d20+5 charges when picked up by the party. It can cast any 3rd level spell by expending a charge. Worth 200gp as lump of gold.)

GOLDEN HEADMASTER - *A lean alien figure, adorned in golden armor, skipping through the air, light as a feather.*

HD15+15 AC15 SPD15Skywalking

Uses the Golden Squeegee for offensive spell-casting.

Golden Headmaster cont.

Funky Dance: Dances as a full round action to create a new exploding head.

Is buddies with Jujumag the Obliterator.

JUJUMAG THE OBLITERATOR - *A creature of nightmare whose form is constantly in flux. Attacks with massive spiked tendrils and jagged needles. Is merely an extension of a much larger eldritch God by the same name.*

HD200+200 AC25 ATT#10 5d6+5dmg

Immune to spell effects of 8th level or less.

Jujumag is comfortable and doesn't want to leave his home unless genuinely threatened.

Aura of Darkness: Constantly surrounded by powerful 30th level darkness.

25: Arbor Tim

(Dimensions: 1 mile diameter. Walking through one "wall" plops you on the opposite side of the room. **Doors:** Three total. In the sides of mighty trees on the perimeter. **Music:** *Breath of the Wild Lost Woods theme.*)

A forest of large **verdant oaks** and tumbling **mist** lay before you. Faint giggles can be heard in the distance. The mists are so thick, you cannot see more than 30'. (Above the forest is endless expanse of **mist**.)

Verdant Oaks - (Each is alive and aware of its surroundings. These are the **Oaklords**. They hide as ordinary trees. They only move around when they are not seen. Their movements are muffled and replaced by an eerie giggling noise. Those with echo-vision or whose perception can pierce the mist will see the **Oaklords** moving about.)

Mist - (This mist makes it easy to get lost, because it obscures the **Oaklords** who are constantly shifting the trees, making walking in a straight line immensely difficult. If a group travels into the mist without a strategy, they will end up at the entrance again after 1 turn. A group will need a

more concrete method, such as using 'straight line' magic, to navigate the maze. They may also just straight up attack the **Oaklords**, but they will all retaliate once a single **Oaklord** has been killed. In the center of the "room" is a clearing that is the **glade of Arbor Tim**. Deep in the forest is a strange statue, 1/12 chance of stumbling upon, see **seed** for details.)

Glade - (In this clearing sits the master tree, **Arbor Tim**. He is a massive oak tree with Tim's face. In the center is a stone platform. Surrounding the glade are the statues of 8 massive trolls, who have been turned to stone. Once someone enters the glade, **Arbor Tim** will speak "You have done well to discover my glade! If you can pass my trial, the trial of the board, I shall grant you a special **seed**!" *A plank of wood appears on the stone platform* The trial requires one person to fight a troll using the board as a weapon, while having no other weapons or armor equipped. The board has a 1/6 chance of breaking on every swing. If someone accepts, one of the stone trolls will become flesh, and begin attacking. On success, **Arbor Tim** will lower a branch to offer the character a special **seed**. He only has one seed to give as a reward.)

Seed - (This is a sweet gem berry seed. It can be planted and after 3 months it will mature to produce a rich fruit that resembles a gem. After harvesting, the initial plant will wither and die, but there is a seed inside the sweet gem berry. If the fruit is eaten, it is the most wonderful flavor ever tasted, and restores that person's hp to full, along with 2d6 temp hp. However, deep in the forest is a statue of a dour man, mouth agape, with the inscription: "All I long for is the sweetest taste in the world" If a sweet gem berry is placed in his mouth, unharmed, the mouth will close, consuming the sweet gem berry & the seed, but then a small orb of golden light will appear in the statue's hands, in a gesture of offering. Whoever takes the orb will absorb it into their very soul, permanently increasing their Hit Dice by 2.)

Arbor Tim - (Offers a trial explained in **glade**. Otherwise, is a tree Tim who wants to rest in his woods. Isn't a very good conversationalist. If attacked once, he'll simply say "Ye really don't wanna see me angry, bugger off." if attacked again, he will screech "Oh NOW YOU'VE DONE IT!" before uprooting himself in a flurry of dirt, knocking over statues and other trees. The remaining **trial trolls** will also animate and attack. The **Oaklords** will flee from around **Arbor Tim** as soon as he gets angry, giggling as they go, preferring to stay out of this fight, even if seen by the characters. *Fight Music: Don't Starve efs*)

OAKLORD (300) - *It's a tree. It giggles as it moves, so you don't hear its creaking bark or rustling leaves.*

HD15+15 AC16 SPD12walking ATT#3 3d6dmg

Uproot: The oaklord takes a full round action to uproot itself.

Prefers to grapple a target and then drag them under the tree, where subsequent grapples are doubled for the oaklord. Maintaining the grapple requires 1 ATT per round.

TRIAL TROLL (8) - *They're stone until they're not! Ugly and stinky. 12'tall, has a stone club.*

HD8+8 AC14 ATT#3 2d6Dmg Regen3hp/rd

No tactics, just swings away with its stone club.

ARBOR TIM - *Imagine a beautiful oak with Tim's ugly mug on it. It's also huge, standing at least 250' tall.*

HD100+100 AC16 SPD18 ATT#10 3d6+3dmg

Regen20hp/rd +4vSpells +4vDeath/Poison

Can throw nearby objects great distances if necessary, such as hapless oaklords or trial trolls or even the most dangerous character, though he prefers to smash targets to pulp.

Will not pursue targets beyond room unless they still pose a threat. Will remember offending players by saying "Disturber of tha peace. Get out of me sight."

If a character surrenders, **Arbor Tim** will cast a spell of 'flesh to plant' upon them, turning them into a small tree. Requires a spell such as 'plant to

flesh' or 'wood to flesh' to revive, but if they remain as a tree for more than 2 years, they'll become more tree than person. "Dig deep then, taste the riches of the earth, and be at peace."

26: Clone-Master Tim

(**Dimensions:** 200' diameter. Central Tower has a 50' diameter. **Construction:** White tungsten plates. **Doors:** 3 total, white sliding metal.)

The metal walls are covered in vertical **vats**. Tubes and wires run everywhere, connecting everything, all coming together in a **central tower**. Everything is sleek and polished and kept very clean. Inside the vats are human bodies, in various stages of development, the most advanced of them resemble Timothy the Wise. Lumbering about the chamber are large bipedal **mechanical things** that tend to the vats; they have four arms with unique appendages, and their main torso is a tube full of fluid.

Vats - (500 total, 5 rows tall. Inside these vats is being grown 3rd generation Tim clones who do NOT have soul marbles, and are significantly weaker than the 100 Primary Tim clones. **Clone-Master Tim** essentially sells these addled new clones to a few other Tims for their various uses, but he maintains his own private army inside the **central tower**. If pipes or wires are sliced, or a vat is damaged, that vat will fail and the **mechanical things** will be alerted and become extremely hostile.)

Central Tower - (This is the operational hub for **Clone-Master Tim**. The front door is 20' wide and 10' tall. The Tower has a **lower chamber** connected to an **upper chamber** via central elevator platform, locked by password.)

Lower Chamber - (Here is housed a private army of **addled Tim clones**, who rush out guns blazing at any threat, completely unafraid of death. They wield advanced technology available to **Clone-**

Master Tim, and there are a hundred of them. If they sustain casualties, they are restored at a rate of 1 per day up to 100.

Upper Chamber - (Houses the **technology** to monitor the vats, as well as the living quarters of **Clone-Master Tim**, who has also managed to clone himself a few times. He is indistinguishable from his 4 clones, and works side by side with them to manage his operation. He'll mostly be perplexed at the entry of invaders, and may be willing to talk, but will ultimately be hostile towards those who threaten his operation. Each of these clones is enhanced to be as strong as the original. Living quarters includes a bouncy chair, a velcro wall, and a combination safe built into the wall. The combination is 584762, it has an input pad of numbers 0 through 9. The safe holds two things: A whole bunch of money, and a terrible monster that is only soothed by a cheerful whistling. There is 90,000gp worth of jewelry in there, but there is also a **Hubunarath** which if no one whistles for it before forcing the safe open, will enrage and attack everything in sight.)

Technology - (It is beyond the character's understanding. However, innards may be scrapped and if sold to the right buyer, worth up to 20,000gp.)

MECHANICAL THING (10) - *Stands 20' tall, has 4 arms, two legs, and a fluid-filled vat for a chest.*
HD15+15 AC22 SPD18 ATT#3

Oddly Human Hand Arm - Grabs a target. At the next round, will place that creature into its chest vat where various tubes will attempt to inject into them a sedative fluid that knocks them out. After the fight, targets who remain captured may be sold off to other Tims. Note that a person's soul will be trapped in their unconscious body.

Welding Arm - You're not metal, but it'll do. Deals 5d6dmg on hit.

Pressurized Fluid Arm - Blasts pressurized fluid at the target, dealing 2d6dmg and the target must SvBurst with a -2 or fall prone.

Clamp Arm - Will grapple a target and begin squeezing them, dealing 2d6dmg/rd. Target is unable to do anything other than attempt to break out of the grapple.

ADDLED TIM CLONES (100) - *They are fearless, mentally deranged, and come out shooting. They wear dorky helmets with visors and other polished white armor bits.*

HD5 AC18

Spray & Pray - Fires a burst from their gun, dealing 5d6+5 damage on hit.

Bio-signature - The weapons only function in the hands of the Tim to which they are assigned, and have limited ammunition.

CLONE-MASTER TIM (AND HIS CLONES!) (5) - *Lab coat, goggles, stained gloves, cowboy boots, the usual. Only one has a soul marble.*

HD20 AC14 ATT#3 2d6+2dmg

+4vSpells/Death/Poison

Poison strike - Has fist claw that injects a potent poison on strike. Targets must SvPoison with -4 penalty or drop dead.

HUBUNARATH - *It defies description! A contorting mass of scales and fire and claws!*

HD35+35 AC18 ATT#5 3d6+3dmg

Flame Strike: On strike, targets must SvBurst or catch fire taking 1d6 damage per round for 3 rounds. They lose as many flammable inventory items as they take fire damage each round.

Oddly Compressible - Hubunarath can squish into tight spaces with ease.

27: Dead Titan Tim

(Dimensions: It's in space! There is a small 5'x5' platform on other side of doors where there is atmosphere and gravity, but just beyond is the vacuum and no gravity of space. **Doors:** 3 total, appear as rocky platforms with a metal door out in space. They are approximately 2 miles from each other, and connected by very long I-Beams.)

You see before you the cosmos in all its starlit glory. However, this glory is besmirched by the absolutely enormous, and terrifyingly naked, **Tim clone** floating out in **space**, having apparently suffocated and frozen.

Space - (Beyond the 5'x5' safe-zone at each door is the real vacuum of space in all its anti-life glory. Creatures will need to have vacuum protection as well as an air supply and some thermal insulation. Those caught without vacuum protection will take 2d6 "suffocation" damage per round.)

Tim Clone - (This is the corpse of Titan Tim. His latent anti-magic resistance forces spell-casters to SvSpells in order to successfully cast a spell while inside him. Though he is dead, there are territorial **space-bees** living within him, who are eager and willing to defend their **cosmic-jelly** hive with lethal force. As the players work their way to the soul-marble, they will encounter the **hive-mind**, which is the brain of dead Titan Tim, revived and reconfigured to do the hive's thinking for them. If it is destroyed, the **space-bees** will forget how to breathe in space and die horribly, leaving their **cosmic jelly** easily stolen.)

Space-Bees - (The soldiers of this corpse-hive. They are immediately hostile to intruders. Every turn spent exploring the dead Titan Tim, the party will encounter 2d10+2 of these creatures.)

Cosmic Jelly - (1 in 3 chance of stumbling across a jellycomb full of cosmic jelly each turn. This rich alien goo sells for 1000gp per stone, and each jellycomb has 1d3 stones worth of it! A thorough investigation of the body will uncover 80 stones of the jelly over the course of 100 turns, which is the maximum amount. The **Hive-Mind** chamber has 10 stones of **Cosmic Jelly** alone. *Cosmic Jelly is the principle ingredient in the drug Cosmium.*)

Hive-Mind - (Can be reached after 6 "turns" of deliberately traveling to the brain. Guarded by 23 **Space Bees**. The brain is roughly 300' long on a side, if it were a box. Once encountered, it will try

to dissuade the adventurers from attacking, stalling for time while it summons **space-bees** from deeper in the corpse-hive. 1d6 **space-bees** will be summoned each round, and they will be hiding just outside the **hive-mind** chamber waiting to jump into combat the moment it starts. **Hive-Mind** will not relinquish the soul-marble, which is embedded deep within it.)

SPACE BEE (1512) - *A purple & black bee-like creature that lives in the vacuum of space, somehow. About the size of a bear. Weird flaky scales and powerful mandibles. Their weird space wings let them buzz about even without an atmosphere.*

HD5+5 AC17 SPD15 "Flying"

Uses each ability once per round:

Paralytic Sting - Deals 1d6 damage and target must SvParalysis with a -3 penalty or be stunned for 1d6 turns.

Mandibles - Deals 2d6+2 damage and allows Space Bee to grapple if they desire.

HIVE MIND - *Dead Titan Tim's old brain, repurposed to serve the hive. Can speak telepathically, implores mercy and wisdom whilst being deceitful. A throbbing brain surrounded by nerves connected to walls of the hive. Roughly 300' long on a side.*

HD200 AC8 Immobile

+4vSpells, immune to psychic effects. Cannot SvBurst.

May perform one action per round

Call Reinforcements - Calls out and summons 1d6 **Space Bees** that will join the fight in the next round.

Psionic Disruption - All enemies must SvParalysis with a -8 penalty or have their mind interrupted, causing spells to be flubbed and attackers to lose one attack action that round.

Begs for Mercy - An aura of pity emits from the hive mind, making it so attackers must SvParalysis with -6 penalty in order to attack the Hive Mind this round.

28: Bistromancer Timoteo

(Dimensions: Size of a small restaurant, 40' by 40' with a back kitchen area of about 10' by 20'.

Doors: 3 total, all in the front of the restaurant and easily accessible.)

A pleasant aroma greets you as you gaze into a moodily lit restaurant. Smooth violin **music** issues forth intermingling with the buzz of other **patron's** conversations. A sharply dressed **waiter**, skin white as snow with a pencil-thin mustache beams at you expectantly.

Music - (The Bistro is enchanted to play Italian music from a decentralized location.)

Patrons - (They are an illusion projected by the bistro for two purposes: to give the restaurant a welcoming atmosphere, and to perform complex **bistromathic calculations**. They can be interacted with, but their interactions are simple.)

Waiter - (Simply known as '**The Waiter**' He will show the party to their table, and offer forth menus. Feel free to google up the menu from your local Italian bistro. Entrees, appetizers, and drinks will be available. He will return 1 turn later to inquire as to orders. Prices are not listed, for "If you have to ask, you probably can't afford it." If anyone balks at this notion, the **Waiter** will politely remind them that they are here in this bistro to delight into the marvelous creations of **Bistromancer Timoteo** himself! Not to fret over paltry sums of money. After 1 turn, drinks and appetizers will arrive. After 1d4 turns, the sizable **entrees** will arrive. After 2 turns, **Bistromancer Timoteo** will emerge from the kitchen. He has muscular hairy arms, and a grand mustache. He will enthusiastically ask the party how they liked the food, glowing in adulation. However, if someone insults his cooking, he will coldly state "Excuse me?" giving that character one chance to correct their mistake, or **Bistromancer Timoteo** will fly into a rage and attack. The **Waiter** will "assist" with the combat by hastily scribbling on a

receipt note. If all goes well, the party will receive their **check**.)

Entrees - (They are the most delicious thing, as **Bistromancer Timoteo** has lived up to his name! All who taste the entrees must SvParalysis with a -8 penalty or helplessly eat the entire dish, resulting in a food coma that leaves them fat (SPD3), happy(Non-players must roll morale to fight), and completely unprepared for a dangerous situation(-15 to attack rolls, 50% chance for spell failure).)

Check - (The balance will arrive, and it will be exorbitant. 5000gp per entree, 3000gp per appetizer, and 2500gp per drink. The **Waiter** will beam expectantly, awaiting payment. If the players refuse, the **Waiter** will call the chef who will come out and berate them for their thuggish practices. He will demand that they pay by leaving behind their equipment. If they refuse, he will attack, and the **Waiter** will assist in his own special way.)

THE WAITER - *Snow white skin, a pencil thin mustache, and a smart waiter outfit. Has a neat pen and notebook.*

HD9+9 AC30(Really good at predicting attacks)

Bistromathics - The Waiter takes into account the guests, their actions, the items they ordered, and the amount they were unable or unwilling to pay, and a dozen other factors, then begins scribbling noisily in his notebook performing calculations. He will only be interrupted if someone destroys his notebook. After 3 rounds of performing calculations, the Waiter will scream "EUREKA!" and a portal will open to a random point in the campaign world. The Waiter & the Bistromancer will seek to throw enemies into the one-way portal. Roll a d1000 to determine how lucky each person is since the portal's destination is in flux; 1 means near certain death, and 1000 means cozily back in town.

BISTROMANCER TIMOTEO - *Muscular hairy arms, grand mustache, and chef attire.*

HD20+80 AC15 ATT#3 SPD15

Meat Shield - Once per round, can negate damage from a single attack by having meat burst out of his pockets to intercept the damage.

Sausage Chain - Can pass formations, and strangle a target. Target must spend an action to remove the sausage chain or it will continue doing damage.

Cleaver - Chops into someone with his meat cleaver. Deals 5d6+5 damage, and target must SvDeath or have a limb chopped off: Roll 1d6; 1-2 means a leg, 3-5 means an arm, 6 means their head.

Spaghetti Sauce - Throws a jar of spaghetti sauce, which splatters in a 10' radius. Any creature when attacking or moving must SvBurst or slip on the sauce, having their action interrupted and falling over. The Bistromancer is proficient in sauce-walking and will not slip.

\$ - He's got a vault in the kitchen, and he holds the steel key. The vault holds 25,000 gold pieces.

29: Rambo-Tim

(Dimensions: 5 mile diameter swampy bog surrounded by featureless sea. **Doors:** Three total, appear as wooden doors standing alone, opposite sides of island from each other.)

A swampy bog sprawls out before you, complete with shrubs and small trees and bamboo and loads of mud and shallow pits of water. Behind the door is a stretch of water, unto the horizon. You hear a loud repetitive **popping** sound from the swamp followed by some odd screams, followed by more **popping**.

Popping - (The sound of gunfire, as **Rambo-Tim** just murdered a **beaver-kin** village. If the group investigates, they will find the fresh corpses of large beavers who lived in stick huts and have primitive tools and weapons. 18 will have been slaughtered at this location. After 1 turn, a group

of 8 **beaver-kin soldiers** will charge into the village shouting a warcry, with the intent of attacking **Rambo-Tim** but he is long gone. They must roll morale to see if they attack the group, but they'll cease hostilities immediately if diplomacy is attempted.)

Rambo-Tim - (He's on a crusade to exterminate all **beaver-kin** from this swamp. Each day, he will attack another village, and the beavers are helpless before him. For every day that passes after the room is first discovered, **Rambo-Tim** will slaughter 3d6 **beaver-kin**. The **beaver-kin** are trying to resist, but their primitive weapons are insufficient. He can be found by tracking him through the swamp, but unless he is on the move, he will be perched in a tree, ready to shoot up anyone who comes near. He does not sleep. As the players explore the swamp, there is a 1/6 chance per turn that **Rambo-Tim** will ambush them, preferring to fire arrows from a hidden location before fleeing the next round.)

Beaver-kin - (They lived in this swamp before the Tim clone showed up and started shooting them. Only **135 Beavers remain**, and **Rambo-Tim** slaughters 3d6 a day. They are initially hostile to other humanoids, but are eager to form a sort of partnership with the players if the opportunity arises. What they lack in fighting capability, they make up for in their ability to track creatures around the swamp, so they can help the players find **Rambo-Tim's** location to destroy him once and for all. Unfortunately they have no valuable possessions.)

RAMBO-TIM - *Puffy hair, crooked nose, headband, sumptuous beard, ammo belts, and muscular arms. It's a tanned, manly version of Tim.*

HD20+40 AC23(such swole dodging)

Critacular Power - Crits on natural rolls of 11-20.

Uses one of below powers per round

Machine Gun - Unleashes a salvo of lethal bullets. ATT#10 2d6+2 damage.

Rambo Tim cont.

Bow & Arrows - For when stealth is important. ATT#5 2d6+2 damage.

Bowie Knife - For melee, especially during grapples. ATT#4 2d6+2 damage. Upon Death, machine gun can be looted, but there are only 2d100 bullets left.

BEAVER-KIN SOLDIER - *A man-sized beaver with fearsome front teeth. They wear turtle shell helmets and have bamboo vests. They wield a spear, bow & arrows.*

HD1 AC13 **Spear:** 1d6+1Dmg **Bow:** xtra attack

30: **Magnetic Tim** *He's got an attractive personality!*

(Dimensions: 100' diameter spherical chamber.

Doors: Three total, non-magnetic, located on the sides of the sphere requiring some climbing to get to.)

When door is opened all items composed of, or people wearing armor of iron, nickel, or cobalt are sucked into the room with a force of strength HD20+20.

A spherical chamber, with heavily scratched metal walls. In the center, hovering in the air is a **great ball** of **jagged** scraps of metal.

Jagged - (Anytime someone gets sucked into the metal or the metal is repulsed at them, roll an attack with AIM10 to see if they take 2d6 damage.)

Great Ball - (At the center is **Magnetic Tim** hiding inside a bronze ball. He and the spherical room's walls switch polarity once per turn, sending the hideous pile of **jagged** scrap flying with a grapple strength of HD20+20, dealing damage to those caught within.)

Magnetic Tim - (If his bronze ball is attacked, he will panic and start reversing polarity rapidly, 3

times per round dealing damage and making it hard to move about.)

MAGNETIC TIM - *He's a living magnet man who lives in a bronze ball! Colored red and silver, he flexes and polarities shift!*

HD20+20 AC14(bronze ball must be destroyed first)

Bronze Ball: It has AC30 and SHP5. Magnetic Tim cannot be struck until it is shattered. The Tim is not affected by his polarity shift attack. Tim will continue to hover in the middle of the room.

Polarity Shift: 3 times per round, the magnetism flips forcing the jagged scrap outwards or inwards, dealing 2d6 damage with Aim 10 to targets caught within.

31: **Cowboy Tim**

(Dimensions: 10 mile diameter shrubland with bluffs. Surrounded by sheer cliffs that lead upwards into strangling mist. **Construction:** dark green vegetation clings to dark soil, which is sparse amongst outcroppings of a blackish-purple stone that has quartzite veins running through it.

Doors: 3 total. Rolling stone doors set into the steep cliffs at the edges of the valley.)

Rolling plains lay before you, lush vegetation clinging to blackish-purple rock with quartzite veins running through it. Bluffs stick out from the hills, creating a scenic **landscape**. The sky is occluded by thick mist.

Landscape - (If the party travels by foot, they will be ambushed by 2d10 **Cow Demons** with mighty axes! They're out for blood. If the party travels by air, or sends a scout by air, they will see the **Cow Demons** on the ground, unable to attack them. They may also see **Cowboy Tim** rounding up some of the **Cow Demons** who appear very afraid of him, along with some assistance from ten **demon dogs** with three heads.)

Cow Demons - (They fear only **Cowboy Tim** and his dogs. Although there's usually only about 50 in this crater valley at any one time, every few days a few dozen more **Cow Demons** tumble into the crater from the misty sky above. They are bipedal and wield giant axes, cudgels, or scythes.)

Cowboy Tim - (He merely seeks to rid this land of the **Cow Demons** so he can prospect for gold, but he's been caught in an endless cycle he can't win. He uses the captured **Cow Demons** as livestock which he keeps in a giant cage near the center of the valley, and he occasionally takes one out and butchers it to feed his **demon dogs**. Oh, **Cowboy Tim** is also a centaur. He did it to himself so that he could move faster. He mistakes bipedal creatures for some form of **Cow Demon** and so will attempt to roundup the players as well. Supported by 10 **demon dogs**.)

Demon Dogs - (These are the **Cerberlings**. **Cowboy Tim** uses the extra **Cow Demons** to breed more **Cerberlings**. At his central camp, there are many puppies playing in the general vicinity of the **Cow Demon** cage, and the **Cow Demons** are terrified of them. There are 23 puppies in total. Can be captured & raised or sold or eaten or whatever.)

COW DEMON - *A bipedal bovine belligerent to bumbling buffoons. Black of skin, red of horn, fierce of face. Wields an axe, cudgel, or scythe.*
HD9+9 AC16 ATT#3 2d6+2dmg
Poison Vulnerability: -5 to saves vs poison.

COWBOY TIM - *A horned centaur with Tim's face. He wears a beaten leather hat, thick leather vests, and wields various weapons. There are cowboy boots covering his hooves.*
HD20+40 AC18 SPD15 +4vSpells
Trampling Move - Targets who do not SvBurst take 3d6+3 damage.

Use One action per round:

Tranquilizer Rifle - 100' range, ATT#2, 3d6+3dmg, SvPoison with -8 penalty or fall asleep for 1d6+1

turns. Cowboy Tim cannot move while using this ability.

Pistolerro - Dual pistols! 50' range, ATT#6 2d6+2dmg, crits on 18-20.

Lasso - Attack vs touch AC, then target is grappled and pulled behind Cowboy Tim as he gallops around. dragged targets take 1d6 damage per round and cannot take any actions unless they SvBurst with a -10 penalty. Multiple targets may be Lasso'd at once.

CERBERLING (10) - *Three heads, weird reddish purple skin, no fur, lots of teeth and glowing eyes.*
HD8+8 AC14 SPD15 ATT#3 1d6+2dmg
Poison Bite: Targets struck must SvPoison or die.

32: **Loco-Pilot Tim** (*Cannot be first room*)

(**Dimensions:** Each train car is 50' long, 20' wide, 20' tall. Nothing exists outside the train. **Doors:** 3 total, but the other two are in the front of the train whilst the entrance is in the back of the train. Each appears to exit the train itself, but leads to another chamber of the tower.)

(This "room" is a train, which is a series of cars connected by a door at each end. **Train Car 1** is the train car entered first. The train has sturdy windows beyond which is nothing but soft glowing white, and smashing the window will cause 2d8 **Lumelings** to crawl into the train with murderous intent. The windows will self heal after 1 turn.)

LUMELING - *A shifting crawling creature of light. It is hungry.*

HD5+5 AC15 SPD21 ATT#2 2d6dmg

Blinding Aura - All creatures with uncovered eyes must SvBurst each round or go blind for 1d6 turns.

Train Car 1 - The room rumbles rhythmically, as if it is moving on tracks. Aside from a central aisle that leads to a door, there are large **ovens** on the

left and right. They are large enough to fit a person inside. Each of them glow with warmth.

Ovens - (Will ambush a retreating party, raising up on four metal legs and attempting to "eat" a character before baking them alive.)

MURDER-OVEN (10) - *A living oven that needs to cook something! Can be pacified by feeding it cookies or meat or other cookable goods.*

HD10+10 AC21 SPD15 1d6+3dmg

Bake Alive: Will seek to grapple targets. On success, will shove them in the oven where they will begin to cook for 1d6dmg/rd. Due to cramped space, they'll be unable to attack. Once inside, the oven door will lock, and will not reopen until the person inside is ashes or the oven is destroyed. A knock spell will work. While someone is in the murder oven, it will perform melee attacks on other threats.

Train Car 2 - The room is full of clucking **chickens**. They mill about the floor, rest on nesting shelves, and squawk at each other angrily. They pay you no mind.

Chickens - (As soon as someone enters the room, the clucking will be understandable. Many idle conversations will be heard along with some disputes over petty matters. Several chickens will attempt to strike up conversation with a person as they walk through the room, in regards to their weapon, a "I haven't seen you around?" or even just base flirtation. If the person responds in kind, others will hear them clucking, and then they will be **polymorphed** into a chicken, SvSpells -8.)

Polymorphed - (If an individual is polymorphed, they may find it advantageous to remain in this chamber as it appears to be a chicken haven. However, once the other players are away for 3 turns, the chickens will suddenly turn on the polymorphed individual, laughing in unison as they tear that person apart. **Chi'kun** will strike, and clean up the remains.)

CHI'KUN - *A Chicken Hivemind. Deceitful and evil. Will respond to hostile attacks.*

Hp400* AC10 Aim10 ATT#(Hp÷ 20) 1d6+2dmg

Absorptive Chickens - Area of Effect attacks such as fireball can be absorbed by the hivemind instead of killing it instantly. Each point of damage means 1 chicken killed. Chi'Kun's HP total is representative of the number of chickens remaining.

Saves - Each chicken has a saving throw of 18, but the hivemind will not be effected, only 1 chicken.

Train Car 3 - Smells of sour meat. This looks like a butcher shop, manned by tall **metal men** with cartoonish faces who wield large cleavers and saws. They greet you "Welcome **Master**, I trust you are hungry today? Have you brought something with you this time?"

Metal Men - (These are automaton **Butchers** who prepare meaty food before returning it to the designated **Master**. When asked other questions, they betray how dumb and incomplete they are, mostly responding with "I do not understand." Will defend themselves and **Master** as necessary.)

Master - (The first person to enter the room or speak to the **Butchers** will be considered the Master. Everyone else will be considered food that needs to be prepared. The butchers will try to chop up and skin other creatures, and will give the bodies to master. They will not attack Master even if Master attacks them, simply repeating "I do not understand." over and over.)

BUTCHERS (8) - *12' tall dumb automaton butchers.*

HD12+8 AC18 SPD15 ATT#3 3d6+3dmg

Immune to mind-requiring effects.

Train Car 4 - A passenger chamber with seats facing each other. However, each of the seats is occupied by a **withered humanoid** with dark pits for eyes and no hair. Their garments are threadbare and dusty. They are very still.

Withered humanoids - (40 total, 20 each side of aisle, 4 per seating area. If a character enters halfway through the chamber, all of the withered heads will turn to regard them. They will stare patiently, but make no **hostile action**.)

Hostile Action - (They will attack if attacked. They will attack the party from behind if they attack **Loco-Pilot Tim**. If a character begins casting a spell within earshot of them, one of the **Wight Riders** will yell "Hey! That's rude! You're going to kill us!" if the spell is voluntarily ended, the same **Wight Rider** will say "Ahah! Now we can kill you!" and they'll all attack.)

WIGHT RIDERS (40) - *They're wights, and they're riding a train.*

HD5 AC14

Life Drain: On hit, deals 1d6 damage to current AND to maximum health.

Train Car 5 - Buttons and nozzles and gears and pipes, steam blowing here and there, a fire raging in a great furnace, a heap of coal beside it. Near this roaring blaze stands an over-sized **Tim**, who holds an enormous wrench and shovel. He wears soot-stained overalls with blue and white stripes. He lets loose a shrill scream: "Ayyyyyyyy! No passengers to be in the terminal of the loco-piloto! Get back to your seats or DIE!" *holds wrench menacingly*. (There are also doors on the near left and right sides of the room that lead to other chambers of the tower.)

LOCO-PILOT TIM - *He pilots the locomotive, but to where? Attacks with a big wrench.*

HD20+20 AC14 ATT#3 2d6+2dmg +4vSpells

Will attempt to throw someone into the train furnace, before locking the grate as a separate action. They will take 2d6 fire damage per round.

33: Sniper Tim

(**Dimensions:** 1000' wide small town surrounded by 8' tall cobblestone wall, beyond which is nothing. Buildings in town are typically 20'x20' and 2 stories tall with an attic. Central tower is 100' tall. Streets are about 20' wide. **Doors:** Three total. Heavy wood doors built into the cobblestone perimeter wall.)

A rain-soaked **town** with a **tall tower** in the center, which can be seen from any part of tower. The buildings all look well-kept, but clearly uninhabited.

Town - (Uninhabited arena for shootouts. The walls of structures are all steel, but they are painted over or have been bricked up to resemble typical town structures. Most structures thus have 50 Structural Hit Points, while the **tall tower** has 100.)

Tall Tower - (**Sniper Tim's** remote gun roosts here, waiting to make the perfect shot while **Sniper Tim** himself hides in a nearby unsuspecting building. An aura of magical darkness is cast where the remote gun hovers. There is a barbed net surrounding the top of the tower that has been made invisible, meant to prevent flying foes from entering the tower; flying into it causes 1d6 damage and creature must SvParalysis or be tangled in the net. There are also land mines surrounding ground entrances; triggering targets will take 10d6 explosion damage, SvBurst for half.)

Sniper Tim - (Loves to snipe people. Prefers to wait to line up 2 targets before making his presence known by firing a shot. Once identified, he will attack as often as he is able. Hides in a structure 20' away from tower. There are 8 such structures.)

SNIPER TIM - *Wears a whole lot of random plants that don't match each other.*

HD20+20 AC14 +4vSpells

Remote Gun has Hp50 AC24 SPD15flying

Ghille Knife - *You'll never see it coming* ATT#3, 1d6+2dmg.

Remote Gun - Can attack once per round via remote gun, which shares its vision with Sniper Tim. The bullets within have been enchanted, and each one will apply a random effect along with 8d6+8 damage. Roll a d8 to determine effect:

1 - SvSpells with -4 or have your gravity reversed for 1d6 turns. Falling may result in death.

2 - SvSpells with -4 or be blipped forward in time. Target reappears in 1d6 turns in the same spot.

3 - SvSpells with -4, or have magic missiles shoot out of you, targeting your allies dealing 1d6+1 damage each.

4 - Target is cursed. For the next 6 turns, every time they make an attack, they must SvSpells or automatically get a critical failure.

5 - SvSpells with -4 or be polymorphed into a fat cow with SPD6 and AC10.

6 - SvSpells with -4 or go berserk, attacking nearest target with melee strikes.

7 - SvSpells with -4 or become mentally petrified. Creature believes it is stone, although it is not. Lose ability to move, but they may speak slowly. May be corrected by showing them a mirror, or by casting Dispel Magic.

8 - SvSpells with -4 or get knocked back 1d10x10 feet, potentially slamming violently into a building.

If Sniper Tim's Remote Rifle is destroyed, he can rebuild it after a week if he is still alive.

34: Tavern Tim

(Dimensions: 200' wide cavernous chamber.

Tavern Tim is about 50' wide and 30' deep. **Doors:** Three total. Appear as shoddy wooden doors set into a stone doorway, all are outside the tavern.)

Recessed into a cavernous chamber is a wooden building with lights glowing in the windows. On

the front of the tavern is a giant makeshift face that resembles Tim. It is smiling. A glowing sign reads "Smiling Tim's **Tavern**".

Tavern - (The structure itself is a "mimic" or more accurately a 'Timic' as it is the creature that contains the soul marble. Inside are **patrons** of the tavern who enjoy drink, games, and relaxation. **Tavern Tim** is his name, and he will defend himself if attacked. The **patrons** will also help defend **Tavern Tim**.)

(Inside is a sort of self-serve bar, some game tables, and lounging cushions. However, the **patrons** are wary of outsiders, and state "This is an invite only Tavern. You had better leave." The **patrons** will forcibly expel intruders, possibly along with **Tavern Tim's** help. The Soul Marble is in the attic upstairs, wedged between some planks, but if anyone gets within 20' of it, **Tavern Tim** will animate, and seek to kill/expel them. **Tavern Tim** does not attack the **Patrons**.

Patrons - (Includes a fearsome **Undead Dwarf-Lord**, a **purple floating jellyfish**, a **strange lizard-like** creature with 2 heads and spiky armor, a **spectral orange owl** with goggles, and an odd **shape-shifting crocodile** creature composed of overlapping crocodiles that phase in and out of each other.)

UNDEAD DWARF LORD - *He's big, undead, with a serious face, a serious helm, and a serious hammer. He also wears a lot of jewelry.*

HD15+15 AC17 ATT#3 3d6+3dmg

\$ - Drops 30,000gp worth of jewelry on death.

PURPLE FLOATING JELLYFISH - *Odd energy lances up and down its tentacles, and looking at it directly numbs the mind.*

HD10+10 AC14 ATT#8 1d6dmg

Numbing Strike - Targets struck must SvParalysis or be stunned for 1d6 rounds, as their mind & body go numb. Successive strikes will add to the duration.

STRANGE LIZARD - 2 heads, 2 axes, spiky armor, and 3 legs. Smoke drips from its bared fangs.

HD16 AC18 ATT#6 2d6+2dmg

Venomous Bite - 2 attacks each round are bite attacks, which deal 2d6+2dmg and target must SvPoison or die.

Spiky Armor - Targets who grapple the **strange lizard** take 2d6dmg/rd.

SPECTRAL ORANGE OWL - It hoots. Has thick goggles, that are also spectral. It seems to shimmer slightly, and is the size of a large person.

HD12+12 AC16 SPD18 ATT#3

(Prefers to use Accursed Gaze, will only attack if isolated and unable to escape.)

Accursed gaze - Focuses on a specific target, and can perform no other action. All of that target's rolls are now natural 1's, or worst possible result. This gaze can only be interrupted by breaking line of sight.

Life Drain - Melee targets take 1d6 damage to maximum Hp value.

SHAPE-SHIFTING CROCODILE(S) - Overlapping crocodiles, anywhere between 5 and 20 at a time are showing.

HD20 AC15 ATT#1d10+4 2d6dmg

Shifting - Anytime the Crocs would be hit, there is a 50% chance that croc is no longer there to be hit.

Note: 'ATT#1d10+4' means roll 1d10 and add four for each round to determine how many attacks the shape-shifter can make.

TAVERN TIM - He's a tavern! Made of wood, and doesn't like fire. Has total control over interior but not so much exterior, so he'll have to stomp around and launch wooden beams at things.

HD50+50 AC15 SPD12 regen5hp/rd +4vSpells
Fire vulnerability (+1dmg per d6 of fire damage)

May use 1 ability per round:

Internal Bleeding: All targets inside Tavern Tim are attacked 8 times by skewering spears for 2d6+2dmg.

External Bleeding: All targets in melee with Tavern Tim are attacked 4 times by skewering spears for 2d6+2dmg.

Ranged Bleeding: Tavern Tim launches 8 sharpened wooden planks at enemies from afar, dealing 2d6+2dmg on it.

35: Mecha Tim

(**Dimensions:** Moon platform is 800' wide, moon is 1000 miles diameter. **Doors:** Three total. Appear as metal hatches in the ground near the edges of the Moon Platform. Metal hatches have a sort of barrier that keeps air in but allows solid objects to pass through. **No Atmosphere, suffocation may ensue. 1/4 normal gravity.**)

Through the hatch you see SPAAAACE. The hatch appears to emerge from the ground, and all around you is a metal-concrete platform that extends hundreds of feet, with **blocky barriers, deep ravines**, and other obstacles all about. Beyond the platform is dusty gray cratered terrain, as far as the eye can see. The most pressing detail however, is the giant segmented **metal humanoid**, that stands a hundred feet tall. It has the likeness of Tim's face, and many of its surfaces jut outwards, suggestive of hidden purpose. It stands motionless.

Metal Humanoid - (This is **Mecha Tim**, awaiting a worthy opponent to do awesome mech battle with. That opponent doesn't need to be a mech. However, he is very bored and there is a 20% chance he'll attack non-threatening things anyways.)

Blocky Barriers - (Big concrete or metal barriers. They range from 40' to 80' tall, and roughly 20' thick. Concrete Barriers have SHP50 AC20 and metal barriers have SHP50 AC30.)

Deep Ravines - 200' deep, 50' wide. There's at least one between the doors. Remember that fall damage is only 1/4th as bad due to low gravity.

MECHA TIM - *A hundred-foot tall mobile-suit weapon system that is actually a Tim clone.*

HD120+120 AC25 SPD30 +4vSpells

Immune to things a giant metal mech would be.

Takes 1/2 damage from most elemental attacks.

Use one ability per round

Rocket Salvo - Launches 5 rockets that deal 10d6 damage in a 20' radius. Rockets may strike the same or different targets. Creatures may SvBurst for half damage.

Flurry of Fists - ATT#8, 2d6+6dmg

Energy Blade - ATT#3, 6d6+6dmg, target must SvDeath or be turned to ash.

Blaster Rifle - ATT#8, 3d6dmg at range.

\$ - Upon death, he explodes in a shower of gold coins. Why not? 100,000gp.

36: Psychopath Tim

(Dimensions: Street is 1 mile long. Loops upon itself, so seems infinite. Each side has 3-bed 2-bath 2-story homes on plots measuring 80'x80'.

Doors: Three total. Appear as exterior basement hatches at the backs of homes 22 houses apart and across the street from each-other.)

The door emerges onto the backyard of some ancient run down house. The sky is covered in dark gloom, and rolling mist obscures your vision after about 50'. There is a road, no end in sight, flanked on either side by run-down **haunted-looking houses**, their windows boarded up and the paint long faded.

Houses - (They contain signs of previous habitation, although that was many years past. They are furnished, but most furnishings and decorations are broken, run down, or destroyed. Occasionally, a space of wall or floor is covered in a dark stain, although there is no body. There are 132 houses total, and about 20 of them have a locked jewelry box hidden within, each of which contains 1d10x1000gp worth of jewelry. A thorough search of each property takes 1d6 turns

by a full group. They may also find the other room doors in the basement hatches this way.)

Haunted - (This area is haunted by **Psychopath Tim**. He is invisible when not attacking, but can be detected as an evil presence that drifts through the air, but he likes to keep his distance. After 1d6 turns, he will appear in a location best suited to scare the party, be it from behind a door, a garage, or behind the most vulnerable person. The party must roll for surprise with a -1, at least the first time he appears. He will then attack a single target with deadly determination until that target is defeated, then he will dissolve into vapor, go invisible, and flee only to strike again later. *Consider playing 'Psycho Murder Music' when he strikes.*)

PSYCHOPATH TIM - *Tim in a white mask, smeared with blood. Wields an overly-large kitchen knife stained with blood.*

HD15+15 AC16 ATT#3 5d6+5dmg +4vSpells

Upon defeat, he will turn into mist and disappear, only to reappear again later on...

Soul Stealer - When he slays a victim, their soul will become trapped in his knife. Although a body can be raised, it will be uninhabited. The knife will be obliterated when Psychopath Tim is truly destroyed, and the souls will be released.

How to destroy: He can only be truly destroyed by 'Dispel Evil' or similar. He must be struck 3 times before being destroyed, and each time he will howl in pain, unlike when he's damaged normally. Once truly destroyed, the Soul Marble will drop.

37: Salty Tim

(Dimensions: 80' diameter. **Doors:** Three total. Solid white salt, just like the rest of the cylindrical room.)

Everything is covered in salt. It's in the air. You feel it getting in your hair. The surfaces of the chamber are covered in crystalline salt or salt dust. In the

center of the room is a **salt-covered Tim**, covered in salt crystals. He does not move.

Salt-Covered Tim - (This is **Salty Tim**. He will attack when someone is within melee range. His power scales with how happy the players are. As the players become more upset, or use the word "bullshit", his power will diminish. '**Maximum Salty Tim**' is at his most powerful, '**Moderately Salty Tim**' is when they're starting to get angry, '**Kinda Salty Tim**' is for the group that is mad and calling bullshit, and '**Wet Tim**' is for when they are just done with this shit. He taunts and goads the party constantly. If the players become less upset as he weakens, he will become stronger again. Note that hitpoints for each phase are not restored until a full day later.)

MAXIMUM SALTY TIM

HD ∞ AC30 ATT#4 4d6+4dmg +50vAllSaves

Salty Strike - Targets struck must SvParalysis or be petrified into salt.

*Turns into **Moderately Salty Tim** once players start to get angry.*

MODERATELY SALTY TIM

HD100 AC28 ATT#3 3d6+3dmg +10vAllSaves

Salty Strike - Targets struck must SvParalysis or be petrified into salt.

*Turns into **Kinda Salty Tim** once players are mad and calling bullshit.*

KINDA SALTY TIM

HD20+20 AC24 ATT#3 2d6+2dmg +5vAllSaves

Salty Strike - Targets struck must SvParalysis or be petrified into salt.

*Turns into **Wet Tim** if people get totally angry. Will revert to **Moderately Salty Tim** if party gets happier.*

WET TIM

HD10+10 AC14 ATT#3 1d6+1dmg +4vSpells

Wet Strike - Targets struck must SvParalysis or become damp.

*Will revert into **Kinda Salty Tim** if party mood improves.*

38: Armokian Tim

(**Dimensions:** See each section for details.

Construction: Surfaces are made of a shifting blood-like material that is hard to the touch.

Doors: Three total; other two are in the arena of section 5.)

(This room is divided into **sections** each of which are around corners from each other. Anytime someone tries to bypass an obstacle or trap without solving it, a **big red hand** will come and smack them, teleporting them to where they bypassed from. **Armokian Tim** is at the final section, waiting for 1 on 1 combat. All traps grow back after 1 hour if destroyed.)

BIG RED HAND - *Your suffering is mandatory.*

Invincible. Attacks once for 10d6damage, sending the target back to the start of the obstacle they tried to avoid.

This should only be necessary if someone burrows around a trap or just teleports to the other side. Destroying traps is a valid strategy.

Section 1 - (50' long section, 10' wide/tall. Hall appears empty, with large holes in the sides. The holes look large enough to fit a bowling ball. Once a person goes 10' down the hall, large **wooden balls** attached to chains & rods will pop out of the holes, and begin flailing all over the place. For every 10' of hall attempted to travel, a person will be subjected to 10 **wood ball** attacks: Aim10 1d6+2dmg. If the wood balls are burned away, they will regrow after 1 hour.)

WOOD BALL (50)

Hp20 AC15 Aim10 1d6+2dmg

Section 2 - (50' long 20' wide and tall. Shooting from the walls and ceilings are iron coins with little crowns and skulls on them. They are criss-crossed, shooting into receptacles that feed them back into the machine. There are over 10 million iron coins in inventory as ammunition. Each coin is enchanted with confusion for a brief period after being launched. The terrain is difficult due to **coin launchers**/receptacles being odd shapes. For each 10' of trap passed through, a person will endure 10 **coin launcher** attacks. If someone lingers in the trap in the same spot, they endure 10 attacks per round. Trap regrows after 1 hr if destroyed.)

COIN LAUNCHER (100)

Hp20 AC22 Aim12 1d6dmg

Targets struck must SvSpells or be afflicted by confusion for 1 turn, and roll a d6 each round to determine action:

- 1 - Acts normally
- 2 - Attacks allies
- 3 - Attacks coin launcher
- 4 - Babbles incoherently, stands still
- 5 - Wanders in a random direction out of the trap for a full turn.
- 6 - Attacks closest creature

Section 3 - (30' long, 10' wide/tall. Unlike previous sections, dexterity checks may be used to get through this. Sawblades and spikes chop and stab through the hall in predictable fashion, but they are many and such timing will be difficult. For each 10' section of hall, a person must pass a dexterity check with a -2 to their roll. Dexterity failure means getting attacked 1d10 times. If someone just wants to tank it, they'll be subject to 10 **Sawblade/Spike** attacks per 10' or per round.)

SAWBLADE/SPIKE (80) - *Made of steel!*

Hp20 AC30 Aim20 3d6+3dmg

Sleep Poison: Targets struck must SvPoison with a -2 penalty or fall asleep for 1d6 turns. In the trap. Where they'll get ripped apart.

Section 4 - (100' long, 40' wide/tall. Jets of fire fill the hall with an inferno for a round before pausing, and then jets of frost ice the hall for a round before pausing. There are 4 phases: **Fire, AfterFire, Frost, AfterFrost.**)

Fire - (Jets of flame. Creatures within take 10d6 fire damage, flammable inventory items combust.)

AfterFire - (It's hot, but cool enough to pass through.)

Frost - (Jets of cold. Creatures within take 10d6 cold damage, and must SvParalysis with -5 or be frozen in place, until hit by flame.)

AfterFrost - (The ground is slick with ice. Creatures must SvBurst to not slip and fall for every 10' ran across this surface.)

Movement note: Treat hall passage as combat movement. (Base Move Rate x 10 feet per round. Note that you can double move if no other action is taken.)

Section 5 - An arena built of blood-colored bricks, with red sands and a murky red sky. Opposite the entrance stands an enlarged Tim, covered in blood, wielding an axe and a sword, both wrought of red glowing metal. There are large red-wooled **sheep** with menacing horns and glowing red eyes in the audience; they observe with cold regard. The Tim speaks: "I shall **challenge** one of ye, for championship of this here arena." There are two wooden gates on the far side of the arena (lead to other rooms of Tim's Tower.)

Sheep - (These are the **Armokian Blood Sheep**, here to enforce the 1v1 stipulation of the arena. There are 100 of them, but only 10 will attack while another 20 use their Bray of Doom attack. Will attack if multiple targets attack **Armokian Tim.**)

ARMOKIAN TIM - Covered in blood, wielding two divine weapons of Armok.

HD20+20 AC16 SPD24 ATT#4 2d6+2dmg
+4vSpells Hallow10

Upon Death: Will drop weapons which are both divine artifacts of Armok, and thus can only be wielded by a worshiper of Armok.

Axe - +2/+2 Axe which grants wielder permanent haste.

Sword - +2/+2 Sword which grants 2 hallow.

ARMOKIAN BLOOD SHEEP (100) - Wool the color of blood. Flesh white as bone. Menacing horns and red glowing eyes.

HD10+10 AC20(Blood-Steel Wool) SPD15 ATT#1
3d6+3dmg

Bray of Doom - Used in place of attack; all enemies within 50' must SvSpells or receive a -1 penalty to all attack rolls & saving throws for 1 turn. This effect can stack as more sheep bray.

39: Admiral Tim vs Pirate Tim

(Dimensions: Each island base is 100' wide surrounded by docks. The ocean itself is roughly 10 miles wide. If you travel to the edge you will appear on the opposite side. **Doors:** Three total, appear as weird coral doors in limestone formations atop coral beds.)

A fierce naval **battle** plays out in the distance, as cannons and smaller arms fire, the clashing of swords can be heard, and **ships** splinter and sink. Doing the fighting appears to be Hard-Tack **biscuits** wearing red coats and **bananas** wearing pirate hats.

Biscuits - (These are the **Hardtack Redcoats**, the soldiers & servants of **Admiral Tim**.)

Bananas - (These are the **Swashbuckling Bananas**, the soldiers & servants of **Pirate Tim**.)

Battle - (A war is on between **Pirate Tim** and **Admiral Tim** and it is stuck in a **stalemate**. During

the day, there is a naval battle, and during the night they rest. Each faction has many **ships** and soldiers, as well as a fortified **Island Base**. Both Tims are willing to accept outside aid to help fight their enemy, but direct confrontation may be difficult as each **Island Base** has increased defenses, even if the fleet is defeated. A mission of stealth, subterfuge, and/or sabotage is recommended, but neither Tim will think of this unless exhaustively debated with.)

Stalemate - (If the players can influence a victory to occur, the remaining faction will throw an awesome party full of drink, and become extremely drunk. This is a smart time to assassinate the remaining Tim. After the party, the remaining faction will colonize both islands and live in peace, but never get as drunk again. Will remain on high alert to guard remaining Tim.)

Ships - (Both factions use the same "**Frigate**" class for sake of ease. For each naval battle, both sides use 10 **Frigates** and sink/scuttle roughly half of the other force before retreating.)

Hardtack Island Base - (Ore mine + refinery for weaponry and supplies. Lumberyard with rapidly growing trees for ships, built in shipyard. Wheat farm + bakery for creating new hardtack soldiers. The red coats are duplicated by **Admiral Tim**. All **Hardtack Redcoats** are 100% loyal to **Admiral Tim**. Disguises may be an awesome strategy. Rimmed by a 20' stone wall with a bastion every 60' with three cannons on top (manned by a Hardtack Redcoat) which deals 5d6 structural or regular damage, range 500'. Approximately 200 **Hardtack Redcoats** are on alert at all times. **Admiral Tim** lives deep in a fortified structure with a sturdy door made of hardtack, guarded by 40 **Hardtack Redcoats** and the roof has 5 mounted cannons manned by **Hardtack Redcoats** which deal 3d6 structural or regular damage. 50,000gp worth of gems and jewelry are stowed away in the fort.)

Banana Island Base - (Ore mine + refinery for weapons and supplies. Lumberyard with rapidly growing trees for ships, built in shipyard. Banana trees from which **Swashbuckler Bananas** are picked. They are 100% loyal to **Pirate Tim**, who lives in a heap of old ships, guarded by 40 **Swashbuckler Bananas** and 10 cannons which deal 3d6 structural or regular damage. The ships hide a hoard of 51,000 gold pieces. Island is rimmed by a sturdy wooden spike wall with a small platform with cannon every 20' which can deal 5d6 structural or regular damage, range 500'. 200 **Swashbuckler Bananas** on alert at all times, including 40 that guard the Tim.)

FRIGATE WARSHIP - *Sails, wood sides, row of cannons.*
SHP60 ATT#10 3d6+3SHPdamage to structure, normal damage to creatures.
Each ship manned by 90 of faction's soldier type.

ADMIRAL TIM - *Wears a primarily red admiral's coat and has an impressive hat. His face is stern. Wields a dueling broadsword.*
HD20+20 AC15 ATT#5 1d6+3dmg
Coat of Arms - His red coat can be duplicated as a full round action.
Prefers to stay out of combat, having his Hardtack Redcoats do the fighting.

HARDTACK REDCOAT - *A man-sized hardtack biscuit with arms and legs. It wears a red coat, and has at its side a rapier and a pistol.*
HD5+5 AC16
Rapier: ATT#2, 1d6+2dmg.
Pistol: 50' range, 3d6+3dmg.

PIRATE TIM - *Wears pirate hate, rugged leather vest. Has a braided beard. Has a goggle-turned-spyglass over one eye. Gold teeth. Has a pistol.*
HD20+20 AC15 ATT#5 1d6+3dmg
Pirate's Patch - This eye patch can be duplicated as a full round action.
Prefers to stay out of combat, having his Swashbuckling Bananas do the fighting.

SWASHBUCKLING BANANA - *Man-sized Banana which wields dual cutlasses. Needless eye patch and pirate hat.*

HD5+5 AC10 SPD15 ATT#4 2d6dmg

Banana Swing - Full round action, the Banana swings from one location to another within 100' utilizing something in the air, whether it's a rope, vine, someone's hair, etc. This swing is magical in nature and will work even if there is nothing to swing on, *something* will appear that can be held.

40: Dinosaur Tim, the Timosaurus

(**Dimensions:** 5 mile wide jungle. Traveling off one edge, you'll appear at the opposite side. **Doors:** Three total. Appear as hide covers over bone-wrought archways.)

You see a jungle before you. Vines and trees and **weird flowers!** Birds and other **large creatures** make sounds in the distance, seemingly screeching at each other. A strange **unrecognizable smell** assaults your nasal senses.

Weird Flowers - (These flowers, if eaten, will polymorph a person into a random type of dinosaur. They retain their original hit dice and their mind, but may gain new attacks, damage, or abilities.)

Unrecognizable smell - (There's an out-of-place peak in the middle of the area which oozes a dark blue liquid with the viscosity of tar. It is an odd semi-magical substance which upon contact with endothermic flame will explode for frost damage. Provided the party does not accidentally destroy this source by igniting it, it is theoretically limitless, but can only produce 10d6 damage worth of substance a day.)

Large Creatures - (Wandering this jungle are dinosaurs. They include **Ankylosaurs**, **Therizinosaurus**, **Dilophosaurs**, a golden **Aurumosaur**, and most importantly, the tenacious **Timosaur**. All but the **Ankylosaurs** are

immediately hostile. For each turn spent wandering the jungle, roll a d4 and on a 1, a group of wandering dinosaurs appear. Choose 1 group randomly below, parenthesized value indicates # that appear.

TIMOSAURUS (1) - *It's like a Tyrannosaurus with Tim's face, scaled human arms, and gigantic leathery wings. Complete with a Tim beard.*

There's only one, obviously.

HD90 AC16 SPD24(walking) SPD18(flying)

Uses one ability below per round

Call the horde - Summons a wandering group of dinosaurs from the nearby jungle. Can only use this 3 times per encounter.

Jaws of Tim - ATT#3 5d6+5dmg. Targets struck must SvDeath or be ripped in half.

Beam of Frost - Spell-cast, covers a 50' cone that deals 5d6+5 frost damage, creating slick terrain, and all creatures within must SvParalysis or be encased in ice. Busting out of the ice requires passing a strength check with a -3 penalty, or having an outside person deal 10 damage to the ice cask.

Frantic Tail Flailing - Attacks all creatures within 20', dealing 3d6+3dmg.

AURUMOSAURUS (1)- *It's a basically a golden triceratops with stegadon-style spines with very sharp teeth. It looks gold because it IS gold. Has rubies for eyes. **This is the only Aurumosaurus in the jungle.***

HD70 AC18 SPD27 ATT#3 5d6+5dmg

Stands 30' tall. Attacks with claws, jaws, and feet.

\$ - Worth 25,000gp as a corpse, 125,000gp if captured alive.

DILOPHOSAURUS (2d6+2) - *Aw, it's cute and deadly! Size of a bear-ish, has weird fins.*

HD5 AC13 ATT#2 2d6dmg

Paralyzing Spit - Spits poison instead of attacking; target must save or be stunned for 1d6 turns.

THERIZINOSAURUS (1d3+1) - *A monster straight from hell. Imagine an angry mole merged with an even angrier turkey. Now make it big and even angrier. What you get is the murder-turkey.*

HD15+15 AC14 SPD18 ATT#3 4d6dmg

ANKYLOSAURUS (1d6+3) - *Spiky mace tail!*

HD8+8 AC17 SPD12 ATT#3 3d6+3dmg

Roll morale to determine hostility. Will always be hostile if summoned by Timosaurus.

41: Basement Dweller Tim

(Dimensions: 200' wide, 600' deep, 500'tall.

Doors: Three total, appear as mouse holes with cute little doors near the floor.

A gigantic, dimly lit chamber sprawls before you. The floor is made of a **plushy material** that is difficult to walk on. Where there should be a ceiling is only thick, impenetrable mist. Far away is a gigantic chair with wheels, in front of it is an enormous desk upon which is a **glowing screen**. The air smells of socks and pizza and other, fouler smells. In that chair sits an equally gigantic but also obese creature with thick glasses and a hell of a neckbeard... it has the face of **Tim**. You hear a mashing and clicking sound which comes to an abrupt end, and in an uncharacteristically high and nasally voice, the fat **Tim** complains "Oh come on! Stupid lag" he continues to make errant complaints, and pays your small group no heed.

Plushy Material - (It's carpet, but sized for a giant. Human sized creatures will travel at half speed across it.)

Glowing Screen - (Looks like he's playing some sort of multiplayer online battle arena, and losing, bad. Not his fault, of course. Naturally there is a computer in the room, and it has some giant-sized circuitry with some giant sized gold bits that can be stripped out, but it's only worth about 10,000gp in bulk gold.)

Tim - (This is **Basement Dweller Tim**, an immature yet huge Tim whose main objectives are to play games, eat hot pockets, and mooch off his loving mother. He is very distracted with his game and so will not notice the small group going through the room. If attacked, he will be automatically surprised. Will only notice adventurers if he is distracted from his game, or they are extremely noisy. If he notices them, he will try his best to argue with them over petty bullshit. Very opinionated. Throws hot pockets if provoked, and if truly threatened, will scream for "Mommy" which is a terrifying foot that slams the ground from the mist in the ceiling.)

BASEMENT DWELLER TIM - *A mass of wheezing, complaining opinionated Tim who sucks at games and hygiene.*

HD100 AC10 Immobile +4vSpells

Hot Pockets! - ATT#3 throws a giant steaming hot pocket, which deals 3d6+3 physical/hot damage as it explodes. Smells delicious.

Scream for Mommy - If truly threatened will scream for mom, and a horribly disfigured leg with its hideous foot squeezed into a high heel will slam from the sky at the target location, dealing 15d6 damage to everyone in a 20' radius, SvBurst for half. The foot ascends again once it has slammed.

42: Magnificently Mustachioed Tim

(**Dimensions:** 50' wide, 100' long chamber, sepia gray tones. **Doors:** 3 total, hiding behind curtains as wooden panels. **Music:** 'The Mustache Song' from 'A Million ways to Die in the West'.)

Before you is a dance hall made of old wood, with brass tacks holding up tacky drapes over walls. Dancing in this hall are many figures in dapper outfits and little hats, and they all have a mustache. Energetic **music** is playing, and close to the back stands a **Tim** in the most dapper of vests, with a bowler hat and most importantly, a magnificent mustache. It's at least 1 foot long

from end to end! He has a smug look on his face as he looks over the **dancers**.

Music - (It comes from a magic musicbox that can be stolen and sold for 15,000gp. Plays any western themed song.)

Tim - (This is **Magnificently Mustachioed Tim** and his glorious 'stash will immediately attempt to charm all creatures who have a mustache, SvSpells with -6 to resist. You may need to look at character portraits. All of the mustachioed **dancers** are charmed by **Tim**. All charms join **Tim's** entourage and dance in his hall with nothing but glee in their hearts. *You can trust me, I have a mustache!*)

Dancers - (Charmed by the **Tim**. Roughly 20 of them total, they are all decently buff humanoids, who carry pistols hidden under their dapper attire. Will gleefully dance with anyone who has a mustache. Will glare at those who don't and ask that they leave. Those who don't leave will be confronted by **Magnificently Mustachioed Tim** who will offer them the gift of mustache, and if they refuse he will mustache them by force. *I mustache you a question... Don't you desire a mustache? Is it not beautiful? Inspiring? Perhaps even... erotic?*)

DANCER (20) - *Dapper humanoids with pistols and fancy mustaches. They're really good at reloading.*

HD8+8 AC12

Pistol: ATT#6 1d6+2dmg (Or, ATT#1 6d6+6dmg)

MAGNIFICENTLY MUSTACHIOED TIM

HD20+50 AC14 +4vSpells

Mustache Attack: Melees a target using his mustache. ATT#3 2d6+2dmg. Targets must SvSpells with a -4 penalty or gain a mustache.

Mustache Affinity: All creatures with a mustache must each round SvSpells with a -6 penalty or be charmed to join Magnificently Mustachioed Tim's entourage. They will protect him, and dance with him until the Tim is defeated.

43: Tim-ber

(**Dimensions:** 200' diameter room with walls painted with forests. **Doors:** 3 total. Appear simply as out-of-place handles attached to the walls.)

Before you is a dense forest of **evergreen trees**, and each of them is roughly as tall as you are! You see a small **blue ox**, as tall as your knee, flee into the forest.

Evergreen Trees - (Normal trees, except they range in height from 4' to 7' tall.)

Blue Ox - (This is but one of many of **Tim-ber's** woodland companions. This particular **blue ox** is running to alert **Tim-ber** to the intruders. There are several dozen **blue oxen** in the forest waiting to heed **Tim-ber's** call to battle. If **Tim-ber** is slain, the **blue oxen** will enrage and attack.)

Tim-ber - (The local Tim clone. Has an axe of severing that he will use to cut down intruders. He stands about knee tall. He favors hit and run tactics, so will attempt to get a surprise round in before running away. If he is unable to run or is threatened, he will yodel, signaling to the **blue oxen** of the forest to come to his aid.)

BLUE OXEN (50) - *Small, blue, ferocious, and loyal.*
HD1 AC10 1d6+1dmg

TIM-BER - *A knee-height Tim with a red & green plaid shirt. His beard is extra manly, and he has a small, but scary looking axe.*

HD20 AC14 +4vSpells

Axe of Severing - ATT#3: deals merely 1d6 damage to such tall giants, but upon rolling max damage or a critical strike, it will sever that limb.

Ambusher - Enemies must roll surprise with a -2 each time he attacks.

Will use his Axe of Severing to fell an enemy, and then attempt to cut off their head next. Prefers to surprise opponents with a hit & run strategy.

44: Beholder Tims

(**Dimensions:** Each chamber has varying size, but nothing lay beyond the castle interior's walls.

Doors: 3 total, will be mentioned in each room below. Appear as wooden medieval doors set into stone.)

(First chamber is the **Great Hall**. Once all five **dark crystals** are shattered, **Beholder Tim** will appear in a random chamber with a loud roar. It is hostile and will hunt down and murder any intruders.)

Dark Crystal - (These five crystals seal the evil **Beholder Tim** in an adjacent plane. They can be destroyed, but they require someone to deal 10 damage in a single strike to destroy them.)

Great Hall - A chamber with many iron chandeliers, all of them dark. Archways section off little areas where there are ancient tables, cluttered with junk. In an alcove on the far wall hovers a **dark crystal** that pulses with magic. (Northern passage leads to **Kitchen**, western passageway leads to the **Shrine**, downward stairs to the east lead to the **Crypt**, and upward stairs to the east lead to the **Solar**.)

Kitchen - Knives and pans hang from racks, tables are covered with ancient scars from frenzied meal preparation. In the back of the room is a door to what is presumably a meat locker. (Inside the meat locker are 5 massive **Meat Monsters** waiting in ambush which are terrifying and immediately hostile. There is another **Dark Crystal** in the back of the meat locker. Western passageway leads to the **Shrine**, Southern passage leads back to **Great Hall**, Eastern stairs down lead to **Crypt**.)

MEAT MONSTER (5) - *A convulsing mound of cartoonish-looking meat that smells all too real. It waddles mostly upright, with two tendrils of meat that appear as makeshift arms.*

HD16+16 AC10 ATT#3 2d6dmg

Meatmaker: On hit, target must SvParalysis or be converted into another Meat Monster. The process takes 3 rounds as they collapse, screaming under the pain as their flesh rips and reshapes to resemble the meats. This process cannot be undone, and a person's soul is trapped in the meat monster until it is slain.

Shrine - A holier looking structure devoted to some unknown god. There is an altar at the north end, which consists of a large golden vessel filled with a green-tinted liquid. Opposite this vessel, floating in the air is another **Dark Crystal**. The walls are decorated with imagery of eyes connected to long branches of flesh. (Vessel is worth 8,000gp. The liquid inside, if drunk, will cause new eyes to appear all over the drinker's head. They remain that way permanently, gaining all-around vision, but losing 2 charisma as a result of disfigurement. Vessel contains 10 doses. West exit leads to another room of Timothy's Tower. South exit leads back to **Great Hall**. East exit leads to **Kitchen**.)

Crypt - A place used for interring corpses. There are stone plates in the walls denoting names of long forgotten souls. Several have been busted open, bones and stone shards litter the floor. (A **Dark Crystal** hides within one of the 10 unopened crypts. However, there is also one **Spectre** hiding in one of the crypts. Hopefully they find the **Dark Crystal** first. North stairs go up to **Kitchen**, south stairs go up to **Great Hall**, east door leads to another room of Timothy's Tower.)

SPECTRE - *Wispy angry ectoplasmic thing.*

HD6+6 AC16 SPD12

Life Drain: On hit, target's max hp is reduced by 2d6.

Solar - Better furnished than the other chambers, but the ancient silks are torn and stained with mysterious substances. There is a small table, some chests, a large bed, and a boarded up window. Something stirs under the threadbare sheets of the bed. (The **Dark Crystal** hides under the bed sheets. The small chests are filled with gold, two chests with 2000gp each. The window is boarded up to keep out the **night terrors**, and if the boards are removed 1d6 will enter the room each turn until the window is boarded up again.)

NIGHT TERROR - *An incorporeal creature of nightmare fuel, barely perceptible but looking upon it makes your mind reel with incomprehensibility.*

HD10+10 AC16 ATT#3 2d6+4dmg

Fearsome Strike: Creatures struck by the Night Terror must SvSpells or run in fear from Night Terrors for 1d6 turns.

BEHOLDER TIM - *A gruesome beholder with 5 eye stalks at the end of which are miniature versions of Tim. Each of them is casting spells! **Only these small Tims have soul marbles.***

HD50+25(Shared Hp) AC15 SPD15Hover
+16vSpells

Each "Creature" Below performs one action per round. Spell casters are interrupted one at a time.

Beholder - Death Gaze: One unblinded target must SvDeath with a -2 or drop dead.

Tim 1 - Spell Rotation: Casts spells in this order then repeats: Hold Person, Silence, Shield, Ignite.

Tim 2 - Spell Rotation: Charm Person, Web, Color Sign: Black, Wizard Punch (As Lvl20 wizard).

Tim 3 - Spell Rotation: Lightning Bolt (as Lvl20 wizard), Haste, Slow, Fear.

Tim 4 - Spell Rotation: Feeblemind, Flesh to Stone, Power Word Kill, Wish (to have full hp).

Tim 5 - Medic: Uses awesome physician powers to restore 1d100% of health lost in previous round. Throws a pie in someone's face if at full health, SvBurst or be blinded for 1 round.

45: Tim of Time, Lord of Time

(Dimensions: 100' diameter chamber, 200' tall.
Doors: Three total, appear as little clock doors.)

The walls of this chamber are covered in ticking clocks. The floor is one **giant clock**, with its massive hand rhythmically ticking along. Dark **brass fittings** protrude from the walls alongside dark apertures.

Brass fittings - (Some of them appear as apertures with dark interiors. There is one in the ceiling above the center of the clock, from which **Tim of Time** will drop, to land on the center of the ground clock. **Clockwork Murderbots** hide in other apertures.)

Giant Clock - (Once 3 or more party members are standing on or flying above this clock, **Tim of Time** will drop to the center of the giant clock and screech "It is TIME! Hyeeahahahahaha!!" He is hostile, and so are his **Clockwork Murderbots** who will emerge 1d6/round from the walls. They stop coming out of the walls once the Tim is slain.)

TIM OF TIME - *Wears a big dumb clock as bling, shirt and pants are covered with little clocks. He has glasses with spirals in them. His beard has stripes of grey and brown, and he is half bald. Stands 10' tall.*

HD20+30 AC14 +4vSaves. Immune to Time-Altering effects

Each round, uses 'Turn Back Time' & one other ability.

Turn Back Time: Each round, Tim turns back time, restoring himself to a healthy state, and causing the giant clock in the ground to spin its seconds hand rapidly, forcing all creatures on the clock to SvBurst or take 1d6damage and be knocked prone. *He must be slain before he has a chance to turn back time.*

Punch to the Future - Strikes a target, causing them to take 1d6dmg and sends them forward in time 1d6 rounds.

Slow Down! - Casts slow on all enemies, who must SvSpells with -2 penalty or have their move speed halved and have 1 fewer attack roll.

Double Time! - Casts haste on all allied **Clockwork Murderbots** granting them double speed and 1 additional attack.

Cancellation - Waves his hand dismissively to undo the last action of a specific enemy. It could be a spell, attack, potion, etc.

\$ - Bling Clock is worth 10,000gp as treasure.

CLOCKWORK MURDERBOT (1d6/rd) - *A patchwork of clockwork bits, sewn & bolted together to amuse the Tim and destroy his enemies. Attacks at range or melee via ballista, spear, bullets, or otherwise.*

HD10 AC20 SPD12 ATT#1 5d6dmg

They stop coming out of the walls once the Tim is slain, but they will remain hostile.

46: Timtanic

(Dimensions: 5 mile wide bit o' sea surrounded by sheer cliffs of ice. **Doors:** 3 total. Set into the ice 50' above the frigid water.)

You see a gigantic metal ship, four smoke stacks, steaming towards a large lump of ice. The **ship** has the face of Tim built into the bridge. The **iceberg** appears to be drifting away from the ship, but it is too late; the **ship** collides, splitting the **iceberg** in two. Red blood flows in large volumes from the iceberg into the see, as a terrible grating scream fills the air. The face of Tim on the ship grins menacingly and laughs a metallic laugh, showing the darkness in his heart.

Ship - (This is **Timtanic**, the living ship. It drives itself. **Timtanic** seeks to destroy all icebergs by ramming them head-on, but they keep repopulating by breaking off of the ice cliff that surrounds this area. The ship itself is full of **angry ghosts**. These ghosts will defend the ship to the true death. They are bound to **Timtanic's** soul marble which is guarded by 100 ghosts in the

bowel of the ship. The remaining 1403 **angry ghosts** are prepared to attack whoever enters the ship. They will remain, even if **Timtanic** is sunk.)

Iceberg - (This is but one of many. These **hapless icebergs** fear **Timtanic**. They are innocent creatures who once lived in this area in harmony, which used to be a great ice plain until the Tim clone showed up. They will beg the players for help, to save them from the wrath of **Timtanic**. Their voices are high pitched and grating, making them painful to listen to, but they are harmless. About 10 icebergs separate from the surrounding ice cliffs and fall into this small sea each day.

TIMTANIC - 4 'smoke' stacks, a big steel hull, and Tim's ugly mug on the front.

SHP180 Aim20 AC24 SPD26 Save1 +4vSpells
Immune to cold, and other things a ship would be.

Towers of Flame - If attacked from the air, each smoke stack will swivel and spew forth flame, with a 300' range. ATT#4 10d6+5fire damage, SvBurst for half.

Chomp - If someone is on the deck, his face can swivel around and bite. ATT#3, Deals 5d6+5dmg.

Ram - If a target is in the water, it will be rammed for 20d6+20dmg.

Launch Ghosts - For extra far targets, Timtanic loads up his "smoke" stacks with ghosts and launches them 500'. 50 ghosts can be loaded per stack. The ghosts then attack on their own.

ANGRY GHOST (1403+100) - They appear as sailors and passengers except drowned and long dead.

HD1 AC10 SPD12Flying

Immune to non-magic/holy attacks.

Life Drain: on hit, they drain 1d6 MaxHp.

HAPLESS ICEBERG - These poor creatures are being hunted and slaughtered by Timtanic.

HD20 AC18 SPD12

Frost Breath - 300' range, deals 15d6+15 cold damage.

47: **Hockey Tim** (Cannot be first room)

(**Dimensions:** 200' x 85' hockey rink. **Doors:** Two total, located at opposite sides lengthwise on rink.)

You see a hockey rink before you. There are 5 **frost giants** on ice skates, and poking out from behind them is an over-sized Tim-style frost giant with a hockey mask. They all hold blood-smeared hockey sticks.

Frost Giants - (Including the Tim clone, they're all undead spawn of the phylactery buried 30' beneath the ice. Anytime one of them dies, they dissolve into snow along with their equipment. After a full day, they will reappear on top of the ice, re-equipped. They are not interested in playing any hockey, as they lost all their pucks long ago. They guard the opposite door. They will chase enemies out of the room if attacked.)

HOCKEY TIM - He would be the goaltender, if this was a hockey match. They just want to fight.

HD20+40 AC16 SPD15 +4vspells Cold-Immune

Use one ability per round

Ice Strike - ATT#3 3d6+3dmg. Target must SvParalysis or be encased in ice. If a target gets shattered out of the ice by an attack, they take an additional 2d6 damage.

Ice Fling - 100' range. ATT#5 2d6+2dmg

Ice Wall - Can create a 50' long 10' tall wall of ice. Each 10' section has SHP5.

*Soul Marble is inside the phylactery.

FROST GIANT - He's on ice skates and has a blood-smeared hockey stick.

HD15+15 AC16 SPD15 ATT#3 3d6+3dmg Cold-Immune

Frost Breath: Full round action, deals 10d6 cold damage in a 50' cone. SvBurst for half.

48: Ole' Pappy Timothy

(**Dimensions:** 500' wide chamber. Walls appear to have temperate mountains beyond them, but there is a solid perimeter and these mountains are an illusion. **Doors:** 3 total. Appear as little stone brick archways on the perimeter with little faux parapets.)

In the center of a vast, well-**manicured lawn** is a **stone castle** with many tiers, armed with cannons. At the very top is a wooden **house**, sized for a giant.

Manicured lawn – (It's very sensitive, so if stepped on will alert the denizens of the **stone castle** who will begin shooting at anyone who steps on the lawn. Flying over the lawn will avoid triggering this, and there are small stone platforms in front of the doors to land on.)

Stone Castle – (5 tiers, each tier is 40' tall. Castle is about 150' wide. Walls are mounted with cannons manned by **Toy Soldiers** who will shoot the cannons at trespassers. The cannons are enchanted to not destroy grass. Cannons are roughly 20' apart, typically 10 can fire from one side of the castle at once. There are forty total cannons and 160 total **Toy Soldiers**.)

House – (This is the house of **Ole' Pappy Timothy**. Aside from basic living accommodations, there is a spell book with some grass spells that **Ole' Pappy Timothy** will use.)

Ole' Pappy Timothy - (If someone steps on the well-**manicured lawn**, and the **Toy Soldiers** don't drive off the intruders immediately, **Ole' Pappy Timothy** will emerge and scream "GET OFF MY LAWN!" he will then fire his over-sized shotgun at the intruders, which is also enchanted to not harm grass. He has some power over grass.)

OLE' PAPPY TIMOTHY – 20' tall, fat, angry, chews on a piece of straw, wears a straw hat and a grass robe. Has a shotgun and grass powers.

HD40+40 AC14 SPD18

Uses Shotgun attack & one grass power each round.

Shotgun – Range covers entire room. Attack vs all creatures in a 10' radius, deals 5d6+5dmg on hit.

Strangle Grass – Grass reaches up to grapple & strangle someone. Grapples as a HD20 creature.

Wall of Grass – Grass forms a wall up to 100' long and 10' tall. Each 10' section has 10Hp.

Spider Grass – Grass forms into dozens of little spiders that skitter across the grass and attempt to crawl inside of people's armor, where they can safely bite their victim. 1D12+12 Grass Spiders can attack immediately.

GRASS SPIDER – A spider made of grass.

Hp1 AC14 1dmg

Armor Infiltration: If successfully strikes, Grass Spider's AC value will match the AC of their victim.

TOY SOLDIER (160) – The size of a normal human, painted similarly to a nutcracker. They are enchanted wooden creatures. Has a wooden rifle which is enchanted to shoot bullets.

HD3+3 AC18 2d6+2 (With wood rifle)

Cannon: If firing a cannon, will deal 8d6 damage on hit. 10 cannons can fire from one side of castle at once.

49: Spectre Pit

(**Dimensions:** 500' diameter. Walls and domed ceiling are completely black. **Doors:** Two total, the other door is at the other end of the gray sand path.)

The room is **dark**, the only illumination stems from a **giant skeletal hand**, whose fingertips are alit with white spectral flames. Other giant skeletal hands can be seen at the edge of the light, their fingertips remain dark. A **path** of gray

sand winds between the hands, and heads into the darkness. The very air itself seems to glower with **hatred**. (Remaining floor area is a lumpy black sand.)

Dark – (The room has a powerful darkness spell cast upon it, 35th level in terms of strength. It only allows illumination by the spectral flames atop the **giant skeletal hands**, and those with darkvision will still be unable to see through it. Echo-vision will work.)

Giant Skeletal Hand – (They're 5-10 feet away from the **path** and stand 15' tall. When a person approaches within 20' of one, the fingertips will alight with spectral flame which casts illumination up to 20' away. The hands are roughly 20' apart. If attacked or damaged for whatever reason, a terribly angry chorus of moans will erupt, and the party will be shown the meaning of **hatred**.)

Path – (This gray path is a treaty-enforced easement access through this chamber which belongs to those who feel only **hatred**. If someone strays from the path, they'll feel the **hatred** build in three increments before a terribly angry chorus of moans will erupt, spewing forth the denizens. Fliers will also be effected. If a group sticks to the path, no harm will come to them, and they will be lead to the other door.)

Hatred – (The hatred emanates from the hundreds of **specters** that lurk underneath the black sand. They are extremely territorial, but will issue warnings to those who stray from the path before rising up and swarming to attack. They will also attack if one of the hands is attacked. There are so many of them that even if someone has a Circle of Protection Against Evil going, they will collectively be able to push the group out of the room. They jealously guard an ectoplasmic-crystalline substance 20' under the black sand known as **specterite**.)

Specterite – (20' under the sand, strands of ectoplasmic-crystalline material that can be

harvested. It radiates evil, but it quite useful in certain alchemical and magical and evil formulae. It can be mined using a magical pickaxe, but the **specters** guard it jealously. There is about 400 stones of it throughout the chamber, and each stone is worth 1,000gp.

SPECTER (500) – *Pure anger in death. Would kill all who pass through if not for the easement access.*

HD8+8 AC16 SPD18Flying

Life Drain: Targets struck lose 2d6 MaxHp.

Specterfication: A target killed by Specters becomes a Specter themselves. Their soul becomes trapped in the specter until it is slain.

50: Tumbleweed

(Dimensions: 100 mile wide desert, but doors are only 500' apart. **Doors:** 3 total. Appear as brittle wood.)

A dry desert with fissures in the earth, split like pustulent skin, and oozing an **orange substance**. There are **giant cacti** with muscular arms scattered everywhere. A giant, thorny **tumbleweed** with Tim's face comes into view, despite the lack of wind. It collides with a cactus, which raises a muscular arm and thwacks the **tumbleweed** back the way it came.

Orange Substance - (Perfectly slick goo that if contacted behaves as an accelerating slip n' slide. A person or object will be unable to stop, and their speed will be artificially increased. Will launch a person (1d10+2) x 10 feet across the surface. If unprepared, they must SvBurst or take 1d6 damage per 20' traveled, with 50% chance of hitting a **Muscle-Cactus**.)

Giant Cacti - (These **Muscle-Cactus** are all over the place, and are ready to whack anything that rolls into them. If attacked, all nearby cactus (Roughly 10, roll 1d10+5) will retaliate by shooting

venomous barbs or punching. They can be easily avoided if walked around.)

Tumbleweed - (This is **Timbleweed**. Does not need wind to tumble about. Although the cacti are immune to his advances, adventurers are not and he will attempt to clobber enemies by rolling over them. Can use some **orange substance** and a natural incline to launch into the air. Can also launch by flattening himself and expanding rapidly.)

MUSCLE CACTUS - *A giant 25' tall cactus with long muscular arms. Is covered in sturdy aerodynamic needles.*

HD15+15 AC14 Immobile

Cactus Strike - ATT#2 5d6+5dmg. Sends target flying 50', SvBurst for half distance.

Poison Barbs - 100' range, ATT#5 1d6dmg. Targets must SvPoison with a -4 penalty or be afflicted by Confusion for 1d6 turns. Roll d6 each round to determine what they do:

- 1 - Attacks closest creature.
- 2 - Hugs a cactus, taking 1d6 damage, and will be attacked.
- 3 - Stands still and babbles incoherently.
- 4 - Runs away from the cacti, screaming something about aliens.
- 5 - Runs into the air, somehow. They fall 1d6x10' back to the ground after the move.
- 6 - Acts normally.

TIMBLEWEED - *A rolling, tumbling Tim who loves what he does. Will try to roll over people and other creatures to get them stuck in his thorns, where they will be jostled and pounded until they bleed out.*

HD20+40 AC14 SPD24 +4vSpells

immune to slow or cold effects.

Clingy Thorns - Every target trampled must SvBurst with a -10 penalty or get stuck to the Timbleweed. For every round they are stuck, they take an additional 1d6+1dmg and are stunned. Creatures may SvBurst with -10 every round to attempt to escape.

Tumble-Launch - Full round action to launch self into air to cling onto airborne targets.

Fire Immunity - Does not take damage from fire, BUT can still catch fire, making the Timbleweed even more deadly with additional d6 of fire damage for anyone clung.

They told me I could become anything...

51: Tim the Timmoner

(**Dimensions:** Pyramid 400' each side, 300' tall. Upper terrace is 100'x100'. **Doors:** Four total, one at base of each side of pyramid. They are of blue stone.)

You see before you a **sea of clouds**, splendidly white. You are upon a **platform**, and behind you is a flat-topped **pyramid** 400' wide and 300' tall, built of white marble with steep steps running up the side.

Top of Pyramid - 100' wide, with a big black **mesh** in the center that is roughly 5' wide.

Sea of Clouds - (This is a breathable gas giant. If someone falls in, they'll eventually be crushed under atmospheric pressure, but they'll have to fall for a solid 20 minutes before that happens.)

Platform - (This platform and the pyramid are all held aloft by a blue pillar that extends down into

the clouds. Note that the platform, pillar, and pyramid are all magical and unbreaking.)

Mesh - (This is a loud speaker from which **Tim the Timmoner** will announce to the players upon their arrival "Welcome to the Arena of Tim! Here you go! Ahahah!" before summoning a Tim clone. The mesh itself is a wizard-locked hatch under which **Tim the Timmoner** hides.)

Tim the Timmoner - (He will **summon** another Tim clone at random; roll a d100 to determine which. Reroll if target room has no Tim. 'Tim of the End' cannot be summoned, and 'Pharaoh Tim' will be summoned without their pyramid.)

Summons - (All summoned entities obey Five Cataclysms summoning rules. As a summoned creature, they have half their original HD, and once slain, released, or banished, they reappear in their original location unharmed. This way, this chamber cannot be used to murderize Tims who are in more secure positions. Tim the Timmoner will also release any summoned Tims once the players leave the room.)

TIM THE TIMMONER - *A pretty bland Tim who revels in the creativity of other Tims. Likes to pit them against each other, but loves to pit them against hapless adventurers even more!*
HD20+20 AC14 ATT#3 2d6+2dmg +4vSpells
Timmon - Spell to summon a random Tim clone to a location within 100'. That Tim obeys the Timmoner. Will slowly turn up the heat.

52: Flirtatious Tim

(**Dimensions:** 50' diameter chamber. **Doors:** 3 total behind the curtains. Doors are wrought of rosy brass. Otherwise wall is solid red concrete.)

Below a **low ceiling** lay fluffy pink **pillows, couches, and chairs**, entirely covering the floor. The edges of the chamber are shrouded with lush red curtains. Lounging or standing amongst these

cushions and comfortable extravagances are several humanoids and a **Tim clone**, who has firmly grasped in his teeth a single rose. All of them are mostly naked, with excellent physique.

Low Ceiling - (Flying is pretty darn difficult. Ceiling is only 8' up, and made of red cement.)

Pillows Couches & Chairs - (This is difficult terrain. Anyone who travels too quickly may fall and be unable to get up, stuck inside an overly fluffy cushion where their limbs can gain no purchase. SvBurst with a -2.)

Tim Clone - (This is **Flirtatious Tim**. The other nondescript humanoids are six creatures he has managed to charm. He has chiseled them to look beautiful as well, and now they too share some of his charming power. He will begin by saying "Why don't you all come on in?" This is round 1, as far as **Flirtatious Tim's** charm power is concerned. His thralls have more traditional weapons they will fight with, though they will not attack until **Flirtatious Tim** is actually threatened. Charmed targets will focus on tackling their former allies or protecting **Flirtatious Tim**.)

FLIRTATIOUS TIM - *He's just too darned beautiful for his or anyone else's good.*

HD20+40 AC14 +4vSpells

Boundless Charm - Each round, each creature within 100' must SvSpells with a -1 penalty or be charmed. Every time this saving throw is rolled, there will be a cumulative -1 penalty, so on the 3rd throw, there will be a -3 penalty.

Chisel - Make target willing creature beautiful, similar to polymorph other.

THE CHARMED (6) - *The remains of Merc-Group 589, caught in the clutches of Flirtatious Tim.*

HD8+8 AC10 ATT#3 1d6+3dmg

Pillow Walker - Can travel over fluffy cushions with ease.

Flirtation - Full round action, focus on one target who must SvSpells or be charmed.

53: **Lucky Tim**

(**Dimensions:** 100' wide rimmed by tightly packed trees & shrubs, 200'tall with a night-blue ceiling over which stars skitter. **Doors:** Three total, other two are on opposite side of bridge. Painted with bright colors.)

A beautiful and **charming** little vale through the middle of which runs a little stream, spanned by a colorful **bridge**. Oak trees stand here and there, and a **rainbow** arches high above it all. Shamrocks cover the floor, giving the ground a springy feeling. An occasional red mushroom pokes out of the ground here and there. Although it is day, the sky overhead is filled with twinkling stars and a bright blue moon.

Charming - (Hidden in this vale are 6 lucky charms. So long as one of these lucky charms remains, **Lucky Tim** will still have his powers. The charms are a shooting star that skitters across the ceiling, a 4-leaf clover hidden amongst the shamrocks, the blue moon in the sky, the rainbow itself which is a 20th level spell effect, a horseshoe nailed to an oak tree in a bend of the stream, and a rabbit's foot that **Lucky Tim** wears around his neck. The charms are useless to outsiders, unless combined to create **Distilled Luck**, a Tier 2 Rare Magical Component that can be used to create a Magic Item or sold for 40,000gp.)

Bridge - (Once someone crosses this bridge or the stream, **Lucky Tim** will step out from behind a tree and say "Ahah! Trespassers! You have entered my magical realm and must pay the price! 1000 gold or a simple charm shall suffice! Aheheh!" **If party gives him money or a lucky object**, he will say "You have proven you worth, and earned my mericful merth, Hehah! Go on, go on! Your journey is not done." **If party refuses to pay**, he will say "Then you'll learn I'm not so nice!" before he attacks.)

Rainbow - (Can be easily followed to the end, although the end is on the other side of the **bridge**. Leads to a hollow stump stuffed full of gold and gems. 30,000gp and 500 gems worth 80gp each. Pilfering any of this loot will make **Lucky Tim** quite angry and he will attack.)

Lucky Tim - (So long as the **charms** remain in the vale, he will have perfect luck. He rolls natural 20's on all attacks and saves. He rolls maximum hit points and grapple rolls. His damage always does maximum, even if he somehow doesn't crit. He has luck-altering powers he can use offensively. Use a secretive dice roller.)

LUCKY TIM - *He looks like a leprechaun with Tim's face, which is surprisingly fitting. For once you see a creature that is not made terrifying by Tim's misplaced visage.*

HD20+40 AC26(reduced to 14 without charms)
SPD15(Hover, appears to be skipping through the air) ATT#3 2d6dmg (hard slapper)

White Elephant - Full round action, summons a **White Elephant**. Can only have one at a time.

Wishbone Snap - Counts as one attack, will snap someone's clavicle for 2d6dmg, and that person's next 3 d20 rolls will be 1's. A creature can only be hit by this twice, once per clavicle unsnapped.

Taste the Rainbow - Full round action, will cup his hands together and release a rainbow geyser that blasts all targets in a 30' cone. They must all SvSpells with a -4 or roll around uselessly, stunned by euphoria for the next 1d6 turns, unable to act.

\$ - Upon defeat, will drop '**Boots of the Leprechaun**' each of which are Tier 1 Rare Magical Components that can be used to create magic items or sold for 20,000gp each.

WHITE ELEPHANT - *It's adorable, but also kinda big and scary. Its eyes glitter with magic.*

HD16+16 AC14 ATT#3 5d6+5dmg

Does not roll perfectly like Lucky Tim. If the charms are all removed, the White Elephant will vanish.

54: Money Bag Tim

(**Dimensions:** 50' Diameter, 50' tall. **Doors:** Three total, built into walls and are made of bronze.)

A chamber with a posh red rug and white brick walls, fitted with bronze fixtures. Sitting on a **gigantic purple sack** which bulges with coins is a particularly **overweight Tim** with a purple top hat and green money-sign glasses and similar garments.

Overweight Tim - (This is **Money Bag Tim**. Upon seeing the party he will hold out a hand and say "Wait! Don't shoot!" "You shant attack me, I am all that holds a terrible monster inside this bag... If you kill me, it will be released and surely be the end of you all!!!" He will try to get the party to leave, and will also allow them to pass through the room. He will even offer to bribe them to leave, by writing them a check for 10,000gp under the name of "Mr. Loads of Money" although that is his entire bank account. He does indeed hold the money monster **Cupiditas** inside the **gigantic sack**.)

Gigantic Sack - (Cannot be cut. **Money Bag Tim** has it firmly clasped shut, and he can wield the bag as a weapon. If the bag is dropped, even for a moment, **Cupiditas** will spew out with a tremendous roar, and immediately begin attacking everything in sight *that round*.)

MONEY BAG TIM - *Purple top hat, green dollar sign sunglasses. Wears a purple suit with green shirt and purple tie. Thick rings on thick fingers. Wields a big purple sack as a weapon.*

HD20+40 AC15 SPD12 +4vSpells

Use one ability per round

Money Slam - Slams sack of money into target.

ATT#3 5d6+5dmg

Make it Rain - Conjures a storm of coins. All targets in the chamber are attacked each round for 1d6+1 damage. This coin storm lasts until the fight ends.

Money Missile - Ideal for a fleeing target.

Conjures a golden homing missile that will explode in a 20' radius for 8d6+8 damage. Targets who were not directly hit may SvBurst for half damage.

After death, the debris of his attacks will be worth 30,000gp. If somehow slain without him getting any moves off, he will explode for the same amount of money. Cupiditas will also be released.

CUPIDITAS - *A convulsing figure of gold, gems, and jewelry that roars with fury. Stands 30' tall.*

HD100 AC18 ATT#5 5d6+5dmg +2toSaves

Affluenza - Targets struck must SvParalysis with a -2 penalty or be turned into solid gold. Souls will be trapped inside the golden statue until it is shattered or turned back with a 'metal to flesh' spell. A normal human statue would be roughly 5000gp worth of gold.

Gold Eating - May use an attack action to eat gold instead of attacking to regain 3d6+3 Hp.

Consumes 1d10x1000gp worth. Cannot consume itself, but goes for the gold left behind by Money Bag Tim.

55: The Tim Capsule

(**Dimensions:** 80' diameter stainless steel chamber, 50' tall. **Doors:** Three total, steel painted with black & yellow hazard stripes.)

A man-sized stainless-steel **capsule** floats in the air above a glowing **blue rune**. Before it is a sign that reads "Open only in cases of emergency."

Blue Rune - (Someone can use read magic to engage this rune, which will open the **capsule** that hovers above it.)

Capsule - (Contains a strike team of 5 fake Tims who lack soul marbles. They are a "Kill first, ask questions later" sort and they aim to kill everything non-Tim. They only follow orders from the real Tim or a primary Tim clone. The strike team is immediately hostile, and includes the Tims listed below:

SUNGLASSES & LASERS TIM - *Also has a perpetual smile. Shoots lasers from his fingertips. Clearly made of some rubbery substance. **No soul marble***

HD12+12 AC12 Immune to blinding effects

Lazerz! - Shoots two highly accurate lasers that deal 10d6 damage. Targets may SvBurst with -8 penalty to dodge, but if they pass anyone behind them will have to save as well.

Does NOT have a soul marble.

AR-15 TIM - *Ammo belts, carries an assault rifle, never seems to need to reload. **No soul marble***

HD12+12 AC12 ATT#10 2d6+2dmg

Does NOT have a soul marble.

FIRETIM THE FIRETIM - *Weird orange garments. Does a weird dance. Has a very stiff upper lip. **No soul marble***

HD10+10 AC13 FireImmune

Be Purged! - Each round will cast a spell that causes a fiery geyser to erupt at target location, dealing 10d6+10 fire damage to anyone within 10' of the geyser, SvBurst for half. The ground can be

seen cracking prior to it exploding, giving creatures an idea of where to flee from, and the ground will remain ruined after that. The spell can be interrupted.

Does NOT have a soul marble.

POISONOUS TIM - *He's entirely green. He looks wet and miserable. **No soul marble***

HD10+10 AC10 ATT#3 2d6+2dmg PoisonImmune

Deadly Touch - Targets struck must SvPoison with -4 penalty or die.

Does NOT have a soul marble.

MISSILE SPITTER TIM - *Made of metal, has a distensible jaw. **No soul marble***

HD10+10 AC20 +4vBurst

Spit Missile - Each round, spits a homing missile that tracks a single target. The missile explodes for 8d6 damage on hit in a 10' radius. Other creatures in the blast may SvBurst to dodge. If the missile misses, it will continue attacking the target until it hits. A target may have multiple missiles following them.

Does NOT have a soul marble.

56: T1M-3000

(**Dimensions:** Dimensions listed per room. **Doors:** Three total, one in **Lobby**, one in **Testing**, one in **Production**.)

(There are five chambers to this factory. The first one entered is the **Lobby**. Frightened factory personnel may raise the alarm by running to the **Offices** to alert **T1M-3000** to the danger.)

1:Lobby - 50 x 50 feet, 30' tall. The walls and floor are built of overlapping metal plates, bolted to one another. halfway through the room is a **counter**, with metal bars protruding from the top connecting to the ceiling, which prevent passage. Around the room are **robotic humanoids**, most bulky and one not. There is a gate on the east end of the counter. Behind the counter are **stairs up**, and **stairs down**.

Counter - (This is where would-be workers check-in to the factory. Punch cards are stored behind the counter along with other note taking supplies.)

Robotic Humanoids - (If someone approaches the counter, they will be asked for identification so that they can be clocked in. If an ID is presented, the clerk will be confused, and ask if they are a new hire. If answered yes, the **clerk** will spend the next turn creating a paper profile for the person before getting them punched in for the first time. The **clerk** then lowers the gate on the east via a lever behind the counter, allowing them through, and will point them towards **Production**. The **bulky robots** are security, and if someone seems way too suspicious, they'll ask the person to leave, or perhaps resort to violence.)

Stairs Up - (Lead to **R&D**.)

Stairs Down - (Lead to **Production**.)

BULKY ROBOT (20) - *Built like a football player, wields a 2-handed electrostatic baton.*

HD7+7 AC20 SPD12 ATT#1 3d6+3dmg

Electrostatic Baton - Targets struck must SvParalysis with a -2 or be stunned for 2d6 rounds. Effect is cumulative.

If slain, they will be replaced.

CLERK - *Uses a sharpened letter opener as a weapon.*

HD2+2 AC18 ATT#1 1d6dmg

2:Production - 120' long 60' wide, 60' tall. **Metal door** with hazard stripes straight across, down a central aisle. This room is noisy, as **machines** on the left and right are whirring, clicking, and clanking away. You feel heat from **lava vats** near the front. More **robotic workers** tend to the **machines**, and they are guarded by lots of additional **security**. One of the bulkier robots appears to be a **foreman** in charge of this room.

Metal Door - (Leads to another chamber of Tim's Tower.)

Machines - (The entire chamber is a semi-autonomous assembly line for creating new robots. When a batch of 10 are completed, they are sent up to **offices** to be assigned roles in the factory or abroad. When fresh, they are useless babies. It takes about 6 hours to whip up a batch of 10.)

Lava Vats - (They're vats made of a lava-safe stone material. They are 10' tall, 10' wide, there is 6 of them total, with ladders to access them. If someone falls in, they take 10d6+10 fire damage per round.)

Robotic Workers - (Although they're mostly docile, and tooled to be **machine** handlers, they can still fight in a pinch, though they will stay out of combat until the **Security Robots** are defeated. They will, however, defend the **machines** with their lives.)

Foreman - (Will approach the player(s) and say "Are you the new worker(s)? Good. Come this way." Each character will be lead to a vacant post on an assembly line, and shown the routine functions they must perform. They'll be left alone to work for about 12 hours before the **foreman** will announce the shift is over, whereupon all **robotic workers** will go to the **lobby** to punch out and then stand about doing nothing. The **Foreman** will fight to defend machines.)

Security - (These **security robots** protect the area, including the machines. Always on the lookout for suspicious behavior.)

ROBOTIC WORKER (92) - *They're timid and shy, but they get the job done. Attack with wrenches and metal fists.*

HD2+2 AC18 1d6+1dmg

If slain, they will be replaced.

FOREMAN - *His name is George. Wears a green cap and has a clipboard.*

HD9+9 AC20 3d6+3dmg

Grill Attack - Unleashes a 20' cone of fire, dealing 5d6+5 fire damage, SvBurst for half.

If slain, they will be replaced.

SECURITY ROBOT (40) - *Built like a football player, wields a 2-handed electrostatic baton.*

HD7+7 AC20 3d6+3dmg

Electric Sledge - Targets struck must SvParalysis with a -2 or be stunned for 2d6 rounds. Effect is cumulative.

If slain, they will be replaced.

3:R&D - 40' by 40', 30' tall. Desks and tables and bookshelves are messy with papers and fountain pens. **Schematics** are hanging from the walls. All sorts of little gadgets and gizmos litter the area, a lot of them seem to have made their way into the chamber's corners where they've been forgotten about. A large book, twice the size of a person, rests in one of these corners with the title "**Exile of the Prudent Ones**". Many **robots** with nerdy glasses fuss over the papers and the gadgets and gizmos and **schematics**, clearly too enthralled with what they're doing to notice you. You occasionally hear a group of them raise their voices in excitement, before chattering away about some new idea. There is a **passageway** straight across, and **stairs up** on the left.

Passageway - (Leads to **Testing**.)

Stairs Up - (Leads to **Offices**.)

Robots - (These are the **Nerdy Engineers** who are talented with technology. They come up with ideas for new devices, as well as being able to reverse engineer things brought to them. They can be used by the players to gain insight into anything considered clarktech, which refers to non-magical technology that doesn't rely on breaking the rules of reality. However, they are loyal to T1M-3000 so if they receive any orders from him or realize he is in danger, they will

defend him. They will also defend their **schematics** to the death.)

Schematics - (They detail robotic parts, weapons, and other devices or machines. Likely worth something to the right buyer, at about 50,000gp total for all 20 notable schematics. A character with strong mechanical skills may use these to speed up progress in a related research task.)

Exile of the Prudent Ones - (Librarian Tim patiently awaits the return of this book in room 64.)

NERDY ENGINEERS (16) - *Robots with thick glasses wearing ties.*

HD2+2 AC18

Gizmo Attack - They attack using a random device below

1 - Shrink Ray: Attempts to shrink the target who will instead hemorrhage all over their body. Attack vs touch AC, deals 5d6+5 damage.

2 - Disintegration Ray - Attack vs AC, target turns to dust, dead. If blocked by armor, that armor is disintegrated.

3 - Crossbow-Shotgun - Attacks same target 10 times, deals 1d6+1dmg on each hit.

4 - Repeating Bola Launcher - ATT#4, Attack vs Touch AC, targets must SvParalysis or be immobilized & knocked prone until cut loose as a full round action.

5 - Web Gun - Shoots sticky web that covers a 10x10' area. Targets must SvBurst or be caught within.

6 - Teleport Gun - Attack vs Touch AC, or target is teleported to random room of factory, possibly right back to R&D.

7 - Freeze Ray - Shoots a 20' cone of frosty goodness, all targets must SvBurst or be frozen in place for 1d6 rounds, taking 1d6 damage each round.

8 - Soul Puncher - Attack vs Touch AC, or target's soul will be punched out of their body. While in this state, the soul will attempt to flee to a magic jar if it has one. Otherwise, the character may attempt to repossess their own body, but there is

only a 50% chance of success, though it can be attempted every round. Any damage taken while in incorporeal soul form is dealt as 1000 times damage to experience total, so 6 damage would be 6000 exp damage.

If looted, these weapons only have one use remaining.

4:Testing - 200' by 300' room, 100' tall. Opposite side of chamber has a **metal door**. Aside from big **crates and boxes** lying around, there's a great big **metallic creature** that looks prepared for war. You're not sure how it got in here, because it is decidedly larger than the entrance. There are two robotic **technicians** with clipboards examining the **metallic creature**. One of them holds a remote of some sort.

Metal Door - (Leads to another chamber of Tim's Tower.)

Crates and boxes - (Bits and pieces of gizmos, mostly just junk.)

Technicians - (They are inspecting the **metallic creature** after a weapons test. If they notice the big scary adventurers, they'll push the big red button on the remote which causes the **metallic creature** to come to life and be very, very hostile. The **technicians** will stand back and try not to get hurt, but will defend themselves if necessary.)

Metallic Creature - (This is a bipedal metal monster loaded with armaments. It's called the **R3X-4000** and it's ready to kill at the push of a button.)

R3X-4000 - *Bipedal metal killing machine. Squat stance, 30' tall.*

HD50+50 AC22 Immune to things a big metal machine would be.

Uses one ability per round:

Rocket barrage - Fires 3 rockets which explode in a 20' radius. They explode for 10d6 damage, SvBurst for half.

Shotgun Knees - The patellas unhinge, to reveal massive double barreled shotguns. They fire, attacking everyone in front of R3X within 10', dealing 20d6+10 damage on hit.

Rocket Jump - Rockets in R3X's feet ignite, launching R3X through the air and landing at a location. Creatures initially in melee take 5d6 fire damage, SvBurst for half. R3X smashes targets at the destination with an attack, dealing 10d6+10 damage.

Napalm - Spews sticky fire all over the place. A semi-circular area 30' deep in front of R3X is covered in intense flame. Those within must SvBurst with a -5 or take 10d6 fire damage.

Gatling Cannon - Pewpewpew. ATT#10 3d6+3dmg.

UPON DEATH - Drops "Heart of the Machine", a Tier 3 Rare Magical Component that can be used to create a Magical Item or sold for 60,000gp.

5:Offices - 50x50', 30' tall. No other exits. A couple dozen **cubicles** make a poor attempt to hide an **office** on the far end of the room, with foggy glass walls. It is 20' x 20' wide. There is a shadowy figure within who seems a tad too large for his office. Clacking and pinging noises fill the air.

Cubicles - (**Office Drones** hide inside them, doing their best to appear busy. Their official duties are not sufficient for their entire work day. They are still loyal to T1M-3000 and will thus defend him and their office if necessary. They have typewriters on their desk, and they are mostly typing silly incoherent things such as "LOOKINGBUSYLOOKINGBUSY" or "LET ME TELL YOU ABOUT MY DAY. I WAS HERE.")

Office - (This is the office of **T1M-3000** and he barely fits. He has access to data from around the factory here, and there is a floor safe stuffed full of worthless paper bills.)

T1M-3000 - (A big robot with Tim's face wrought from metal. He wears a suit and tie that barely fit him. He has a Gatling gun strapped to his back. He seems frustrated. Will emerge from private office to attack if there's a commotion outside, or if he is summoned by an alert. Not stupid like the others.)

OFFICE DRONE (24) - *They have bullcrap jobs and they know it.*

HD1+1 AC18 ATT#1 1d6+1dmg

T1M-3000 - *You will be Timinated. Stands 10' tall, has a Gatling gun, has machine-aspected magic, and a bad temper. He's the bossman.*

HD20+50 AC24 +4vSpells

Uses one of the below abilities each round

Gatling Gun - ATT#10 2d6+2dmg

Sentry Gun - Casts a spell, which creates an HD10 AC15 stationary gun which has ATT#10 and deals 2d6dmg. T1M can pick it up to relocate it. Lasts 1 turn.

Spider Mines - Casts a spell, which creates 5 explosive spider drones with HD1+1 AC16. On the next round, they crawl up to their enemies, and explode for 10d6 damage in a 10'radius, SvBurst for half. Only uses this spell from safe location.

Wall of Scrap - Stomps the ground, magically causing a wall of scrap metal to appear. Up to 50' long and 50' high, 1' thick. Each 10x10 chunk has SHP10.

57: One-Punch Tim

(Dimensions: 500'diameter sea bubble. Sea beyond is a water planet. **Doors:** Three total, appear as coral archways.)

The room before you exists in a massive bubble on the bottom of the sea. There are **coral beds**

everywhere, but in the middle of the room there is a hill with a little **pagoda** on top. There are red and orange banners on the side with a single yellow fist, punching outwards. At the top of the **pagoda** is an orb, the color of the sea.

Coral Beds - (They're not exactly easy to walk across. Count as difficult terrain, and anyone with less than +5armor will take 1d6 damage per 10' traveled. The start of the hill is about 100' from each entrance.)

Pagoda - (This is the pagoda where **One Punch Tim** meditates. It is made of polished sea stones precariously stacked upon one another. The orb at the top of the pagoda is the **Orb of Inner Tides**, a Tier 2 rare magical component that can be used to make a magical item or sold for 40,000gp. Once the orb is removed, the sea bubble will burst, and the ocean will come crashing down, smashing the pagoda and dealing 10d6 crushing damage to everyone in the area, double if they're standing in the coral. **One Punch Tim** will be very angry if this happens, and will do all he can to recover the orb, so that he can regenerate his sea bubble before building his pagoda.)

One Punch Tim - (Bare foot, bare fisted, wears a tabard of red and orange with a yellow fist, punching outwards. If approached, he will say "Have you come to test your strength against mine?" Will introduce himself as "Tim of the One-Punch clan" although no such clan exists; he wants to feel special. He will be friendly towards characters who normally attack with fists, or he will encourage others to use weapons, for his one weakness is punch attacks.)

ONE-PUNCH TIM

Aim20 Save1 AC20 ATT#3 3d6+3dmg +4vSpells

Immunity - Is invincible to all attacks and damage besides a bare-fisted punch. If he is struck with a bare-fisted punch, he will splatter backwards, leaving behind the soul marble.

58: **Matador Tim** (Cannot be 1st room discovered.)

(Dimensions: Coliseum is 300' diameter, but actual arena is 200' diameter and 20' deep.

Doors: Three total, non-initial doors are behind the gates that allow monsters into the arena. Appear as red-painted wood.)

A cheer of anticipation greets you as you look into this arena. You see a **Tim clone**, standing before you with a red cloth and a glittering bullfighter outfit. He has a sharp smile, and gestures for you to come hither. The **audience** is a teeming mass of brightly painted skeletons. There are large **wooden gates** on the outer wall of the arena.

Wooden Gates - (9 total. Bull monsters come from these, but two of them also lead to other rooms of Tim's Tower.)

Audience - (They cheer and jeer at the occurrences in the arena. They will not engage in any arena fighting. If **Matador Tim** is killed from outside the arena, say from magic missiles or someone hauling a serious cannon up to the door, the audience will be extremely displeased, and will boo while they throw knives, books, stones, or any other dangerous object into the arena to attack anyone who tries to pass through. Each of the 1000 **audience members** gets one attack on a group that passes through the room, unless that group is slowed down by whatever means. I recommend calculating to-hit probabilities instead of rolling 1000 attack rolls.)

Tim Clone - (This is **Matador Tim**, a bullfighter. If attacked from outside the arena, he will hide around a corner and send his strongest bulls out to hunt the attackers down. Otherwise, he will allow an honorable group to assemble in the arena before beginning the fight.)

AUDIENCE MEMBER (1000) - *Brightly painted bones, and very festive. They like a good fight.*
HD1 AC12 ATT#1 1d6dmg 100'range

MATADOR TIM - *Slicked hair, twirly mustache, standard Tim beard. Wears a glittering outfit, and waves a red cape and a sword.*

HD20+40 AC16 2d6+2dmg

Uses one ability per round

Slay Bull - Compels a bull to charge forth, then stabs it, killing it. Matador Tim absorbs its remaining hit points.

Young Bulls - 1d6+2 **Young Bulls** rush out from a gate, and attack the party.

Alpha Bulls - 1d4 **Alpha Bulls** rush out from a gate, and attack the party.

Monster Bull - Casts a spell to summon the **Monstrous Bull**. This spell-cast can be interrupted.

Red Bull - If land-bound bulls are insufficient, will call upon 1d4+1 **Red Bulls** to charge forth and attack.

*All bulls will focus their attacks on whichever target **Matador Tim** considers the greatest threat.*

YOUNG BULL - *Smaller than the Alpha Bulls.*
HD4+4 AC12 SPD15 1d6+2dmg

ALPHA BULL - *Larger than the Young Bulls.*
HD8+8 AC13 SPD18 3d6+5dmg

MONSTER BULL - *Real big and scary. Black hide, red eyes, smoke puffs from its nostrils.*
HD16+16 AC15 SPD21 5d6+8dmg

RED BULL - *It's red, and really quick. Has wings. Good for attacking airborne targets.*
HD5+5 AC12 SPD18Flying 2d6+2dmg

59: **Shoulder Angel Tim & Shoulder Devil Tim**

(Dimensions: Endless rolling hills, but important stuff within 500' diameter. **Doors:** Three total, appear as mossy cobblestone archways with mossy wooden doors on the edge of the area with the two temples.)

Two distinct temples stand before you, clearly anathema to one another. One is made of **swirling white** columns capped with gold, and the other is a **twisted demonic** red, held up by columns engraved with tormented howls. Stairs lead up to each. Otherwise, you're in grassy green rolling hills under a beautiful blue sky.

Swirling White Temple - (In the back, has a little altar of a little fat **Angel Tim**. Below the statue is engraved "Thou shall not harm!" Indeed, when people enter this temple, a random person will have **Angel Tim** appear on their shoulder. **Angel Tim** is invisible to everyone but the host, and the host cannot shake it off. **Angel Tim** magically forbids the host from telling anyone that there's an Angel on their shoulder, and if they break this rule the host will be vaporized, leaving no remains. Others can only detect **Angel Tim** using a 'Detect Good' spell. **Angel Tim** will do everything it can to prevent the host from harming anyone, including themselves, but he can only control one limb at a time. Any spells or attacks made against it have a 50% chance to strike the host instead. If the person dies and is resurrected within 10 days, **Angel Tim** will still be attached to them; otherwise **Angel Tim** will return to his temple and await another host. *I recommend privately telling the host of their predicament so that others do not have to split player and character knowledge.)*

Twisted Demonic Temple - (There is an altar of a little fat **Devil Tim**. Upon the altar are engraved the words, "Murder is pleasure." When people enter this temple, a random person will have **Devil Tim** appear on their shoulder. **Devil Tim** is invisible to everyone but the host, and the host cannot shake it off. **Devil Tim** magically forbids the host from telling anyone that he's on their shoulder, and if they break this rule the host will be vaporized, leaving no remains. Others can only detect **Devil Tim** using a 'Detect Evil' spell. **Devil Tim** will do everything it can to make the host harm others, but he can only control one limb at a time. Any spells or attacks made against it have a

50% chance to strike the host instead. If the host dies and is resurrected within 10 days, **Devil Tim** will still be attached to them; otherwise **Devil Tim** will return to his temple and await another host. *I recommend privately telling the host of their predicament so that others do not have to split player and character knowledge.)*

Even if the Temples are destroyed, the Tims will still inhabit the ruins.

ANGEL TIM - A plump little angel Tim with a handheld harp. Rather spry for a fat guy.
HD20+20 AC20 +4vSpells

Controls one limb of host at all times

Tries to prevent host from doing harm. Can interrupt host's spells by causing them to fall over. Still vulnerable to attacks, but 50% of attacks and spells will strike the host instead.

DEVIL TIM - A fat little devil Tim with a pitchfork.
HD20+20 AC20 +4vSpells

Controls one limb of host at all times

Encourages & forces host to do harm. Is not above having the host attack themselves to interrupt spell casts against Devil Tim. Still vulnerable to attacks, but 50% of attacks and spells will strike the host instead.

60: Timothy Poppins

(**Dimensions:** 1 mile diameter. Outside this perimeter there will be a strong gust of wind that pushes creatures back into the room, which grows in strength the further one goes. **Doors:** Three total, appear as pillow forts with blankets as flaps.)

You see before you a lumpy pillow-like landscape littered with **fluffy beds**, **drawings** on easels, and **chimneys**.

Fluffy Beds - (Super comfortable. **Timothy Poppins** will use these to put someone to sleep,

along with a significant dose of sweetened fentanyl.)

Drawings - (Animals and monsters of all sorts are sketched. **Timothy Poppins** has imbued them with life, but they lay dormant until the Tim is attacked. 1d10+5 drawings will be in range. Other drawings will animate if the fight moves about.)

Chimneys - (Very sooty. Although normally empty, **Soot-Stained Sweepers** will emerge from chimneys to help defend **Timothy Poppins** when he's in danger. 1d10+5 **Soot-Stained Sweepers** will always be in range.)

Timothy Poppins - (When the bulk of the group is halfway through the room, a fierce gust will erupt, blowing blankets and pillows around; all creatures must SvBurst or be harmlessly blown away.

Timothy Poppins will descend from the sky, previously invisible, and pick up someone who was knocked off their feet saying "Oh no no no, this won't do at all." He will take them and try to tuck them into the nearest bed, before spoon-feeding them some fentanyl. Indeed, his goal is to tuck everyone into bed, and make sure they're dead. If attacked, **Soot-Stained Sweepers** will rise to the defense, and several **cartoon friends** will leap out of **drawings**.)

SOOT-STAINED SWEEPERS (1d10+5) - *Oddly shaped humanoids who pop out of chimneys and shoot burning plumes of smoke.*

HD8 AC12

Smoke 'em - ATT#1, 3d6+3 fire damage.

Leaves no corpse; regenerates after 1 hour.

CARTOON FRIEND (1d10+5) - *Doodles, drawings, sketches and more, this menagerie lies in wait.*

HD10+5 AC14 SPD18 ATT#1 3d6+3dmg

Timothy Poppins will redraw them when it is safe to do so.

TIMOTHY POPPINS - *Holds an umbrella. Wears a little red hat and a blouse. Has rosy cheeks, Tim's face & beard.*

HD20+40 AC15 SPD60(Flying) 2d6+2dmg
+4vSpells

Safety Umbrella - If reduced to low health or scared, a gust will empower the umbrella to carry the Tim away.

Use one ability below per round

Tuck 'em in - Grapples a target into a bed and forces a spoon-full of sweetened fentanyl down their throat. "This'll help you sleep, dear." SvPoison with -8 penalty or die. "[character name] falls into a deep sleep."

Funny Joke - Tells everyone a hilarious joke. Any character who routinely laughs at funny stuff (typically everyone) must SvParalysis or laugh hysterically for 2d6 rounds causing them to be stunned and to float upwards and away. When the laughter stops, they fall. Each round they go up by 15', but the lumpy ground is soft and will negate 1d6 of fall damage, which is typically 1d6/10' fallen.

Tornado - For when Mr. Poppins gets angry -

Casts a spell, conjuring a hostile Tornado that lasts until the end of combat. Tornado is 30' wide, and sucks up everything it touches when they fail a SvBurst with a -8. Victims will take 1d6/rd while in the tornado due to beds being flung about willy nilly. After 5 rounds of being in a Tornado, a person will be thrown out from 150' in the air.

More than one Tornado can be conjured, and they obey Timothy Poppin's orders.

Upon death, drops the Umbrella of Windcalling, which allows the wielder to travel at 60speed and cast 'Gust of Wind' at will. The more advanced Tornado is not available until someone assumes their destiny as the next Poppins.

61: **Doppelganger Tim; it's Tim, but Tim is you**

(**Dimensions:** 50' wide 100' long 50' tall. **Doors:** Four total, appear as large wooden doors sealed with red wax.)

Before you is a hall built of lumpy white stones. On the three other walls are large wooden **doors** sealed shut with **red wax**. In the center of the room is a twisted black evil-looking **chair** with clasps for the arms, head, and legs.

Red Wax - (If any wax seal is tampered with in any way, all three wax seals will ooze out from the door and animate into three **spurting wax monsters**. They are hostile and attack immediately.)

Chair - (If you sit in it, the clasps will activate, trapping you in the chair. If a person dies in a chair, their soul will be stuck there as well, clasped to the chair. Cannot be unlocked by any spell. A creature in the chair cannot be summoned. Chair is anchored in place and cannot be moved. Chair is magical, and indestructible, counts as 40th level enchantment.)

Doors - (As soon as the group opens any door, or perhaps after the **spurting wax monsters** are defeated, **Doppelganger Tim** shall appear.)

Doppelganger Tim - (A duplicate of a party member appears. **Doppelganger Tim** chooses the party member most susceptible to death, so one who lacks a magic jar, is in a weakened state, etc. This doppelganger is a perfect replication of that character, saying everything they say, doing everything they do, *knowing everything they know*. **Doppelganger Tim** also replicates any auras of magic or evil the original has. This Tim's power temporarily duplicates the magic items the original has. The doppelganger will even pretend to have the same # of hitpoints. The player will play both characters for the time being. **Doppelganger Tim** will follow them around, acting as a duplicated ally, for now. Each day that passes, the original must *SvSpells* while they sleep, *this roll should be made by the DM*. Every time they succeed, the following night they get a cumulative -1 to their saving throw, so the likelihood of failure increases every day. Once they fail, **Doppelganger Tim** will have gained

control over the original character, so now the character will echo the doppelganger's actions instead of the reverse. He will then go about, murdering the rest of the group in the situations that seem the most wise, such as mid-fight, when they're alone, laying traps, etc.

SPURTING WAX MONSTER (3) - *They scooch about, trying to smack things, but mostly just squirting red wax everywhere, getting it in people's eyes and hair.*

HD10+10 AC14 SPD12 ATT#1 3d6+6dmg

Spurting Wax: Each round, everyone within 10' must *SvBurst* or be blinded by red wax in their eyes. They remain blinded for 1d3 turns.

DOPPELGANGER TIM - *You're him... he's you! I'm them... he's me!*

HD20+40 AC14 ATT#3 3d6+3dmg +4vSpells

Perfect Replica - Perfectly replicates original target, knowing their same spells, having the same magic items, hit points, save, AC, etc. Only use the stats above if he has somehow been found out and must defend himself.

62: Gin Tim

(**Dimensions:** 1 Mile diameter, central clearing is 400' diameter. **Doors:** Three total. Juniper-wood doors built into mountains. Nothing is beyond mountains.)

A forest of giant **juniper** trees lay before you, encircled by snow-capped mountains. In the center of this forest you see a clearing, in the middle of which is a **building** with a **giant keg** next to it.

Junipers - (Have giant berries that can be eaten. Also home to the giant **Juniper Beetles**. They only attack in groups of 3d6+3 if the trees are in some way perturbed, such as from berry plucking.)

Building - (This is a small gin distillery with a 15' tall door that **Gin Tim** utilizes to make himself

more powerful, and happy. Vaguely alchemical equipment is scattered all about. There are crates full of juniper berries. The actual gin produced here is *extremely* potent, nearly poisonously so. If someone takes a drink, they must SvPoison with a -5 penalty or their character become utterly drunk for the next 1d6 turns, unable to do little more than stumble around uselessly. If they take a drink again while in this state, they must SvPoison with a -5 penalty or die. *As a DM, I would happily allow a player to take a shot of liquor to avoid having to roll the saving throw.* If the party makes too much of a ruckus in the distillery, or sticks around for more than 30 minutes, **Gin Tim** will come in to deal with them, or may be surprised by their presence.)

Giant Keg - (**Gin Tim** lives inside this keg. Indeed, if your turn the tap, it is **Gin Tim** who will emerge. Note that the tap is rather large, about the size of a person.)

Gin Tim - (A large humanoid form of living gin with Tim's face. The local **juniper beetles** are basically his pets who help him scout and find juniper berries for his gin production. Very hostile towards those who seek to harm him or his distillery **building**. If people are friendly, he will gladly share a drink with them. Does not take kindly to trespassers.)

JUNIPER BEETLE (3D6+3) - *Very large, very smelly. Reek of junipers, as if the scent was amplified to intolerable levels.*

HD8+8 AC16 ATT#1 3d6+3dmg

Putrid - Upon death, their scent will spill outwards, flooding the air with a sickening scent. All non-juniper beetles within 10' must SvParalysis or be stunned for 1d6 rounds, gagging or puking.

GIN TIM - *A 15' tall Tim-ish looking fellow made entirely of gin. Smells of juniper berries.*

HD20+50 AC13 ATT#3 3d6+3dmg +4vSpells

Being a liquid, is immune to most physical damage.

Fire Vulnerable - *Highly* vulnerable to flame, since his alcoholic form is so intoxicating as to be poisonous. He is downright explosive, and will deal his remaining Hp as fire damage in a diameter area equal to his remaining Hp. Creatures may SvBurst for half damage, with varying penalties depending on how close they were to the explosion.

Intoxicating Strike - Targets struck must SvPoison with a -5 penalty, or become stunned for 1d6 turns, too drunk to do anything useful. If a drunk target is struck, they must SvPoison with a -5 penalty or die. *I would personally give the option to players to drink a shot of your chosen liquor in person, instead of their character becoming drunk or dead.*

63: Tim Solo

(Dimensions: 30'x50' room with a 20' ceiling.

Doors: Three total, appear as entrances to this bar.)

A noisy **pub** full of strange, alien looking creatures. Weird, catchy **music** plays in the background and the air is smokey. There are **dancers** and peculiar **drinks**.

Pub - (This is an odd diner where extra-planar creatures congregate to converse, make deals, learn, or possibly enjoy themselves. They come in all shapes and sizes, and are mostly content to mind their own business, even if a fight breaks out nearby. The **alien patrons** will flee if attacked, or defend themselves if necessary. These alien patrons go to their home planes when they exit through a door, instead of to another room of Tim's Tower. As each character wanders through the bar, they have a 1/3 chance to spot a green

skinned creature with Tim's face & beard - this is **Tim Solo!**)

Dancers - (Pale green, nearly turquoise skin. Lithe, mantis-like frames. Jet Black eyes. They double as security. All 7 **mantoid dancers** will attack those who disturb the peace, and since **Tim Solo** is a regular, they will take his side in any dispute.)

Drinks - (This bar sells powerful spirits that when consumed, will temporarily transform the drinker into a random summoned monster. *Use the 'Summoning Rules' in the 'Five Cataclysms Core Rulebook'*. They retain their hit points, mind, and attack modifiers, but gain the form and abilities of that monster. Lasts 1d6 turns, costs 10,000gp.)

Tim Solo - (Currently discussing a sort of partnership with another creature, a sort of "I kill this guy for you and you pay me." deal. He kills with an extremely lethal blaster that only he knows how to make the ammo for. Will be wary to those who disrespect his private conversation with the other alien. Will only attack if threatened.)

ALIEN PATRONS (20) - *Odd extraplanar or extraterrestrial creatures who just want to mind their own business. *listed stats are an average of the alien patrons**
HD7+7 AC16 ATT#1 2d6+4dmg

MANTOID DANCER (7) - *Lithe, nearly turquoise flesh, jet black eyes, mantis-like frames, and sharp long claws in forearms and legs.*
HD8+8 AC18 ATT#2 2d6+2dmg

TIM SOLO - *He wears an off-orange shirt with a white vest over it. He has green-painted skin and is wearing fake antennae.*
HD20+30 AC14 ATT#6 5d6+5dmg
Always wins initiative. Always. He shoots first.
Other participating creatures still roll their own initiative against each other.

64: Tim the Librarian

(**Dimensions:** 2000' wide, 5000' long, 800' tall.

Doors: Three total. Appear as little boxes on shelves near the walls, about 100' above the water.)

You see a huge library, sized for giants. The **books** are roughly twice the size of a person. The massive oaken shelves stand hundreds of feet tall, but most peculiarly if you look down from the ledge you are upon, you see that the floor is covered in water, that's at least a hundred feet deep. Menacing **aquatic creatures** swim within. There are no books on the lower shelves where they would be damaged by water, and you can see the glow of a **distant lantern**.

Books – (They all seem to be short fairy tales covering a wide range of subjects; there are no arcane secrets stored here. However, many of these little stories are clearly from other worlds vastly different from the character's own.)

Aquatic Creatures – (They're **mechanical sharks** with harpoons in their mouths. They just want to harpoon things and drag them into their mouth, where they munch on them with serrated steel sawblades. There are hundreds of them throughout the library, but only 1d6+1 will typically be in range to attack. They are not aggressive towards **Librarian Tim**.)

Distant Lantern – (This is the lantern illuminating **Librarian Tim's** desk. **Librarian Tim** is a giant, standing 400' tall, and his desk is sized to match. He looks extremely sleepy, as he has stayed awake patiently awaiting the return of three books that have been lost in other rooms of **Tim's Tower**. The rooms are 7, 15, 56. If his books are returned, he will make some marks on a card in the cover with a big quill, thank the adventurers, and then fall into a deep sleep, becoming very vulnerable to attack. *"I'm rather tired for you see, I'm waiting for people to return their books. I really wish they would so that I could take a nap..."*)

MECHANICAL SHARK (1d6+1) – *Mechanical shark whose mouth is like a wood-chipper with a harpoon gun.*

HD15+15 AC20 SPD21Swimming

Harpoon – Launches harpoon at target within 100'. On hit, target takes 3d6+3dmg, and is grappled. If a person attempts to break the grapple, they take another 1d6+1dmg regardless of success. Takes a full round action for the shark to reel the person in.

Wood-Chipper – A harpooned target is dragged into the mouth, where the shark has a bonus of +5 to hit, and deals 7d6+7dmg.

LIBRARIAN TIM – *A giant 400' tall Tim who sleepily awaits the return of his books. Will defend his collection if necessary. Mechanical Sharks ignore him.*

HD100+200 AC14 +10vAllSaves.

Giant Book-Slam – Slams a book onto a person, squishing them. ATT#1, 10'x10' area, SvBurst with a -10 to dodge, deals 10d6+10 damage.

65: Weeping Tim

(**Dimensions:** 300' diameter island, drops 50' into ocean. **Doors:** Three total, located on 30' tall ivory towers so they don't get wet.)

A terrible **sobbing** booms from the **steep hill** of smooth stone before you, which is itself covered in **gushing water**. The water is tumbling down in waves from the peak before going off a cliff into a vast ocean.

Steep Hill – (It's about 200' tall, with an incline of roughly 40 degrees. Made of solid smooth stone, and is thus slippery due to wetness.)

Gushing Water – (These are tears, not water, and are thus salty. Anyone who falls into the water must SvBurst with a -4 or lose their footing, and be swept into the ocean. The ocean has no

bottom, but if someone sinks too far they will be crushed by water pressure.)

Sobbing – (The sobs are coming from **Weeping Tim** who stands at the top of the **steep hill**, constantly crying. His eyes are like geysers, spewing out a ridiculous amount of tears. If asked why he's crying he'll say, "Because I'm sad!" If asked why he's sad, it's "Because I'm wet!" If this Tim is somehow dried off and made to stop crying, he will be happy for about 10 minutes before he starts crying again because of a chair he broke a couple weeks back. Then it'll be an owl he lost. Keep making stuff up about why he's sad. If attacked, his eyes will gush **blood-red flying whales** that will defend him. He cries out 2 every time he is injured, but can only cry 2 per round.)

FLYING BLOOD-WHALE – *The color of blood, with a whale face, and gnashing teeth.*

HD18+18 AC16 SPD24Flying ATT#1 6d6+6dmg

WEEPING TIM – *He's so sad. He'll never be happy.*
HD20+50 AC14 +4vSpells

Bloody Tears – Will cry out 2 **blood whales** in response to each round of damage he takes.

Melancholy Aura – Everyone within 20' must SvParalysis each round to avoid being stunned by ceaseless crying. Requires a dispel magic or remove curse, but **Weeping Tim** cannot be saved in this way.

66: 2D Tim

(**Dimensions:** 50' long, wide, tall. **Doors:** Three total, but the other two must be opened by someone who is 2D, at which point 3D people can pass through.)

Every surface of the chamber is covered in life-like **drawings**. The subjects are extremely varied, ranging from trees to monsters to beaches to **doorways** and castles. Some of the creatures and plants are moving. In the center of the chamber is a **bronze statue** of a dancing cherub.

Doorways – (Life-sized doors that can only be opened by someone who has become a drawing. Once opened by a drawing, 3D individuals may open the door in the future. Lead to other chambers of Tim's Tower.)

Drawings – (The only way to interact with these 2D "drawings" is by becoming a 2D drawing yourself. Any strikes against the drawings will simply bounce off. The **dancing cherubs** in the **bronze statue** provide an easy way of allowing yourself to become a drawing. If someone becomes a drawing, they will be aware of the 2D world around them, and be able to move within it. However, there are 5 **drawing monsters** that come out of hiding and attack the new arrival. Once the monsters are defeated, someone can explore the 2D world, eventually finding **2D Tim** hiding in a castle. A dispel magic spell can convert someone back into a 3D creature.)

Bronze Statue – (It is hollow, has hinges and a latch that allow it to be opened. If opened, a **dancing cherub** will emerge, and immediately attempt to charm someone into dancing. That cherub will attempt to dance the person into a wall, converting them into a drawing. The cherub is rather weak, so it may be necessary to purposely fail a save versus spells. Closing and opening the bronze statue again will cause another **dancing cherub** to appear.)

2D Tim – (Lives in a castle drawing. He has the attire of a medieval King, and is surrounded with **loyal knight drawings**, but more importantly he has a **dragon** he will immediately mount and use to begin attacking. If **2D Tim** feels threatened, he will break the rules and fly directly out of the 2D drawing into the 3D world, except he and his dragon remain 2D. He will attack anyone outside the drawing world at this point.)

DRAWING MONSTER (5) – *A yeti, a demon dog, a monstrous palm, a fork faced monster, and a squiggling mass of tendrils, but they're all pretty similar in terms of strength.*

HD15+15 AC15 ATT#1 4d6+4dmg

DANCING CHERUB – *A little person with little wings who twirls about in an elaborate and contagious dance.*

HD2+2 AC16

Dance with me – Will gesture to a person who must SvSpells or begin dancing. The next round, the cherub will dance that person into a wall, who must SvSpells again or become a Two-Dimensional drawing.

LOYAL KNIGHT DRAWING (10) – *A knight in shining armor with no soul and absolute loyalty to 2D Tim.*

HD9+9 AC18 3d6+5dmg

2D DRAGON – *Much more serpentine than the typical dragon, is able to weave in and around spaces, and even between dimensions.*

HD20+20 AC17 ATT#3 2d6+2dmg

Doodle breath – Unleashes a breath attack as a full round action that deals the 2D Dragon's remaining Hp value as damage. SvBurst for half.

Dimensional Shift – As a full round action, can swap between 2D and 3D spaces.

2D TIM – *Rather regal looking for a 2D figure. Has a crown, a robe, and a blade sharper than any you've yet seen.*

HD20+40 AC15 +4vSpells ATT#3 2d6+2dmg

Sharpest Blade – When in 3D space, his attacks go right through non-magical armor and flesh, destroying armor and dealing 5d6+5dmg; SvDeath or have a random torso attachment severed.

Dimensional Shift – As a full round action, can swap between 2D and 3D spaces.

\$ - Crown is weirdly 2D, so it is only worth a few thousand gold as a curiosity.

67: The Mighty Tim

(**Dimensions:** Room is a 5 mile hex. Traveling off one side will send you to the other side of the hex. **Doors:** Three total, all are red police boxes placed randomly in the city. **Music:** *For exploring: Don't Starve - Spring Cleaning. For Fights: Don't Starve - Spring into a Fight.*)

A bustling **city**, with boxy buildings 5 to 10 stories tall, raised **monorails** winding between them. Hundreds of **Tims** in strange **outfits** rush about, paying you no mind aside from an overlong glance.

City – (Named Timopolis. Designed around contiguous nature of room. A strange paper currency known as Timpence is effective here. It is worthless to adventurers, although the **Master Bank** carries a healthy deposit of gold for which it can be exchanged, provided the adventurers are not yet criminals. There are also 10 **police** stations in the city, ready to respond to any threats, or if needed, summon **The Mighty Tim**.)

Master Bank – (Guarded by 10 **officers** at all times. There is also a silent alarm that any of the 30 staff can activate at any time that will alert **The Mighty Tim**. The bank has 200,000gp worth of gold ingots in a secure vault underground, that people with the right magic will have no trouble breaking into.)

Monorails – (Stations are scattered all about, and include a map that is akin to rainbow spaghetti. Tickets cost 10 Timpence. If the party boards a train without tickets, there is a 1 in 6 chance an **officer** will board the train to check fare. If the party is found to be without tickets, they would be issued a fine of 100 Timpence; however they don't have Timopolis ID cards, so they'll be taken down to a **police** station to get registered, and then ticketed. Repeated offenses may lead to arrest attempts.)

Outfits – (The Tims are all dressed in 1920's men's fashion of varying sorts. Suits with various patterns, undershirts to match, bowties, pocket watches. Homburg, bowler, fedora, straw boater, optimo panama, or tweed newsboy hats.)

Tims – (The only Tim in this city with a soul marble is **The Mighty Tim**. The remaining Tims are comparatively weak 3rd generation clones, and there is over a million of them. They are rushing about to their day jobs, 1920's style. While the party is certainly odd due to their alien attire and strange faces, most of the Tims are content to mind their own business. If threatened, they will rush to the nearest pay phone and call the **police**.)

Police – (The police reside in one of the 10 police stations scattered about the city. Each has about 30 **officers** capable of fighting. They may be called in to deal with the party if they're breaking too many laws. They will initially try to make an arrest, but once the party proves threatening, the police will escalate to Timmy-gun violence. If the party proves too tough, the police will retreat and tell their commissioner to summon **The Mighty Tim** to deal with this unprecedented threat!)

The Mighty Tim – (The protector of Timopolis, bringer of justice, and crusher of monsters and crime alike. He shows no mercy to the wicked who have shown the willingness to murder his fellow Tims. Will show up in 1d6+1 rounds to wherever he has been called to. He wears a tight pin-striped shirt with the letter "T" on it, which is the symbol of justice to his people. He has a yellow cape, purple pants, a purple bowtie, an oiled pompadour and a smartly groomed mustache.)

OFFICER (30 per station, 10 stations total) – *The first line of Timopolis defense. Easily spotted by their red coats with silvered buttons.*

HD2+2 AC15

Handcuffs – A willing or grappled target may be handcuffed, making them unable to use their arms. Those with super-human strength may attempt to break them each round, by rolling a 9 on a d6 strength check. No, that isn't a typo.

Timmy Gun – *For when things have gotten out of hand.* On hit, deals 10d6 damage. (You may also roll 10 attacks for 1d6dmg each, one attack for 10d6 is just easier.)

THE MIGHTY TIM – *The protector of Timopolis, bringer of justice, crusher of the wicked! Pin-striped shirt with the T, the symbol of courage. A yellow cape, purple pants and bowtie. Has a pompadour and a smartly groomed mustache in addition to his Tim beard.*

HD20+150 AC30 SPD60Flying ATT#3 +4vSpells

Mighty Strike – On hit, target takes 20d6 damage and flies backwards 200feet, potentially smashing into buildings. Targets may SvBurst with a -2 for half damage and half distance.

Mighty Choke – May lock up to two targets into chokeholds with grapple attacks, who will have a -4 to their attack rolls, and will take 2d6dmg each round from suffocation and squeezing. Attacks against the Mighty Tim have an equal chance of hitting those in his chokehold. Maintaining each chokehold consumes an attack action each round, but the Mighty Tim will still have one attack he can perform with legs.

Surge of Justice – When he kills an enemy i.e. smites the wicked, he regains 3d6 hit points.

Inspiration to All – All allies have a +1 to attacks, saves, and damage rolls.

68: Timas the Doom Engine

(Dimensions: 1000' wide, 2000' long, 200' tall.

Doors: Three total. Metal doors on raised platforms 50' above the floor.)

A dimly-lit warehouse stretches out before you. Sparse spotlights light the ground, which is covered in **train tracks** that twist and bend and merge and separate. Some of them even arc through the air. The air is a tad **foggy**.

Foggy – (The fog is enchanted with a fear effect. Anyone who is enveloped by the fog must SvSpells each turn or begin to feel very afraid so long as they're in the fog. If an enemy appears larger than the afflicted, they will panic and flee, but not in an intelligent way, i.e. they'll simply run away from the **trains** instead of trying to escape the room.)

Train Tracks – (They have a mind of their own. They obey the **trains** in order to get them where they need to go, but the tracks can defend themselves if directly attacked. They are completely mobile and can twist and stretch whichever way needed as one gigantic organism. They do not respond to collateral damage.)

Trains – (There are three trains that reside in this warehouse. They all thirst for blood. The trio is headed by **Timas the Doom Engine**, which has Tim's face. The other two are **Jacob Creasey**, and **Chralex**. All three have red glowing eyes, or headlights. Each train is just the locomotive with no cars. They attack once a target is halfway through the room. They command the **tracks** to change shapes, and the **tracks** obey; this means they can hit aerial targets as well. Their objective is to slam into anyone they can, killing them. The locomotives have no entrance or control hub. If a train falls off the **track**, the **track** can scoop it up again.)

TIMAS THE DOOM ENGINE – *A hulking clunky locomotive with Tim's face. Bolted together from far too many steel plates. Contains a soul marble. HD50+50 AC26 ATT#1 SPD60(on rails) +4vSpells Speed limited to 60 to account for twists and turns. This is an average figure.*

Splatter – Attacks by running over a victim. Deals 20d6+20dmg.

Spell Breaker – Any spells or spell effects collided with have a 50% chance of being dispelled.

JACOB CREASEY – *A hulking locomotive whose face is one of horror. It seems to have been collecting entrails from hapless victims in its mouth.*

HD30+50 AC24 ATT#1 SPD60(on rails)
Speed limited to 60 to account for twists and turns. This is an average figure.

Gutrend – Attacks by ramming targets. Deals 10d6+10dmg, and target must SvDeath with -5 penalty or have their guts unwound by one of Jacob's teeth, killing them instantly.

CHRALEX – *A hulking locomotive whose face and wheels are smeared with burnt blood. Looks angry.*

HD30+50 AC24 ATT#1 SPD60(on rails)
Speed limited to 60 to account for twists and turns. This is an average figure.

Smashing Flame – Attacks by collision. Targets struck take 12d6+12dmg and catch fire, causing all flammable inventory items to also catch fire. Target takes 2d6dmg each round, it is a full round action to put the fire out.

TRAIN TRACKS – *Dormant until pissed off, somehow.*

HD250 AC26 SPD60(morphing) ATT#10 5d6+5dmg
Wraps around targets, grappling and damaging them at the same time. Grapple rolls must be split between all grappled targets.

69: Pope Tim

(**Dimensions:** 1 mile diameter town. Cathedral is 200' wide, 600' long. **Doors:** Three total, appear as shacks on the edge of town, on a slight hill.)

A **town**, bathed in golden rays of light from an amber sun. Bells and **hymns** can be heard reverberating through the air, likely sourced from the enormous **cathedral** in the center of the **town**. Beyond the **town** are plains covered in rolling **mist**.

Hymns – (If listened to closely, they are clearly praising the original Tim as the originator of all life in the universe.)

Mist – (Entering the mist, someone will get lost and end up back in the **town**.)

Town – (This is a holy town of 3rd gen Tims who lack Soul Marbles. Their shared religion is headed by **Pope Tim**, who leads them to worship the original Tim as their God. When the party arrives, the town appears recently deserted. There is no wealth of note outside the **cathedral**.)

Cathedral – (This is where the town gathers to sing hymns and worship their God, the original Tim. **Pope Tim** heads this cathedral, and unlike the other Tims in town, he has a Soul Marble. The cathedral contains 100,000gp worth of golden candlesticks, mounted on walls, sitting on ledges or pews or stands, hanging from chandeliers, or held swaying back and forth by the devout; this makes for a beautiful golden glow that fills the cathedral. **Pope Tim** stands upon a dais at the far end, preparing for a sermon about the original Tim and his magnanimity, a word the townsfolk clearly don't know the meaning of, but nod in appreciation nonetheless. **Pope Tim** can summon **Tim Angels** (also devoid of soul marbles) to help defend him, and there are 2 **grand statues of Tim** which will automatically come to life to defend the cathedral should violence arise.)

FANATIC TIMS (250) – *They worship Tim, because he created them in his image. They wear cones on their heads. **They lack soul marbles.***

HD2+2 AC12 ATT#1 1d6+2dmg

**consider having them attack in sets of 10, with one attack roll that deals 10d6+20dmg*

GRAND STATUE OF TIM (2) – *Stoic faces, impressive beards. They have a slight bow, and their hands are folded behind their back. The eyes are slightly open, and studious. **Lacks a soul marble.***

HD20+20 AC22 SPD18 ATT#3 3d6+3dmg

Study – As a full round action, a grand statue of Tim can study a target, learning all its properties, especially its weaknesses. It will then relay this information to everyone else in the room.

POPE TIM – *Wears an enormous hat that is decorated with more faces of Tim. Wears robes that are decorated with even more faces of Tim. Wields a scepter with the likeness of Tim's head on the end. Has Tim's face. **Has a Soul Marble.***
HD20+40 AC15 SPD12 ATT#3 2d6+2dmg +4vSpells
Hallow10

Summon Angel – Each round, may cast a spell to summon 2 Tim Angels. This spell can be interrupted.

Scepter of Bearding – On hit, targets must SvSpells with a -2 or a massive beard will appear on them, causing them to have to SvBurst with a -2 every time they move or trip and fall, interrupting whatever action they were taking.

TIM ANGEL – *It's Tim, but with angelic wings, a flowing robe, golden glowing eyes, and a warm smile. They wield grand golden scepters of light. **Lacks a soul marble.***

HD15+15 AC17 SPD24Flying

Light Scepter – Shoots up to 3 beams of holy light up to 1000' away, dealing 3d6+3dmg. Deals double damage to corrupt creatures (demons, undead, etc.) Targets hit must SvParalysis or be blinded permanently.

70: Tentacle Tim

(**Dimensions:** 500' diameter cavernous chamber.

Doors: Three total, stone doors equidistant on edges of chamber.)

A massive cavernous chamber of bronze-colored stone stretches out before you. It contains a **lake** of greenish water. The exposed surfaces of the cavern glitter with occasional **gemstones**, sticking out of the walls.

Lake – (It's toxic to organic creatures, who if swimming in it must SvPoison each round or die. **Tentacle Tim** is of course immune, as he lives in it. His green tentacles sprawl everywhere on the floor of the lake, just waiting for some stimulus to wake him up. He will not mind a minor disturbance of say, one person, but the loud sounds of splashing, screaming, or mining **gemstones** out of the wall each have a 1/6 chance of disturbing him, and he will attack. His center is in the room's center, and has Tim's face but a circular mouth with serrated teeth ready to gobble up hapless prey.)

Gemstones – (Although they are sticking out of the wall, they are firmly stuck in there, requiring a bit of mining. Such mining is noisy and could awaken **Tentacle Tim**. There are 2000 large gems worth 200gp each.)

TENTACLE TIM – *His green tentacles stretch all across the bottom of the lake. He smells absolutely terrible. His central mass has Tim's face, and a circular mouth with serrated teeth. When awakened, will menacingly say "How many tickles does it take to tickle a TIM?!" he will not answer.*

HD200+200 AC16 ATT#10 3d6+3dmg
+10vAllSaves, +4vSpells

Tentacle Grapple – Each tentacle grapples on attack, and has a grapple value of HD10+10.

Toxic Tentacles – Targets struck or grappled must SvPoison each round or die.

71: Dragonrider Tim

(**Dimensions:** 1 mile diameter, 1 mile apex of dome ceiling. **Doors:** Three total, built of white stone on edge of chamber, 300' above the jagged chasms.)

A massive domed chamber of black stone, likely at least a mile in diameter and height, naturally illuminated by an unseen source, and populated by jagged **obsidian spires** with more sharp and pointy bits than the worst of personalities. Below you, and between all these **obsidian spires** are **serrated chasms** jutting with even more spiky bits, but their bottoms are shrouded in a **dense mist**. You hear the distant roar of a **gigantic dragon**.

Obsidian Spires – (Only creatures with greater than 20AC can land on these spires, or anywhere else for that matter, and even then good landing spots are sparse. Creatures with less AC will take 1d6 damage on each attempt. If someone falls in the area for whatever reason, they take double fall damage due to the sharp spires they'll either tumble down, or the jagged ground they'll eventually hit when they hit the bottom of a **serrated chasm**. Each spire has SHP50 if someone wants to knock one over.)

Dense Mist – (It's acidic. Deals 1 acid damage per round, and will deteriorate non-magic items and equipment.)

Serrated chasms – (The bottoms of the **obsidian spires** end in these **dense mist** filled chasms 100' deep at the bottom of which lives a bunch of blind trog-like creatures that spew acid at anything that startles them. These **chasm troggs** are immune to the acidic mist and subsist upon the biomass that falls into the chasms, such as the character that likely discovered there are nervous troggs down here in the first place. When any part of the chasm is observed or entered, there will be 1d6+2 **chasm troggs**.)

Gigantic Dragon – (This is the black dragon **Ormul'set**. You're not sure how, you're not sure why, but somehow **Dragonrider Tim** got this dragon down here and convinced it to follow his orders. Together, they patrol these spires attacking and eating whatever hapless victims they encounter. Oh yeah, the dragon has an acid breath to which **Dragonrider Tim** has armor that makes him immune. 1/3 chance of encounter if being quiet, 100% if party is noisy.)

CHASM TROGG (1D6+2) – *Black scaled creature with no eyes and a fat belly full of acid. Otherwise is a pudgy creature who on a better day might be a good cuddle buddy.*

HD7+7 AC20

Acid Spit – Deals 2d6+2acid damage, destroys 1 piece of non-magical equipment or item at random.

Chasm Walker – Takes no damage from traversing chasms.

ORMUL'SET, THE BLACK DRAGON – *A massive black-scaled creature with green fins and sharp spines. A fluffy saddle with embroidered rose patterns adorns its back, where Dragonrider Tim sits.*

HD50+50 AC24 SPD30Flying ATT#3 5d6+5dmg +5 to all saves.

Charmed by Tim – Dragon is permanently charmed by Dragonrider Tim, as a 33rd lvl enchantment.

Acid Breath – Can use 3 times/day. Full round action, deals remaining Hp value as acid damage, obliterating 1 piece of equipment for every 10 damage taken. Targets SvBurst for half damage.

Raking Claws – If a melee attack kills a target, 50% of the damage is spilled over onto an adjacent target.

Dragonrider Tim on next page

DRAGONRIDER TIM – *Wears black scaled armor, meticulously crafted from every scale shed by Ormul'set. His beard is poking out, and is likely immune to the acid somehow. Has horns on his helm wrought from obsidian, and love. Wields a giant speargun, just for fun.*

HD20+40 AC22 ATT#3 +4vSpells Acid-Immune

Speargun – Deals 2d6+6dmg on hit.

Charm Monster – Can cast spells of Charm Monster, target creature must SvSpells with a -2 penalty or be charmed by Dragonrider Tim. Spell can be interrupted, but is castable multiple times.

Speargun as loot: +4/+4 self-reloading speargun.

Armor as loot: +5 medium armor of Acid Immunity.

72: **Timthulu** (Cannot be 1st or 2nd room discovered.)

(**Dimensions:** 1 mile for entire area, central structure is 1437x1437ft **Doors:** Three total, at the ends of each of the three bridges.)

The rocky terrain beyond the door is being blasted by a fierce **snowstorm**. You can barely see the start of a **bridge** of greenish-black stone in front of you. In the distance, you can faintly see the silhouette of an **enormous structure**.

Snowstorm – (It is eternal, at least until **Timthulu** is slain, for it originates from the apex of the **enormous structure**.)

Bridge – (1000' long, wrought from a monolithic greenish-black stone-like material that is indestructible, as it is imbued with powerful magic to be unbreaking. The **enormous structure** is made of the same material. The bridge has no guardrail and if you look down, you see a swirling black abyss with twisting, barely recognizable shapes faintly made out through the storm. If someone stares for too long, they must SvParalysis or be compelled to jump into the abyss which is filled with eldritch soul eating monsters. Bridge leads to a central plateau upon

which rests the **enormous structure**. There are two other similar bridges that lead to the other two doors.)

Enormous structure - (Built of the same unbreaking greenish-black stone as the bridges. It is monolithic, tapers gently upwards, and seems to be inscribed with overlapping bizarre shapes which shift their compositions constantly and subtly, causing them to be different when you look away for but a moment. A massive vertical slit runs up the side, which grants entry to the **interior** of the structure. There are three such entrances, one to match each bridge. Structure is 1437' tall with a flattish roof with a strange monolithic lattice.)

Interior - (The ground is a rough lattice of the same material, but the floor has 6 holes that glow a faint purple. Upon a 50' tall, stairless platform is a **grand throne** within which sits **Timthulu** who looks like Tim, but his pupils are stars and his beard is tentacles. His naked body seems to have endured a similar transformation. If approached, a voice will boom in the minds of all present, "LEAVE." If the group does not leave, or appears threatening, **Timthulu** will wave a hand and a monster shall climb from each of the 6 pits. They are the **crawling horror**, the **child-flower**, the **limb-hewer**, the **snake-dog**, the **red-eye voidscalp**, and the **crab-man stalker**. None of these are their true names. They are all immediately hostile to any non-eldritch entities. Upon death, they dissolve into nothing; no soul or other material can be harvested for it was never truly there to begin with. If the creatures are slain but the party flees, **Timthulu** will be able to summon the creature back into the glowing purple pit, effectively resetting the fight after 1 day. **Timthulu** will only get directly involved once more than half of his creatures have been destroyed.)

Grand Throne - (Upon closer inspection, this unbreaking greenish-black stone throne is also encrusted with upwards of a hundred huge green

and black gems. The throne is massive, meant for a 50' tall creature, but would easily be worth 120,000gp if somehow sold.)

CRAWLING HORROR - *A hunchbacked writhing mass of shadows with too many legs. Has three glowing white spots on the front that seem out of focus.*

HD15+15 AC18 SPD15 ATT#3 2d6+2dmg

Insubstantial shadow creature; can walk/see through solid objects

Ignores Armor when attacking

Shadow Phase - When struck, has a 50% chance to teleport to some point within 50' instead of being struck.

CHILD-FLOWER - *A bleeding sack of flesh topped by fleshy barbed fins in the center of which is protruding the upper half of what could be an emaciated child. The child has elongated hooked arms soaked in blood. Its eyes have been torn from its skull. Walks on three warty legs.*

HD18+18 AC14 SPD12 ATT#3 2d6+2dmg

Constant Scream - The child screams a horrible scream constantly, causing all nearby enemies to SvSpells or be forced to attack the Child-Flower in melee.

Explosive Demise - On death, will explode for physical and acid damage, dealing 10d6+10 damage, destroying one item a person has for every 10 damage they take, and throwing targets backwards 50'. SvBurst for half damage/distance.

LIMB-HAVER - *A living tear in reality from which protrude all manner of horns and limbs and suctopods and more that are constantly being shuffled and overlapped, going in and out. Humanoid and alien limbs alike protrude and retract into this mass of nothing. Three points of light can be seen, 2 green, 1 purple.*

HD15+15 AC20 SPD18 Flying ATT#5 1d6+1dmg

Limb-Stealing - On hit, target must SvDeath or have a limb stolen. Limb-Haver heals for 1d6+1Hp.

One Way Void - Any object that touches the Limb-Haver will be sucked inside. In the same sense, it cannot take damage from physical

attacks. Magic spells are ideal. Upon death, items sucked inside are not returned, including souls.

SNAKE-DOG - *A quadrupedal creature of oozing black snake-like things. Where it should have a face is a golden mass of writhing tendrils. Stands 10' tall at the shoulder.*

HD20+20 AC16 ATT#3 2d6+2dmg

Yellow Mold - Turns out his golden face is yellow mold. Targets struck must SvPoison with a -2 penalty or breathe it in and die.

Snake Explosion - On death, explodes into 50 HD1 snakes with venomous bites; SvDeath or die.

RED-EYE VOID-SCALP - *A mostly humanoid figure seemingly covered in sweater-vest like material, with empty tubes instead of arms tangling from shoulders. Where its neck should be hovers a glowing red eye, and upon that is a squirming knot of tendrils of pure darkness. Stands 10' tall.*

HD10+10 AC15 SPD12

Hypnotic Gaze - Target must SvSpells with a -4 or be dominated. Blind targets are not affected. Will command afflicted to murder its allies, and then itself.

Void Scalp - Any hostile that approach within melee or 10' are attacked by the void scalp immediately, which on hit will drain 2d6 from maximum hp and knock the person backwards 10'. It can only do this 3 times per round.

CRAB-MAN STALKER - *It's like a man, if that man walked on four crab-like legs, had a circular mouth full of teeth, a single eye reminiscent of the void, hands with 6 fingers and a thumb, and ever-burning skin covered in sticky black strands. Oh, it's also 30' tall.*

HD20+30 AC17 ATT#4 3d6+3dmg

Grapples on hit - Targets grappled take 1d6 fire damage per round while grappled. Sticky black strands prevent any actions from being taken while grappled, aside from trying to break out. Up to 4 targets can be grappled at a time, one in each hand.

TIMTHULU – *It's Tim, if Tim were 50' tall, had tentacles instead of a beard, eyes with star-shaped pupils, and a deformed, scaly, green body.*

HD50+50 AC18 ATT#3 5d6+5dmg

Mind Flay – On hit, may grapple a target. With another action, may take the person up to his tentacle mouth, and begin sucking out their mind, dealing 1d6 damage to their intellect, charisma, or wisdom. This loss is permanent. Timthulu gains 1d6hp per stat point drained.

Stars of the Eyes – Blasts an eldritch beam in a 50' cone that deals 10d6 damage, SvBurst for half. Those struck must also SvSpells with a -2 or go unconscious for 1d6 turns while their mind struggles to return.

73: Celestial Sphere Tim

(Dimensions: This is a small mostly barren planet with a 1000' mile diameter, but earth-normal gravity. Town is roughly 1000' in diameter. Moon Tim is about 100 miles away, and is 10 miles in diameter. **Doors:** Three total, appear as tomb entrances outside of the town. **Music:** *For fights involving were-Tims, play "Don't Starve – Summertime and The Fighting is Easy".*)

You see a **town** with victorian-style architecture. In the gently cobbled streets you see humanoid **pigs** who wear top hats and monocles and fancy vests and other accouterments. They seem hairier than they ought to be. They do not slouch.

Town – (The local currency has the face of a **pig**, and is a silver coin. There is a bank that can be robbed, but it merely has 300,000 silver pieces. Any infraction against the local **pigs**, and the **pigs** will offer to throw them a night festival in their honor as a sort of appeasement... The entire town will attend, which has a starting population of 500. Each day is 12hrs, and night is 12hrs.)

Pigs – (They're all **Were-Tims**. When the moon, or rather **Celestial Sphere Tim** rises in the night sky, the pigs all transform into hairier, angrier versions

of Tim, with no soul marbles. The moon rises every night.)

Celestial Sphere Tim – (He is the moon. Every night, he rises, his stern face glaring down at the town, turning everyone into Were-Tims. During the day, there's a giant tunnel underground he goes through. He is 100 miles away and requires some form of transportation to reach, though it'd be easier to hop on while he's passing underground. Within 100' of the surface, it has earth-like gravity. The surface is swarming with Were-Tims in a permanent state of transformation. If someone lands, they will always be attacked by the maximum amount that can attack them in melee at any time, potentially getting dog-piled or Tim-piled. The soul marble of this Tim is located at the core of the moon, which unfortunately also has a layer of magma that would need to be traversed somehow. If the soul marble is removed, the moon will begin to crack, and after an hour, will shatter, raining its inner lava upon the world below. Lava deals 10d6+10fire damage per round.)

CITIZEN PIG (500) – *Fancy pig with a fancy attitude. Extra hairy.*

HD1 AC11 ATT#1 1d6+1dmg

WERE-TIM (*) - *The fanciness has abated, and there is naught but wizardly horror. He's naked, frothing mad, and hungry for blood. *This population is shared with Citizen Pigs for the town, but the Moon itself is practically endless, at over 100,000.*

HD9+9 AC16 SPD15 ATT#3 2d6+2dmg

Lycantimy – Creatures who are knocked unconscious through damage will be afflicted, and if not cured, on the next full moon they will be permanently afflicted with **Lycantimy**, turning into a Were-Tim that attacks anything living that is un-Tim-like.

Regeneration – After a combat ends, they heal to full health.

74: Jade Titan Tim

(**Dimensions:** 5 miles wide and long and 1 mile tall. **Doors:** Three total, located on edges of chamber. **Construction:** This is a large room of giant sandstone blocks that form the walls and ceiling and under 500' of sand, a floor. The large columns hold up the ceiling.)

A desert, with **dunes of sand** and wind whipping it all about. To your left and right an enormous wall of thick sandstone goes into the distance, further than you can see. Interspersed among the dunes are **ruins**, as well as enormous **pillars**, 50' in diameter, that go upwards beyond your vision.

Dunes of Sand – (The only thing of note hiding in this desert is **Jade Titan Tim**. In the center, there is a giant Jade Fist sticking out of the sand. It would proportionally match a giant that is 500' tall. If someone touches it, they must SvParalysis with a -4 or their soul will be transported inside **Jade Titan Tim** where they will be helplessly trapped. They can converse with other spirits inside, which have apparently given up hope. Their body will be left behind, completely limp. **Jade Titan Tim** will not awaken unless attacked, and when awakened, it will take him 5 rounds to dig himself out of the sand. After this point, he will patrol the room looking for targets to crush, and souls to absorb.)

Ruins – (They feel very out of place. Some of them have underground chambers with petrified humanoid corpses with jewelry. If someone lurks for more than a turn, green-colored ghosts will begin to appear, up to 100 per ruin. They have slack, expressionless faces and merely stare at the trespassers. They are non-hostile. Each ruin has about 3000gp worth of jewelry, and there are 30 ruins to explore.)

Pillars – (Enchanted to be unbreaking. 40th level enchantment.)

JADE TITAN TIM – *It's Tim, but stoic, massive, and made of Jade. Does not appear to have any emotions.*

HD500+500 AC20 SPD30 ATT#3 +20vAllSaves Regen50

Rather Large - Disintegrate, destruction, and other instant-death spells only affect 10% of his total health pool.

Smash – Attacks target a 10' radius area, dealing 10d6dmg. The primary target will be struck, but others may SvBurst with -2 to dodge, even if AC is breached. Note that anyone struck must save against Jade Prison.

Jade Prison – Targets struck or creatures who touch any part of the Jade Titan must SvParalysis with a -4 or have their soul ripped from their body and helplessly trapped inside the Jade Titan. There it shall remain until Jade Titan Tim is slain.

Ruin Toss - For aerial targets, will throw ruins at them, dealing 5d6 damage in a 50' area.

\$ - Upon death, will explode into millions of shards of inert jade. There are 50,000 stones of jade worth their weight in silver.

75: Happily Married Tim

(**Dimensions:** A 3 bed 3 bath house with 9 total rooms, each room roughly 10x10'. **Doors:** Three total, they are the closets in the bedrooms.)

You see... a guest bedroom, that you'd expect in an ordinary **house**. You smell a **breakfast**, and hear some voices talking, one a **woman**, one a **child**, and one... a **Tim**.

House – (Typical home with furnishings. Exterior-most walls are indestructible. Outside the house is an eldritch realm that cannot be entered, though **Happily Married Tim** leaves for work every day through the front door to realms unknown. The **Woman** and **Child**, his supposed wife and son respectively, stay home during the day as the **child** is home-schooled, in theory.)

Breakfast – (This little family is currently eating breakfast to get the day started. If the party makes an appearance, **Happily Married Tim** will look up and say “Ahhh, you must be the Phelps! We’ve been looking forward to meeting you... Please! Have a seat, join us for breakfast”. The party will be treated as guests and be invited to make themselves at home. **Tim** will introduce his family, “This is my wife, **Maurvarathra**, and my son, **Jujumag**.” The **child** cuts him off by saying “I’m **Jujumag the Obliterator!**” He gives a childish giggle and Tim says “Now now, don’t scare our guests Juj... Now please, make yourselves at home – I must be off to work! Later!” He will then kiss his wife, and leave through the front door to realms unknown.)

Woman – (Tim’s eldritch wife, **Maurvarathra**. She doesn’t speak, merely beams at people, even though a female voice was heard earlier. Although she looks mostly human, her ankles and feet reveal grotesque wrongness in the form of scaled bleeding tendrils that have been squeezed into slippers. Will always be around **Tim** when he’s home, and will protect him. She doesn’t sleep, but she will lay in bed with **Tim** at night and just... stare at him.)

Child – (This child is another extension of **Jujumag the Obliterator**, a powerful multi-dimensional eldritch creature. In this instance he enjoys being a child of the **Tim**. He likes to play in his room by slaughtering small animals that his father brings him. If players enter his room, he will assume his dad has given them to him as his playthings. He has been instructed to keep the gore in his room. Will defend **Tim** if he sees that **Tim** is under attack. Doesn’t sleep, but will wander the house at night, questioning those who wander within.)

Tim – (**Happily Married Tim** is aware that his family are eldritch monsters, and he doesn’t care; he is happy here. He is not aware that the players are here to kill him. Goes to work each day, and comes home for dinner. Sleeps in his bedroom.)

MAURVARATHRA – *Welp, the skin’s come off and it’s all teeth and tentacles and rage.*

HD50+50 AC17 ATT#5 3d6+3dmg

Toxic Explosive Stab – Has an extremely potent venom. SvDeath/Poison or bloat up and explode, dying and dealing 5d6dmg to all creatures within 10’, SvBurst for half.

JUJUMAG THE OBLITERATOR - *A creature of nightmare whose chosen form is a human child. Attacks with massive spiked tendrils and jagged needles that rip out from his torso.*

HD200+200 AC25 ATT#10 5d6+5dmg

Immune to spell effects of 8th level or less.

HAPPILY MARRIED TIM – *He seems happy, just... leave him alone...Will defend self with fists that pack a punch, but he’s really not meant for combat, as compared to the other Tims...*

HD20+20 AC14 ATT#3 1d6+1dmg +4vSpells

76: Road Rage Tim

(**Dimensions:** Entire area is roughly 2500' diameter. **Doors:** Three total, appear as overlooked service entrances on sides of road.

Tip: *Find out what everyone's image of justice is, if it had a symbol or a mascot.)*

Before you is a dark red road, down which all sorts of **strange vehicles** are traveling at an alarming rate. The vehicles are crewed by strange misshapen **creatures**. Above the roar of the vehicles, you hear an ocean, a hundred feet below you. The road twists and turns as it merges with several others, and traffic whips every which way. At the ends of the roads, and indeed the area itself, is a shimmering prismatic wall that the vehicles are driving into without a fuss. You then hear a rather obnoxious sound, honking and roaring and screaming coming from an **over-sized vehicle** that rumbles dangerously past you, a frothing mad Tim at the wheel.

Strange Vehicles - (This area is a sort of interchange between disparate dimensions and is used by all manner of alien creatures to get from point A to B. Problem is, you need a very specific license in order to properly use this interchange. The local Tim, **Road Rage Tim**, does not have this license, so every time he reaches the prismatic wall, he simply reappears on another road. His driving antics are dangerous, but no one has stopped him... yet.)

Creatures - (Their vehicles are locked, and if someone tries to commandeer one, the alien creature within will try to escape, and then alert the Interdimensional Police from safety. They will show up, the alien creature will describe their vehicle, and the police will move to **arrest** the car thieves if possible, kill if they're too dangerous, or possibly go fetch backup. Oh, the police travel in a **Flying Justice Dispenser** that they use to, you know, dispense justice. They'll likely also take issue with **Road Rage Tim**, whom they will abduct and after a brief but thorough investigation, will return him to the custody of the original Tim.)

Arrest - (If characters are arrested, they will be given 5+ years depending on the severity of their crimes. Simple hijacking and endangerment of life is 10 years. Outright murder is 50 years per infraction. Due to high technology, the sentence will be served in 3 days to outside viewers, as the prison is inside an accelerated time field. Upon completion of their sentence, characters will be deposited in their home town, courtesy of interdimensional customs. Characters lose 1000exp per year they're away for, and may suffer health effects from old age.)

Over-Sized Vehicle - (**Road Rage Tim** drives his specially made **Killdozer**. It can be especially difficult to stop. Doors are locked, he has a shotgun, roll cage, etc. See stat blocks below.)

FLYING JUSTICE DISPENSER - *It is enchanted to resemble the viewer's idea of justice, making it look different in everyone's eyes. Announces "You*

are under arrest, please submit or we will be forced to use force. We really don't want to use force, we'd really prefer not to. Please don't make us do it. It hurts us more than it hurts you. Really, please. Just be good now."

HD20+30 AC30 SPD100(Flying)

Ray of Justice - Deals 5d6+5 non-lethal damage in a 20' wide beam. Targets struck must SvParalysis with a -4 or be stunned for 1d6 turns.

Abduction Beam - A target gets grappled by the beam. With a full round action on the next round, the Justice Dispenser can pick them up. If the Justice Dispenser is destroyed, the person abducted will take 10d6+10 explosion damage, and will be in shackles.

Backup - If the Justice Dispenser is struggling, it will zip off and return with 1d4 more Flying Justice Dispensers in the next round. "I really, *really* don't want to get others involved, but I just might have to! Yep, I'm doing it, you've asked for it you criminals! You just had to do it, didn't you? Why couldn't you be nice? You might have more friends that way. Such a shame."

KILLDOZER - *It's a death machine. Spiked wheels with chains, metal bars over the windows, extra plating on the sides. Has an angled plow on the front for pushing aside debris.*

Hp100 AC25 SPD45

Splatter - Would-be targets must SvBurst with -4 or be hit by the killdozer, taking 10d6 damage. Targets equal in size or larger than the killdozer are not affected.

ROAD RAGE TIM - *Frothing mad, full of hate, has to get somewhere, but he's not sure where.*

HD20+30 AC14 +4vSpells

Shotgun - ATT#2 At close range, deals 8d6+8dmg.

Rocket Launcher - Heat seeking missile, deals 10d6+10dmg in a 20' radius. Collateral targets may SvBurst for half damage.

Fix-it Wrench - Has a magic wrench that fixes machines back to full health. Only has 5 charges remaining.

77: Tim the Consumer

(**Dimensions:** 1 mile diameter, rimmed by mushroom-like walls. **Doors:** Three total, appear as red, blue, and yellow spotted mushroom doors.)

A forest of brightly colored **mushrooms**, standing tall or sitting low. The air is slightly **fuzzy**, in a foggy sense. You hear a chorus of **distant screams**.

Mushrooms - (Yes, if a character eats some, they'll trip balls and be uselessly drooling all over themselves effectively stunned for 3d6 turns.)

Fuzzy - (The air is full of spores. Creatures who pass through will wake up the next day with little mushrooms on their exposed skin, and they'll be drained for 1 maximum hp per day. A simple cure disease will remedy this and restore the lost hp.)

Distant Screams - (Dwarf-sized mushroom-men live in this forest, and these were their screams. **Tim the Consumer** has eaten yet another of their kin. If the scream is approached, the party will encounter some fleeing mushroom people who will beg the party for help. They call themselves the **Mycons**. They are helpless before the Tim. If the party destroys the Tim, the **Mycons** will throw a party for the group and happily show them the exits if they haven't found them already, but they don't have much of value.)

Tim the Consumer - (He has taken the form of a giant shell-less slug with Tim's face if Tim had eyestalks. He goes around eating random things, which typically ends up being hapless **Mycons**. His idea is that if he can eat enough Tims, he will become the most powerful Tim, even being able to dominate the original. Obviously, he is the only Tim here, and eating Tims would not make him more powerful, but that doesn't stop him from eating things, proclaiming them to not be a Tim, and digesting them anyways.)

MYCON - *It's an adorable little mushroom-man, but it'd probably eat you if it got the chance.*

HD1/2 AC10 SPD12

Pitiful Gaze - When pleading for something from a creature, they channel the power of pity. Targets must SvParalysis or be compelled to help the little guys.

TIM THE CONSUMER - *It's a giant shell-less slug with Tim's face if Tim had eyestalks.*

HD20+40 AC14 SPD12(pretty good for a slug, eh?)
+4vSpells Acid-Immune

Consume - Will grapple a target, and upon success will instantly swallow them. Swallowed creatures have a -10 to attack rolls from inside, and take an intense 5d6 acid damage per round. Can swallow up to 10 medium sized creatures at once. *"Nope. Definitely not a Tim. For shame, they were such a delicious young lad."*

Acid Spit - If attacked by an out-of-range target, can spit acid up to 100', dealing 5d6acid damage to a target.

Upset Stomach - Upon taking 30 damage in a single round, Tim the Consumer will explosively vomit his gut's contents, freeing consumed creatures and spraying acid in a 30' cone that deals 5d6+5dmg, SvBurst to dodge. Vomited creatures must also save.

Acid Damage - For every 10 acid damage taken, a random non-magical piece of equipment or item is destroyed.

78: Dead Tim

(**Dimensions:** 50' wide octagon, 50' tall **Doors:** Three total, pearly white slabs.)

An octagonal room with 6 pearly white **pillars**, carved with little screaming faces. In the center on a raised **dais**, is the **corpse** of a Tim clone. He wears white pearly robes, and has apparently dropped an elaborately bejeweled scepter, worth 10,000gp.

Pillars – (If someone touches one, they must SvSpells or run away screaming for 1d6 turns.)

Dais – (Embedded into the heart of this dais is a failing phylactery, the destruction of which is the only way to defeat **Specter Tim**. Problem is, it's enchanted to be unbreaking, and it's a 40th level enchantment. Phylactery detects as evil, and the dais can be destroyed normally.)

Corpse – (Welp, looks like he died, somehow. Cause of death unknown. The soul marble should be easy to pluck out of his head. Problem is, the entire party present will then be cursed, as they are haunted by the powerful **Specter Tim**. Each night, or when a person is alone or vulnerable, **Specter Tim** will appear and attack them, draining their life force for several rounds before disappearing again. He will continue doing this until the party is all dead, after which point he will find some nice dungeon somewhere to haunt. **Specter Tim** does not fear the anti-Tim door, as his curse rides people right on through. Attempts to dispel the evil will simply banish **Specter Tim** for one day, but his curse will linger on, as it is very powerful. The only way to end the curse is to either die, or to shatter the phylactery hidden in the **dais**.

SPECTER TIM – *It's Tim, but he's an extra spooky ghost. Glows a putrid green and hates the living. Shrieks a lot. **Specter does not have a soul marble***

HD20+30 AC17 SPD24 ATT#3

Life Drain – On hit, drains 2d6+2 from target's maximum Hp value permanently.

Specterfication – On kill, will turn that humanoid's soul into a specter of themselves. That person's soul will be trapped in the specter until that specter is slain. Created specter shares original humanoid's hit dice and attack number.

Specter Pals – Has the unique ability to become buddies with other specters. Other specters follow his lead.

79: **Tim Stop** (Cannot be 1st or 2nd room discovered.)

(**Dimensions:** 100' diameter domed chamber.

Doors: Three total, twisted glossy handles in walls.)

The walls are wrought from a black, twisted, glossy material, with similar columns snaking upward and supporting the ceiling. Suspended in the air in the middle of the room is a **Tim** with pure white eyes, his face one of surprise. He is completely motionless.

Tim – (This is **Tim Stop**. He projects an aura of Time Stop, which was apparently accidentally invoked while he was falling. The aura radius is 50'. Within the aura, nothing experiences time, except for light. However, before you go blasting **Tim Stop** with lasers, note that he cannot actually take damage from them until time is moving forward again. Characters who enter the room will have their time frozen. Ropes thrown in to grab them will be frozen. Someone sticking half way out will be torn in half if you try pulling them out. Some high level magic research will be required for this one.)

TIM STOP – *It's a mostly regular Tim with pure white eyes and an eternal face of surprise.*

HD20+20 AC14 +4vSpells

Time Stop Aura – 50' radius, projects powerful Time Stop effect that prevents things from happening.

80: **Timbits**

(**Dimensions:** 40' diameter, 20' tall. **Doors:** Three total, black & white checkered doors.)

A room of checkered black and white tiles that cover not only the floor, but the walls and domed ceiling and doors too. Hanging from the walls on little black or white spokes are massive **meat cleavers**. In the center is a bubbling **cauldron** on

top of a glowing red hotplate, and sitting inside is a Tim, beardless and baked bright red. The room smells delicious. The Tim stares at you silently, trails of steam rising from his eyeballs.

Meat Cleavers - (20 total. After **Timbits** explodes the first time, these **Meat Cleavers** will detach from the walls and being twirling through the air, seeking to chop up the intruders. They will follow players out of the room, but cannot open doors. Any **Meat Cleavers** that are destroyed or go missing will be reformed by **Timbits** after 1 full day.)

Cauldron - (Big metal pot, filled with broth-like liquid. The Tim being cooked is **Timbits**. If anyone approaches to within 10' of the cauldron, the cauldron AND **Timbits** will explode, dealing 8d6+8dmg in a 20' radius; SvBurst for half. Little morsels of **Timbits** will be scattered everywhere, but those bits along with the cauldron shards and soup broth begin reforming, and will reform after 1 full round. The largest bit of **Timbits** is the one that contains the soul marble, and if the soul marble is removed, **Timbits** and the cauldron will cease to reform.)

MEAT CLEAVER (20) - *It's a meat cleaver, but it's the size of a person. Are those 3 little black eyes on the side?*

HD8-8 AC20 SPD18Flying ATT#1 3d6+3dmg

TIMBITS - *He's as red as a lobster! And smells delicious... which is kind of disgusting. His eyes are constantly steaming.*

HD20+30 AC12 SPD15 +4vSpells

Explosion - If an enemy strikes **Timbits** in melee or wanders to within 10', he will explode into bits dealing 8d6+8dmg to all within 20'; SvBurst for half. If characters are staying out of range, **Timbits** will run up to them before exploding.

Bits - The # of bits is equal to his remaining Hit Points, so each bit resembles 1Hp. He does not take damage from physical attacks, merely explodes. Aside from the smaller delicious smelling morsels, there are 2 eyes and a slightly

larger morsel which contains the Soul Marble. Any of these bits can be eaten aside from the soul marble. Eating the eyes blinds him, and every bit eaten takes away 1hp. The Soul marble bit can be grabbed, but if not dealt with immediately, **Timbits** will reform around it anyways before immediately exploding because there's a hand in his fricken' head. Each bit consumed heals the person for 1hp, and a person can consume 1 bit per attack action.

81: The Four Tims of the Light

(**Dimensions:** 500' diameter, 500' tall dome
Doors: Three total, solid white.)

A chamber of solid, glaring white. From the top of the probably domed ceiling is a radiant light that makes everything glow. Near the far wall is a great sparkling waterfall, except the liquid is more akin to white water than blue water. This forms two streams that go around a large platform with two flat white bridges, and upon that platform are 4 glittering thrones, 2 taller than the other two, and in those thrones sits **four radiant Tims**. They all have sumptuous bright blonde hair, formed into elaborate hairdos with waves and curls and braids. They each have bright blonde beards to match. Sunglasses cover each of their eyes, and all four of them are grinning widely, revealing bright white teeth. They all wear radiant white robes.

Four Radiant Tims - (They're total bros, here to support peace and happiness, and be awesome to each other. Upon spotting the party, they'll say "What's up my brothers??? Welcome to our beautiful little home, I trust you're all being awesome to each other, yeah??" They have this attitude about everything, and are generally kind. If someone's a dick to them, they'll cross their arms and say "Not cool, bro. You should get going man and come back when you feel like being awesome." If attacked, they will defend themselves, saying "Bro, you've gone too far. By

our brotherly might, you shall feel the wrath of the light!" Each of them will then hover, surrounded by halos of light. "Stand fast now, and prepare to fight!")

RADIANT DISC-MASTER TIM - *This radiant brother forms his powers into discs which he rides and uses to strike down his foes.*

HD20+40 AC17 SPD24Flying +4vSpells Hallow10
Radiant-Immune

Disc Strike - ATT#3, can throw at range. Each disc strikes a target, then bounces to an additional target within 20', dealing 5d6 damage to everything struck.

Radiant Strike - All targets struck must SvParalysis or be blinded for 1 turn.

RADIANT HAND-BLASTER TIM - *This radiant brother cups his hands and forms powerful balls of light that he uses to blast away his enemies.*

HD20+40 AC17 SPD24Flying +4vSpells Hallow10
Radiant-Immune

Soul Blast - Spends one full round charging it, then launches it the next round. Deals 20d6+20dmg in a 20' radius, SvBurst for half. All creatures without sunglasses must SvParalysis or be blinded for 1 turn.

RADIANT MARTIAL TIM - *This radiant brother channels his illuminant energies into a flying martial stance allowing him to kick, punch, and smash foes with impunity.*

HD20+40 AC17 SPD24Flying +4vSpells Hallow10
Radiant-Immune

Martial Arts - ATT#4, 3d6+3dmg. Targets must SvParalysis or be stunned for 1 rd.

Radiant Strike - All targets struck must SvParalysis or be blinded for 1 turn.

RADIANT WHIRLWIND TIM - *This radiant brother twirls his inner light into a dervish which he uses to smite the wicked.*

HD20+40 AC17 SPD24Flying +4vSpells Hallow10
Radiant-Immune

Whirling Dervish - 10'diameter, he moves to have his dervish strike foes, dealing 4d6 damage on hit. Can turn as he moves, potentially allowing him to strike all targets once.

Radiant Strike - All targets struck must SvParalysis or be blinded for 1 turn.

82: Chef Tim

(**Dimensions:** 20' wide, 30' deep dining area. Kitchen is 20x20 feet. **Doors:** Three total. Unassuming wooden doors in dining area.)

You see a dining chamber, with wood panel walls, a large polished oaken table, wall hangings, and wooden beams that support the high ceiling from which glittering chandeliers hang. On the opposite wall is a small door behind which light glows, and a most marvelous mix of scents assaults your senses - a **delicious meal** is in the works.

Delicious meal - (Behind the small door is a kitchen where **Chef Tim** is preparing a most wonderful meal for his guests. If someone enters the kitchen, he will shoo them out until he is done. It takes 1d6 turns for him to complete the meal. Upon completion, he will bring it out, welcoming his honored guests to yet another dinner. **Chef Tim** will join them in the meal, making happy conversation, inquiring as to the flavor of the meal. There's a 1/20 chance he botched it, but isn't aware. The other 19 times, the meal is absolutely delicious and anyone who eats it will regain 2d6+2 hit points. However, if someone insults **Chef Tim's** cooking, he will dangerously state "What did you say...?" as he slowly raises a cast iron skillet. If polite apologies are not immediately made, **Chef Tim** will fly into a rage and attack.)

CHEF TIM - *It's Tim, but heavy set and with Chef clothes. He seems happier than most Tims, unless he's attacking with a cast iron skillet and a meat cleaver.*

HD20+20 AC14 SPD12 ATT#3 2d6+2dmg +4vSpells

83: Fifty Shades of Shadow-Master Tim

(**Dimensions:** 100' diameter garden, 50'x50' manor. **Doors:** Three total, appear as blackwood doors on the perimeter of the clearing.)

A **manor house** built of **black wood** surrounded by a **garden**. This is a garden of black-wooded trees and purple flowers. Milling about the garden are dozens of **shadows**, their silhouettes resembling Tim.

Manor House – (This is where **Shadow-Master Tim** lives. The walls and furnishings are made of the **black wood**, and all seethe with shadowy power. Decorations are strange and twisted, appearing almost like effigies you'd expect a witch to make, and they are absolutely everywhere. More Tim-shaped **shadows** are wandering about, tending to the place, and when they notice intruders, they will stop, and gesture for them to leave, perhaps resorting to violence. There are 24 **Shadow Tims** patrolling the upstairs manor. **Shadow-Master Tim** will be in the **basement lab**. In the upstairs bedroom is a lockbox that contains 50,000gp worth of jewelry, but it is trapped with 8 poison darts, one for each direction, that launch out with Aim10, and those struck must SvPoison with a -4 or die.)

Black Wood – (Extra sturdy wood, strong as steel, definitely not flammable. This is the root of **Shadow-Master Tim's** power, as the black wood also enhances shadow magics.)

Garden – (Blackwood trees with their dark purple leaves grow here. They can only be cut down by "negotiating" with the shadowy power within,

giving something in return for their wood, such as one's health or experiences. The purple flowers are deadly nightshade, which **Shadow-Master Tim** uses on his weapons. 36 **Shadow Tims** patrol the garden, but they won't attack unless someone damages or steals something.)

Shadows – (These are **Shadow Tims**, ripped straight from 3rd generation Tim clones. **Shadow-Master Tim** created them, but he keeps their original bodies shackled and tied up in the **basement** with all manner of restraints. If a shadow's original owner perishes, the shadow dissipates. Those without a shadow burn in sun-like light. So they're tied up for their own protection, really. A person can be reunited with their shadow by simply touching them together.)

Basement – (The door is trapped, if opened 10 poisonous darts launch at the opener with Aim10, on each hit, target must SvPoison with a -4 or die. This is the shadowy laboratory of **Shadow-Master Tim**. 50 3rd generation Tim clones (no soul marbles) are strapped and chained to the walls, through all manner of restraints. Their muffled cries of alarm are a chorus. In the center of the chamber are grand effigies and glassware that are humming or bubbling or vibrating with some **energetic process**, and standing before them is **Shadow-Master Tim** who upon hearing the activation of the door trap whirls around and begins conjuring some dark magic to slay these intruders.)

Energetic Process – (This contraption is currently combining shadow magic and nightshade to create a potent poison. 50 doses available for loot, on hit target must SvPoison with -4 or die.)

SHADOW TIM – *A mere shadow ripped straight from a 3rd generation Tim clone. No soul marbles.*
HD8+8 AC14 SPD12 ATT#1 3d6+3dmg

Corruptive Shadow – On hit, target must SvCorruption, or lose 1 point of hallow.

SHADOW-MASTER TIM – *Dark gray skin, blackened effigies hanging from blackened braids. Wields a blackwood spear and a dark demeanor. Wears a robe of darkness.*

HD20+40 AC18 SPD15

Shadow Call – Free action; calls upon all remaining Shadow Tims who will arrive after 2 rounds to help defend Shadow-Master Tim.

Robe of Darkness – Absorbs up to 20 magic damage per round from spells such as fireball or magic missile.

Blackwood Spear – ATT#3 3d6+3dmg. Targets struck must SvPoison with a -4 penalty or die.

Shadow Tear – Makes two attempts to grab ahold of someone's shadow. May then make 1 attempt to rip it away with a grapple check. Upon success, target must SvParalysis with a -10 or have their shadow ripped away. They take half their total hp in damage, and their maximum hp value is temporarily reduced by half, until reunited with their shadow. The torn shadow will have half the original's Hp, and now fights on **Shadow Master Tim's** side, but cannot attack its original owner.

84: Purple Tim

(**Dimensions:** 1 mile wide area including doors, but sea extends further. Mountain is 1000' wide, and palace is merely 200' wide. **Doors:** Three total, little purple doors sitting right on the purple sea.)

You see a purple sea under a purplish sky. In the distance, a **purple mountain** rises from the purple sea, and perched atop it is a **purple palace** with what appears to be a rainbow in the air above, except that rainbow is just shades of purple. Skimming about on the strangely calm surface of the purple sea are moose-sized purple **water skimmers** with big sloppy purple tongues hanging out of their insect mouths. There are perhaps a dozen between you and the island.

Water Skimmers – (They just sorta spawn here. The sea seems to have hundreds of them at least,

with no end in sight. The water skimmers are mostly harmless, though they will spew goutts of purple at targets who aren't purple. 1D6+10 **Water Skimmers** will try to purplify targets as they go to the island.)

Purple Mountain – (The steep sides (45 degree incline) are crowded with giant **purple flowers**. They also surround the base of the **purple palace**. They stand 20' tall, and if anything not purple gets near the flowers they will begin bopping the not-purple, trying to turn them purple.)

Purple Palace – (This is where **Purple Tim** and his **Purple Pals** live. All are cheery and happy and dancing around, painting purple paintings, telling purple stories, and having just a generally purple time. The palace is just one big room full of purple people having a good time, and when they see something not-purple, they need to make it purple. They all carry giant purple paintbrushes that they will use to paint things purple. All purple things are under the thrall and control of **Purple Tim**. He enforces a strict law of happiness and joy. Creatures who join their gang will be welcomed and become **Purple Pals**. Note that characters enthralled due to the purple will obviously have their soul trapped here.)

WATER SKIMMER – *Moose-sized water skimmer with tongue. Entirely purple.*

HD5+5 AC12 SPD21(skimming) ATT#1 1d6+2dmg

Purple Spray – 100' range, attack vs touch AC, target must SvSpells with -2 or their body and equipment will all turn purple. This effect can be dispelled with dispel magic.

PURPLE FLOWER – *A 20' tall purple flower.*

HD5 AC10

Purple Bop – Attack vs Touch AC, target must SvSpells with -2 or their body and equipment will all turn purple. This effect can be dispelled with dispel magic.

PURPLE PAL (40) – *A motley collection of creatures and humanoids of various sizes. The humanoids carry big purple brushes in their hands, and the creatures have big purple tongues.* HD7+7(average value) AC15 SPD12(50% can fly at spd24) ATT#1 3d6+3dmg

Purple Paint/Lick – Attack vs Touch AC, attempts to paint a target purple; SvSpells with a -2 or become purple.

PURPLE TIM – *Happiness is mandatory, and he has the purple to do it! Purple beard, sunglasses, flowing robes. Leaves a purple rainbow in his wake as he flies. Carries a gigantic purple brush, at least 12' tall and 6' wide.*

HD20+30 AC15 SPD24(flying) ATT#3

Mega Purple Purplifying Purple Brush of Purple – It's so purple. Targets Touch AC, SvSpells with -5 penalty or become purple.

Purple Master of Purple – All things purple obey Purple Tim. Until he dies, anyways.

85: Tim Bombaboom

(Dimensions: 500' diameter, 100' tall. Central building is 20x20' **Doors:** Three total, appear as steel blast doors.)

You see what perhaps used to be a forest, as now there is naught but the charred remains of stumps and splinters. The area before you is covered in craters, some small, some larger than a house. Scattered along the ground, in and out of craters, some fully exposed and others half buried, are **little discs** with a button in their center. In the center of this crater-hell is a sturdy **brick house** reinforced by steel beams with a cast-iron roof. Everything is wet and muddy and gross.

Little discs – (They're land mines. Although most of them are totally visible, there's still plenty that are obscured by soil. A little effort will allow someone to identify them, but if someone just walks haphazardly into this field, they *will* step on one. They explode for 5d6+5damage in a 10'

radius, sending the triggering person flying through the air. There is a 50% chance they'll hit another landmine when they land. Although the triggering individual is doomed, others in the blast radius may SvBurst to take half damage and prevent themselves from flying. There are hundreds of land mines. Once the explosions stop, **Tim Bombaboom** will lean out of his **brick house** and yell "Ahah! Did I getcha?!" before smiling and ducking back inside.)

Brick House – (This is where **Tim Bombaboom** lives, cheerily making explosives. He is a very cheerful fellow, with bright red cheeks and a wide smile. Wears a blue raincoat, bright yellow rainboots, and a pointy red hat. He carries a large green sack that is filled with explosives. He makes all manner of bombs in his little shack, because in his mind it's fun to play explosive pranks on neighbors. Their flying bits of debris and shock strewn faces are the best punchline. In a "jolly confrontation" also known as a fight, he throws high explosives. He has a prototype bomb in his shack that he won't use, which he simply refers to as "the big one". It is a high-tech explosive that when triggered, deals 500d6 damage in a 500'radius. Sufficiently strong to destroy magic items, even knocking a tier of Unbreaking off of Unbreaking items. *Yeah. Don't blow up his house, kids. If this bomb goes off and kills everyone, play music: Mike Oldfield – Nuclear.* If the group is being threatening to him, he will kindly say "Now now, there's a rule here, no fighting in the house, all fighting must take place outside, okay? Now, step back and let's assume our positions!" Players allowing, he will step out and plant himself 100' away from the group before calling out, "Are you folks ready? ... Okay then, prepare to fight!")

TIM BOMBABOOM – *Blue raincoat, pointy red hat, bright yellow boots, and a big green sack.*

He's just so darn cheerful. Very strong arms.

HD20+30 AC15 SPD12 +4vSpells +4vBurst

Takes ½ damage from explosions.

Does not trigger landmines

Li'l Booms – ATT#5, throws bombs up to 150' that explode for 5d6+5dmg in a 10' radius. Targets may SvBurst for half damage.

Bigger Booms – ATT#2, throws bombs up to 100' that explode for 10d6+10dmg in a 20' radius.

Targets may SvBurst for half damage.

Really Big Boom – ATT#1, throws bomb up to 50' that explodes for 15d6+15dmg in a 30' radius.

Targets may SvBurst for half damage.

Oops – If he somehow fails a save vs burst from an explosion, his bag of explosives will erupt, and I mean **ERUPT** dealing 100d6dmg in a 50' radius. Targets near edge of blast may SvBurst for half.

Oops also occurs if he somehow catches fire.

86: Forgotten Vault of Supreme Security (Cannot be one of first 3 rooms discovered.)

(Dimensions: 30'x30' entry area. **Doors:** One, only the entrance.)

Two **pulsating crystals**, one yellow one blue, rest upon pillars which flank a wide flight of bronze **metal stairs** that lead up to a massive **metal door** with a gigantic keyhole in the center large enough for a person to crawl inside. The door is a metallic red, and the edges are painted with grittier brown and yellow stripes.

Pulsating Crystals - (The pillars are enchanted to have a pulsating glow atop them, the crystals are aesthetic and unrelated. The yellow crystal's pillar will zap anything moving within 20' that is not predominantly yellow, dealing 8d6+8lightning damage; wearing a yellow robe would suffice. The blue crystal's pillar behaves similarly, except dealing 8d6+8cold damage to those not predominantly blue. Both are considered 40th level enchantments.)

Metal Stairs - (Bronze metal panels, obvious seams between them. They're hot to the touch, because there's a pit of lava 10' beneath them. Once someone is roughly halfway up the stairs, a mechanism will release, splitting the stairs down the middle, dropping the person into lava before closing again, and locking for 1 turn. Lava deals 10d6+10 fire damage per round. If someone is hovering below the stairs but above the lava, they take 1d6+1 fire damage per round.)

Metal Door - (The best way to open this door is to remotely scout the keyhole, and create a perfect key to match it via magic or high skill engineering. With a proper key, the door will hum, spit out the key, and slide upwards revealing the **First Chamber**. Any object stuck in the keyhole that does not match, such as people, will be sliced to bits by the sawblades within the keyhole, which have Aim20 and deal 10d6+10dmg. If the door is somehow opened without a proper key, the **turret** in the **first chamber** will begin spewing pressurized green slime at all creatures it sees.)

First Chamber - (20'x20' chamber, a large brass **turret** in the middle. 20' up is a zone of silence, that sound cannot penetrate but light and objects can pass through. 25' up the ceiling is entirely covered with poisoned sawblades, which if someone falls into them, deal 10d6+10dmg and target must SvPoison/Paralysis or be paralyzed by poison for 1 turn as they continue being eaten by sawblades. This is an issue because the **first chamber** has reversed gravity; flying creatures must SvBurst with -4 to switch around without falling the 15' or so into sawblades. Behind the turret are two grooves in the metal floor, indicating that the turret can be pushed, which reveals a ladder upwards/downwards that leads to a hatch. Problem is, once halfway up the ladder, the rungs slide into the wall, making creatures fall into the poisoned sawblades. The hatch can be opened by twisting a small wheel, but beware for as it is turned, a poisonous cloud of gas erupts, and those not holding their breath

must SvPoison or die. Beyond the hatch is the **second chamber.**)

TURRET OF THE FIRST CHAMBER - *A brass and bronze mechanical contraption that spews pressurized green slime! Only attacks if First Chamber forced open without use of key. Firmly attached to floor.*

HD20+20 AC26 Immobile

Green Slime Spray - Sprays pressurized green slime in a wide arc as an attack. Attacks all available targets once, deals 2d6+2dmg, and targets must SvBurst with a -4 or their bodies will begin turning into green slime, killing them. They have 1 round to cast 'cure disease' or 'dispel magic' or similar, to reverse the effect.

Regeneration - If destroyed, turret grows back after 1 day.

Second Chamber - (The ceiling, or in this case the floor since gravity is back to normal, is covered in a **treasure mimic** that appears as thousands of gold coins and gems. There are four indigo color signs on the walls, one on each wall; if seen or touched by a creature that isn't the **treasure mimic**, they must SvSpells or be petrified into stone. If someone falls into the mimic, it will grab them and eat them. Beneath the **treasure mimic** is another trap door made of metal which leads to a vacuum trap which if opened, will fling the trap door wide open with a mechanism while a void orb sucks the room's contents into the void for 1 turn before the trap door closes again. Creatures may take 1 action before being sucked in. The actual exit is a secret door behind a color sign and above the mimic which can be opened by sliding open the wall, and this leads to the **third chamber**. The secret door is in the center of the wall of the next room, being 20 feet from the floor. **Treasure mimic** and indigo color signs will reappear after 1 day.)

TREASURE MIMIC - *Ooooh look, treasure!*

HD20+20 AC20 ATT#8 2d6+2dmg

Nom - Creatures struck will be latched onto with a grapple roll, which the mimic will use to pull the creature further into itself, where it can restrain the creature and attack it with impunity. Can restrain up to 8 creatures. Grapple roll is divided amongst all creatures grappled.

Third Chamber - You see a large room, 50'x50'x50', the back wall entirely covered with man-sized **safes** in a grid pattern. There are a hundred total, as evidenced by the numbers on their fronts, arranged in a 10 by 10 grid. On each one is a symbol of a hand, glowing red. The entrance is halfway up the wall.

Safes - (Cannot be opened while the room's door is open; the red glow will fade once the door is closed. Safes open only by a creature placing their hand upon it. Each creature can only open one safe per day. Using a knock spell opens all the safes at once, unleashing a torrent of bad stuff. Only the ones with prime numbers are safe to open. This includes **2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41, 43, 47, 53, 59, 61, 67, 71, 73, 79, 83, 89, and 97**. Their contents are listed below. Opening a non-prime number safe will result in something deadly or bad, roll on the table below for bad results. Note that when a safe is closed, it'll be restocked with nasty stuff.)

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

1d10	Trapped Safe Effect
1	Annihilation - The safe begins to vacuum up the room's contents, destroying everything that gets sucked in. Requires a large object to fall over the safe, plugging it up. After 1 turn, the vacuum ceases, and the safe closes. Does not destroy souls, but they will be trapped inside that safe until it is opened again.
2	Spectral hand - A massive spectral hand with HD20+20 AC14 lunges out, grabbing the safe's opener. For every round the person is grabbed, they are drained of 2d6 maximum hp. The spectral hand will continue draining the life of every creature in the room until it is slain, or all creatures are dead.
3	Gout of Lava - Lava surges into the room from the safe. The opener must SvBurst with a -4, all other creatures must SvBurst without a penalty. All creatures who fail or cannot get off the ground will cook in the knee-deep lava that'll deal 10d6+10dmg/rd. The lava fades away after 1 turn.
4	1 million hornets - One million fist-sized hornets pour into the room, stinging the heck out of whoever's inside. Hornets have no accuracy bonus, and only deal 1 damage on hit. If a character doesn't have a fire aura or similar, they will certainly die. Up to 500 hornets can attack each medium sized creature per round. Hornets linger in room for 6 turns before fading into nothing.
5	Lingering Poison Cloud - Poisonous gas spews into the room, and the entrance to the room locks tightly shut. All creatures must SvBurst if they weren't holding their breath, or die instantly. Problem is, this poison lingers for 6 turns and the door remains locked for 6 turns, so suffocation may ensue also resulting in death.
6	Cursed Item - Takes the form of a random piece of equipment or treasure. Detects as magic and evil. Once placed in a bag box or other inventory holding device, it will explode for 10d6+10damage in a 30' radius; SvBurst for half damage. If the explosion happens in a room that is fully filled by the explosion, no saving throws can be made, and the person who activated cannot save regardless.
7	Stuffed Animals – Randomized stuffed animals begin shooting into the chamber as the main door locks in place. Within 1 round, the stuffed animals are knee deep. After 2 rounds, waist deep. After 4 rounds, the stuffed animals are at the height of a person. After 40 rounds, or 4 turns, the room will be filled floor to ceiling with stuffed animals. But they'll just keep pumping in. After 2 more turns, they'll start getting compacted, and anyone still trapped in the room will begin suffocating as they're unable to breathe. Another 2 turns later, the force of stuffed animal compression will be so strong that people will begin being crushed, unless they're in rigid magical full-body armor. It continues for another 2 turns, just to make sure everyone is dead or immune, and then the stuffed animals all fade away, and the safe shuts.
8	Random Teleport – Opener appears to get sucked into the safe, and it closes again, resetting. What really happened is that the opener was teleported to a random room of this dungeon. Hopefully one that's already been explored. <i>Tell the player in secret.</i>
9	Jellyfish – A cosmic jellyfish emerges and telepathically demands “TELL ME WHY I SHOULD LET YOU LIVE” to each person in the room, and the person with the worst answer will vanish, as they are affected by the spell ‘Imprison’, locked in place until the ‘freedom’ spell is cast upon them. If only one person is in the room, the cosmic jellyfish will say “You are apparently being used as a sacrifice. Please name the one who put you up to this.” and the jellyfish will imprison the person named, regardless of where they are. This cannot be used to snipe enemies unrelated to the events in this room. COSMIC JELLYFISH – <i>Glitters with the infinite light of the cosmos. Huge, tentacled, hovers, mighty.</i> HD500 AC15 SPD60Flying +20vAll Saves Temporal Displacement – Targets who strike the jellyfish must SvSpells with a -8, or be thrust forward in time either 1 turn, 1 day, 1 month, 1 year, 1 decade, or 1 century. Physical Displacement – Targets who strike the jellyfish and are not temporally displaced must SvSpells with a -8, or be thrust into a random chamber of this dungeon. Imprisonment – Upon obeying specific eldritch laws, may imprison 1 target.
10	Magic Missiles - Ten magic missiles erupt from the safe, targeting a random person in the room. Each one deals 1d6+1 damage.

Safe #2 – Contains Safewing Amulet: When falling, take 1d6 fewer fall damage.

Safe #3 – Contains Dwarven Chainmail +1: Once per day, heal $\frac{1}{4}$ of your total hit point value as a full round action.

Safe #5 – Contains Gloves of Grace: Once per day, you may grant an ally within 10' an additional Saving Throw on any save, or a Save against an effect with no Save.

Safe #7 – Contains Sunblade Longsword +1/+1: Damage is both radiant and physical. Can project sunlight up to 100', and this range can be adjusted by the wielder.

Safe #11 – Gauntlets of Blood: +2 damage against targets who have 50% or less of their hitpoints remaining.

Safe #13 – Aftershock Sling +1/+1: Reloads automatically; on crit, target and adjacent creatures must SvBurst or fall prone.

Safe #17 – Flaying Gloves: Once per day, when striking a target in melee, you may further open the wound causing the target to take an additional 2d6 damage.

Safe #19 – Catstep Boots: When falling, take $\frac{1}{2}$ falling damage and land on your feet.

Safe #23 – Amulet of Protection +1: +1 to AC and Saving throws. (In addition, the rear wall of this safe can be pushed aside, revealing a short passageway to the **fourth chamber**.)

Safe #29 – Blood Fury Scimitar +1/+1: Deals extra 2dmg on hit while wielder is below $\frac{1}{2}$ Hit Points.

Safe #31 – Battlecrazed Bastard Sword +1/+1: Once per day, deal your level in damage to yourself, and this weapon will deal an extra 2 dmg on hit for 2 turns.

Safe #37 – Scale Armor +1: No special bonus.

Safe #41 – Frost Longsword +1/+1: Deals cold & physical damage. Once per day, can deal extra 2d6 cold damage and slow the target for 1d6 rounds.

Safe #43 – Assassin's Rapier +2/+2: Once per day, a target struck must SvPoison with a -1 penalty or die.

Safe #47 – Crystal Orb of Sudden Influence +3/+3: Increases psychic attacks and damage by 3. Once per day, a target can be forced to attack a nearby ally once on a failed SvSpells with -8 penalty.

Safe #53 – Sneak's Cloak: +6 to d20 stealth rolls, +1 to Stealth-related dexterity rolls. Once per day, a target struck will be unable to see you for 1d6 rounds.

Safe #59 – Blending Garthweave Armor +3: +6 to d20 stealth rolls, and +3 to unarmored AC. Once per day, increase AC and Saving Bonus by 2 for 1 turn.

Safe #61 – Cloak of Frostwalking: Resist 10 cold damage at all times. When walking across water, the water will freeze underfoot, becoming traversable and non-slippery.

Safe #67 – Belt of Vigor: +1 to all healing received.

Safe #71 – Shared Valor Chainmail +2: When you grant temporary Hp to an ally, you gain half the temporary Hp you granted them.

Safe #73 – Bracers of Mighty Striking: +1dmg on melee attacks.

Safe #79 – Amulet of Cascading Health: +5 constitution (up to 18), and once per turn, you can end any form of ongoing damage on yourself, including death poison.

Safe #83 – Symbol of the Champion's Valor: +2 to radiant damage. Once per day, mark an enemy for 1 round; that enemy cannot attack anyone but you.

Safe #89 – Battleforged Shield of Heavy Lifting +2: Once per day, heal a nearby ally for $\frac{1}{4}$ of their total hit points.

Safe #97 – Iron Armbands of Power: +2 damage on melee attacks.

Fourth Chamber – A red and gold checkered room with **shelves** built into the walls, holding 16 very strange, and very **magical objects**. In the center of the room is a pedestal upon which is a bright green bowl.

Shelves – (Protected by one final defense: A wall of Destruction. In order to bypass the wall, a creature must put some part of themselves in the green bowl. Only one person can bypass the wall of Destruction at a time, and it is the person who most recently put some part of themselves in the green bowl. This authentication only lasts for 1

turn. Anyone who touches the wall of Destruction will be instantly vaporized.)

Magical Objects – (Objects 1 through 8 are Tier 1 Rare Magical Components that can be sold for 20,000gp or used to create a Magic Item. Objects 9 through 15 are Tier 2 Rare Magical Components that can be sold for 40,000gp or used to create a Magic Item. Object 16 is a Tier 3 Rare Magical Component that can be sold for 60,000gp or used to create a Magic Item. See below:

- 1 - **Grieving Oval of Recurring Rage**
- 2 - **Marked Moon of Cherry Soap**
- 3 - **Orange Wall of the Step Son's Prison**
- 4 - **Stinging Cold of the Serious Edge**
- 5 - **Favored Dance of the Abhorrent Crowd**
- 6 - **Faucet of Listening Ants**
- 7 - **Aloof Flower of the Hospital**
- 8 - **Bumpy Steam of the Glorious Blood**
- 9 - **Eight Utopian Stockings**
- 10 - **Industrious Feast of Punishment**
- 11 - **Milk of the Magnified Stride**
- 12 - **Breath of the Barbarous Birds**
- 13 - **Quaint Swing of the Frozen Bedroom**
- 14 - **Produce of the Purple Angel**
- 15 - **Awful Calculator of the Deserted Woman**
- 16 - **Clean Detail of the Mundane Blade**

87: Tim the President

(**Dimensions:** Outdoors, crowd is 500' wide, 1000' long. **Doors:** Three total, sliding stone doors in the sides of stone monuments.)

You see a huge **crowd of Tims** in all manner of clothing, cheering towards a **distant Tim** with a properly groomed and trimmed appearance, wearing a suit. When the cheering dies down, the **distant Tim** begins speaking, his voice much louder and rumblier than you'd expect. He says "...and when they go down looking for their lost friends – BOOM! Green slime." and the crowd cheers again, louder this time. Behind the speaking Tim is a giant metal winged warthog with a tube sticking out of its mouth, as well as a

giant metal raptor with wings and oblong shapes attached to its sides. There are **stone monuments** near the crowd, composed of basic shapes.

Stone Monuments – (Hold doors to other rooms.)

Crowd of Tims - (3rd generation **Tims** who lack soul marbles. They cheer for the **distant Tim** who is **President Tim**. If **President Tim** is attacked, they will use their "Boo!" power to help defend him. There are 10,000 Tims in the crowd.)

Distant Tim – (This is **President Tim**. He is making a speech about ways to secure the tower, make Tims happy, and invest in wondrous magical fun machines, all to booming cheers. When **President Tim** sees the intruders, he will make a decree, and outlaw a specific thing. Some examples include wearing heavy armor, the casting of 1st level spells, using a type of weapon, flying, etc. When a decree is made, characters have 1 round to comply, or the **A11 Warthog** and **F23 Raptor** will be unleashed.)

3RD GENERATION TIM (10,000) – *It's a Tim, but it's weaker and lacking a soul marble. These ones dress in all sorts of random clothing items, most of them rather tacky.*

HD1 AC12

BOOOOOOO! - If President Tim is attacked, the crowd will boo loudly, blasting the party with a sonic boo(m). Deals 1d6+1 per 1000 Tims in the audience. SvBurst for half damage and to avoid being deafened for 6 turns. Penalty to save equal to # of Tims divided by 2000.

A11 WARTHOG – *It's a big metal warthog with wings and a cannon sticking out of its mouth.*

HD20+20 AC22 SPD30Flying

BRRRT – Rapidly shoots small horns out of mouth. 300' range, ATT#10, 3d6+3dmg.

F23 RAPTOR – *It's a big metal raptor with wings and strange oblong objects strapped to its sides.*

HD15+15 AC19 SPD45Flying

Missile Launch – Launches a missile from its side, which deals 10d6+10 damage in a 20' radius upon hitting the target. SvBurst for half damage. Target directly struck cannot save.

PRESIDENT TIM – *He rallies a crowd, he decrees, he orders, he executes.*

HD20+30 AC15 +4vSpells

Outlaw – Forbids a specific action or act. Will use this to protect himself. Once someone breaks this law, the **F23 Raptor** and **A11 Warthog** will attack the offender. Neither of these creatures can harm President Tim.

"MR. PRESIDENT!!!" – A Tim in a suit and sunglasses will appear out of nowhere to absorb one attack against President Tim, and then die. This can only happen once per round.

Veto – Cancels any one action by an enemy, during the enemy's initiative. Can only use this ability once per round.

88: Shaggy Tim

(Dimensions: Rocky outcropping 200' away. Red Desert over a hundred miles wide. **Doors:** Three total, all within 500' of entrance, located in the sides of rocky outcroppings.)

You are surrounded by arid desert mountains, under a bright, star-filled sky. There are so many stars that the ground glows with their radiance. On a distant rocky outcropping sits a **figure**, who faintly glows a purplish-blue.

Figure – (This is **Shaggy Tim**. He was a stoner, and then became a meme-God. And so he evolved. He has Tim's beard and face, but can otherwise be described as shaggy in terms of hair and clothes. If approached, he will begin speaking "When I first came here, I was just the unkempt Tim with lots of dubious substances and this strange dog. But then a thousand voices pierced the vale, and

chanted one name: Shaggy... Shaggy... Shaggy... and it was then that I remembered who... no, what, I truly am. Behold." He turns and smiles, before lifting his arms and rising in the air. He becomes wreathed in a purple-blue aura, and his eyes alight with the power of the cosmos. At this point, the party may beg for mercy or fight. If people are pretty chill, **Shaggy Tim** will let them live, with a quest. They must go to the ten nearest towns or cities, and spread a story of a man named Shaggy and his group of crime-solving friends, such that **Shaggy Tim's** holy power may grow.)

SHAGGY TIM – *It's Tim, but he's shaggy as hell. Glows with a purplish-blue aura and has a silly smile.*

HD100+100 AC22 SPD30Omnidirectional, SPD60 if feared. +4vSpells Hallow10

True Vision – Sees everything.

Resist Magic – Makes 2 saves against Spells and keeps the higher.

Legendary Resistance – 3 times per day, if Shaggy Tim fails a save, he may increase his result by 20. This can also grant a saving throw to effects that do not permit a saving throw.

Summon Cosmic Mastiff – Casts a spell to summon a **Cosmic Mastiff**, loyal only to Shaggy Tim that will fight on his side.

Devour – Grapples a target and consumes it. While inside, a creature takes 10d6 necrotic damage per round, but will not be restrained. Multiple targets can be devoured. Once Shaggy Tim takes 100 damage from the inside, he will vomit all contents.

Pummel – His fists become wrapped in cosmic energies, which he uses to slam opponents. ATT#3, 5d6+5dmg.

COSMIC MASTIFF – *A great dane of cosmic energies. It's 10' tall at the shoulder.*

HD20 AC18 SPD24Flying ATT#3 3d6+3dmg
Immune to charm effects.

89: Three Tumbling Tims

(**Dimensions:** 100'x100'x100'. **Doors:** Three total, other two on opposite wall. Appear as orange panels.)

A chamber of ramps and loop-dee-loops, with different **colored portals** at their tops. Every surface has some manner of **track** on it ideal for rolling a ball of some sort. The ramps are all orange with the occasional bloodstain, and the walls are pitch black.

Colored Portals - (They are the 7 colors of the rainbow, and there are 14 portal total. Those that match colors feed into each other.)

Track - (This is the realm and the plaything of the **Tumbling Tims**. Once the group is halfway through the room, they'll hear a loud chorus shout "YEEHAWW" as three Tims come tumbling down from a hidden place to collide with the trespassers. These Tims start out tied together, but once they are stopped or damaged enough, they will unravel and begin rolling around on their own. They'll continue colliding with the group in order to reduce them to little more than a bloodstain on the track.)

THREE TUMBLING TIMS - *Three Tims all bound together and rolling around. They each have sunglasses, red & white striped shoes, and blue mohawks.*

HD20* AC18 SPD30 ATT#3 8d6+8dmg +4vSpells
*Once reduced to 0hp, or they collide with a wall and stop, they'll break up into 3 separate **Tumbling Tims** who can begin tumbling on their own.

Track Bending - The track bends to the whims of the Tims, getting them where they need to go.

Attacks by splattering passerby.

TUMBLING TIM (3) - *Sunglasses, red & white striped shoes, and a blue mohawk.*

HD20+20 AC18 SPD30 ATT#3 2d6+2dmg +4vSpells

Tumble - Even if stopped, they can get going immediately again.

Track Bending - The track bends to the whim of the Tim, getting him where he needs to go.

Attacks by splattering passerby.

90: Power Armor Tim

(**Dimensions:** 100 mile wide planet. **Doors:** Three Total, metal hatches in the ground right next to each other.)

A ring of black & yellow hazard concrete is around the hatches in the ground you are looking from, and beyond that hazard concrete is a ring of large **gun turrets** pointed directly in your direction.

Gun Turrets - (20mm cannons with a large metal base. Stand 10' tall and swivel about tracking moving targets. They open fire on anything that crosses the black & yellow hazard concrete. The turrets are 30' beyond the concrete. Beyond the turrets is a vast automated **factory**, sprawling every which way. In the distance, a **rocket** can be observed launching.)

GUN TURRET (24) - *Three 20mm barrels that rotate rapidly, spitting lead.*

HD20 AC25 Immobile

Blast 'em - ATT#3 5d6+5dmg

Vaguely Magical - The bullets have been enchanted just enough to deal damage to creatures immune to mundane attacks.

Factory - (It's a giant machine used by **Power Armor Tim** to get him what he needs: power armor upgrades and space station parts. It is guarded by flying **Defender Drones** who look for biological matter in the factory and then kill it with extreme prejudice. Remains will be deposited in a sorting facility that will re-purpose the material of the person killed. When

wandering through the factory, there is a 20% chance **Defender Drones** will swoop by each turn. If some part of the factory is damaged for whatever reason, **Defender Drones** will arrive in 1d3 rounds to investigate. The factory sources its metals from core mining. Sparsely placed throughout the factory are **SAM Turrets**, which will shoot down unauthorized flying objects higher than 500' in the air. They have a very long range, so there should be about 10 **SAM Turrets** able to shoot any one unauthorized flying object.)

Rocket - (One of the main functions of the factory is to build, supply, and launch a rocket into space, where it docks at **Power Armor Tim's Space Station**. It's relatively simple to hitch a ride, provided the hitchhikers can buckle in tight. A rocket launches once every 24 hrs. Beware flying without a rocket, because the **SAM Turrets** shoot down unauthorized flying objects.)

DEFENDER DRONE (1d6+6) - *Sleek hovering bots on little rocket boosters. Attacks with little rockets and bullets. Built by the factory.*

HD9 AC18 SPD42Flying

Little Rocket - Launches a small rocket at target, which explodes in a 10' radius dealing 5d6+5dmg. Struck target cannot save, but others in the blast may SvBurst for half damage.

Little Bullets - ATT#3, 2d6+2dmg

Vaguely Magical - Ammunition has been enchanted just enough to deal damage to creatures immune to mundane attacks.

SAM TURRET (~10) - *An immobile automated defense system with missile batteries ready to shoot down unidentified flying objects.*

HD20 AC25 Immobile

Thing-Seeking-Missile - Launches 2 missiles at a distant flying target. On hit, the missile explodes in a 20' radius dealing 10d6 fire & kinetic damage. Targets directly struck cannot save, but others in blast may SvBurst. Missiles travel at SPD90

Vaguely Magical - The missiles have been enchanted just enough to deal damage to creatures immune to mundane attacks.

Space Station - (Roughly spherical, 500' diameter station. Zero-G, but the inside of the station has atmosphere, just so sound can travel. The rocket docks with the station, and a swarm of worker bots comes out to unpack its contents, which are mostly for building and increasing the size of the space station, as well as upgrades for **Power Armor Tim**. Unfortunately for **Power Armor Tim**, he didn't foresee intruders getting up here, so the only defense on the station is him. He's busy barking orders through universal loudspeakers at the poor worker drones who are rushing everywhere in a frantic panic, often dropping things or bumping into each other in lethal fashion. **Power Armor Tim** can be found in a central control room at the core of the structure, surrounded by all sorts of monitors. If attacked in there, he will be much more careful about destroying his surroundings until he feels genuinely threatened. With the right commands, the space station can be crashed into the surface factory. *This Tim's goal is to strip mine the planet below, and then turn this station into an inter-dimensional travel machine, thus escaping from the prison that is Tim's Tower. And he just might have the brains to do it.* Oh, the station also has a **vault** on board.)

Vault - (Protected by simple locked steel door, can be found if station thoroughly searched, or 1/20 chance if exploring randomly. Contains the gold found on the planet below, as well as other rough gemstones. 250,000gp worth of refined gold, and 100,000gp worth of rough gemstones.)

Power Armor Tim stats on next page.

POWER ARMOR TIM - Covered head to toe in over-engineered armor, but his voice is unmistakably one of a Tim. His armor has boosters, bright paint, different visors, and all sorts of little gadgets and gizmos. He's also got several fun weapons.

HD20+50 AC30 SPD30RocketPropulsedFlying
+4vSpells +8vBurst +8vPoison
Regen5hp/rd OmniVision

Power Wrench - Basic Attack. ATT#3, deals 3d6+3dmg.

Daka daka - Heavy Machine Gun. ATT#10, deals 3d6+3dmg.

Flamethrower - Sprays flame in a 50' cone. Deals 8d6+8fire damage, SvBurst for half if dodging is possible.

Tactical Nuke - Probably not going to use this in the station. For desperate situations only. Launches rocket from shoulder mounted launcher at target preferably at least 350' away. On impact, explodes for 100d6+100 fire & kinetic damage in a 300' radius. For those whom dodging is even vaguely possible, they may SvBurst for half. Only one nuke is available.

Contrivance - The suit can produce one useful object each round, as needed in the situation at hand.

91: Gazebo Tim, the Deadly Gazebo

(Dimensions: 30' wide, 50' long, 30' tall **Doors:** Three total, indistinguishable from door mimics as every door just looks like Tim morphed into the shape of a door.)

The first thing you see is a massive **floor rug**, with the head of Tim instead of a beast. Upon it is a **coffee table** which holds several Tim-shaped cups. The **coffee table** has Tim's face flattened on the top, in a permanent state of surprise. There are several **sofas**, but the **sofas** each look like a Tim that's been morphed into the shape of a **sofa**. Along the wall is a **chest**, also morphed to look like Tim, and beside it are 2 shelves filled with **multicolored potions**, except Tim's face can be seen

inside of each, as if the potions are gelatin morphed to embody Tim's face. There are 10 **doors**, not including the one you entered from, but each and every one of them looks like Tim stretched into the shape of a door, each of them with unique and haughty expressions. Near the back of the room is a horribly out of place **gazebo**, which has Tim's stretched face on the front, looking rather angry, his body and robe forming the rest of the structure, and inside that **gazebo** is a hovering magenta cube, shimmering with intense magic.

Floor Rug – (This **Tim Rug** is a mimic, or a 'Timic', but it's stuck under the 3 **sofas** and the **coffee table** mimic. The rug can be avoided, and won't attack until it's actually able.)

Coffee Table – (This **Tim Table** is also a mimic, but is more concerned with supporting several **Tim Cups** which are also itty bitty mimics.)

Sofas – (**Tim Sofas** are mimics. Prefer to gobble up those who sit on 'em. Granted, adventurers at this level probably won't fall for that, so the **Tim Sofas** are going to get really antsy and might just attack anyways. Did I mention they're rather large, like 10 times the size of a person large? Yeah.)

Chest – (This **Tim Chest** is a mimic but instead of biting people who stick their hands inside, he'll let the gold do the biting. Inside this **Tim Chest** are over 1000 golden Tim Coins with little Tim faces on them. They can fly, and they can bite. **Tim Chest** will spew out the **Tim Coin Swarm** if a mimicky fight breaks out.)

Multicolored Potions – (Gelatinous **Tim Oozes**. Pretty harmless unless drank or broken. 24 total.)

Doors – (8 of them are mimics, **Tim Doors**. The other 2 lead to other chambers of the dungeon. They'll attack when someone tries to open one, as the other doors get jealous so all the **Tim Doors** will waddle over to attack when a single one is engaged.)

Gazebo – (This is **Gazebo Tim**, the only Timic with a Soul Marble. Guards the Magenta Cube of the Shifting Planes, a Tier 3 Rare Magical Component that can be sold for 60,000gp or used to create a magic item. **Gazebo Tim** attacks if someone tries to take the Magic Component, or if half his Timic creations have been destroyed.)

TIM RUG – *It's a Timic mimicking a rug! Attacks with sharp bristles as it wraps around opponents.*
HD8+8 AC12 SPD9

"Shall I fetch a rug?" - Attacks vs AC & attempts to grapple, dealing 2d6 damage on hit. If grapple is successful, the attack will hit automatically each round until the creature escapes.

TIM TABLE – *It's a Timic mimicking a table! His mobility is limited, he mostly just carries the Tim Cups, but his legs can kick things, sortof.*
HD4 AC13 SPD6 ATT#1 1d4dmg

TIM CUP (4) – *Little Timics mimicking cups! But the scorching hot liquid inside is quite real!*
HD1 AC12 Immobile

Covfefe – A mysterious and unknown substance with abhorrent properties spews out of the cup in a 5' radius area within 20', dealing 3d6 fire/psychic damage, SvBurst for half. The liquid regenerates in the cup.

TIM SOFA (3) – *These Timics want to eat those who sit on them, but honestly any adventurer whose made it this far isn't going to fall for this. Guess they'll have to make sitting mandatory.*
HD10+10 AC14 SPD12

Sit! Stay! Good Human! - Swipes a person off their feet and onto the couch and grapples them before digging teeth into their rectum, dealing 5d6+5dmg. Grappled targets are automatically hit each round, and each sofa can grapple up to 3 creatures at once, though the grapple roll will be split between them.

TIM CHEST – *A conniving Timic whose got coins in him! Mostly just carries them, though he has a mean bite attack if necessary.*

HD6+6 AC15 SPD3

Spew Coin Swarm – Will spew out the coin swarm if he hasn't already. Only 1 available.

Bites the Hand – Chomp! Deals 2d6 damage to some unfortunate body part.

TIM COIN SWARM – *These little Timics are REALLY EXCITED to be here today. They fly and bite and giggle with glee.*

Hp1000* Aim10 AC15

Swarm Size - Each coin represents one hit point. Area attacks deal 4x damage.

Flurry of Nibbles – All creatures in a 5' diameter are subject to [swarm size divided by 100] nibble attacks, which deals 1d6+4 damage.

TIM OOZE (24) – *Harmless and helpless if left in the bottle. They wiggle when excited, screaming gently.*

Hp1 AC10

Did you drink me like an idiot? - Each round, drinker must SvParalysis or be controlled by the Tim ooze, which will try its darndest to get the drinker killed.

MEERRRRGGGE! - The 24 oozes merge into one bigger ooze, the **Big Tim Ooze**

BIG TIM OOZE – *They were harmless, but then they discovered that if they band together, like a bundle of sticks, they will be stronger. These oozes are, by definition, fascists.*

HD8+8 AC12 SPD6

Slime-Smack – Smacks all targets within melee, who take 2d6dmg and must SvParalysis or be stunned for 1d3 rounds.

GAZEBO TIM, THE DEADLY GAZEBO – *Timic Prime, creator of the Timics. Watches his created kin fight for a time before joining in, but has much more freedom in his shape. Can form tentacles that reach out and pull things into the gazebo, where his terrifying gazebo jaws can smash. Can walk on a hundred tiny legs. Also has a death*

gaze attack for no reason whatsoever. The magenta cube is hidden during the fight.

HD20+40 AC18 SPD15 +4vSpells

Uses each ability once per round

Tentacles – ATT#4 Each tentacle grapples a target before throwing them into the gazebo. Each tentacle has HD15+15 in terms of grapple potential.

Terrifying Jaws – The gazebo slams down, nothing but teeth. ATT#1, deals 8d6+8dmg

Death Gaze – Glares at one target outside the gazebo, who must SvDeath with a -2 penalty or drop dead.

92: Roid Rage Tim

(**Dimensions:** 50'x50', 30' tall. rear room is 10'x10'. **Doors:** Three total, white panel doors nearby entry doorway.)

A gym, with all manner of **workout equipment**, clearly built for someone rather large. Many of the weights have blood stains on them, and there are other mysterious stains on the ground. The air reeks of perspiration, drool, and blood. Towards the back of the gym is a **metal door**, which opens and out walks a massive **Tim**. He is absolutely ripped, muscles bulging all over his frame, including some that should not even exist. Even his beard has muscles. Throbbing veins ripple and bulge from his blood-red skin, and some syringes are sticking out of his massive arms. He's also totally naked.

Workout Equipment – (It's all been cursed by **Roid Rage Tim**. If someone uses the equipment who is not authorized, it will suddenly become *extremely* heavy when it is held in a dangerous position, and deal 10d6 damage with Aim15 to the person and likely pinning them to the ground.)

Metal Door – (Leads to a rear room. Has glass cabinets full of steroids, go-juice, and other performance enhancers. They're all magicked up.

There are 20 syringes of steroids, which if injected will grant 1d6 to Strength (up to 18 max) but will decrease constitution and dexterity by 1d4-1. There are 10 bottles of Go-Juice, and 8 doses of Cosmium, both explained in Five Cataclysms Core Rulebook. There are also 3 bottles of a yellow substance called Berserker Brew, which when drank, gives the person +2AC, +2Atk, 1 extra attack, and +2dmg, but they'll attack everything in sight for 1 full turn starting with enemies, before going unconscious for 1d6 turns.)

Tim – (This is **Roid Rage Tim**. This is his gym. He won't notice trespassers at first, but when he does, he will yell "WHAT ARE YOU DOING IN MY GYM? I AM THE STRONGEST OF TIMS AND I AM NOW VERY ANGRY!" he will not await a response and will just attack while screaming.)

ROID RAGE TIM – *So many muscles, there's even muscles in his beard. Glows red, bulging eyes and veins, and is naked.*

HD20+100 AC16 SPD18 +4vSpells

Immune to Calming effects. Can leap up to 100'.

Ablative Bearding – His beard will instantly punch anyone who comes into melee range, dealing 2d6dmg.

Roid Rage – ATT#5, deals 4d6+4dmg. May use fists or throw lifting weights.

After the Fight, will fall unconscious due to using berserker brew.

93: Thieving Vampire Children

(**Dimensions:** Track is 10 miles long **Doors:** Three total, the other two are on the other end of the track.)

You see a **rail track**, that winds through a **forest** of pine trees with red needles. The sky is a crimson color, and there are mountains beyond the trees.

Rail Track – (It can be followed 10 miles to the other doors. It bends and weaves, but precedes in a mostly straight line.)

Forest – (Living in this forest are children. Thieving vampire children. During the 6 hour day, they are mostly **normal children**. When the blood moon rises during the 6 hour night, they become ferocious **vampire children**. They become **normal children** again when day returns.)

Normal Children - (As the group travels along, they will see a couple dozen kids sticking their heads out from behind trees. They'll approach the group and ask for food, while crowding around the adventurers. However, these kids are master thieves, and will rob random items from the player's packs. On a d6, they get a +3 to dexterity checks for thievery. Their ill-gotten gains will be taken back to a **cave** where they stash their treasures.)

Vampire Children – (Will swarm the players during the night in groups of 1d4x12. They can also fly.)

Cave – (Guarded by two dozen **vampire children** who never turn back into **normal children**. Aside from random junk and whatever was stolen from the players, there is also 50,000gp and a Potion of Spongification, by which the drinker becomes a living sponge person for 1d6 days, allowing them to absorb and release small bodies of water.)

NORMAL CHILDREN (1000) – *Famished and dirty, pity-inspiring.*
HD1 AC10 SPD9

VAMPIRE CHILDREN (*) - *Rippled with muscle, very sharp fangs, and glowing red eyes. Bat wings sprung from back. *Normal children and vampire children share population*

HD9 AC15 SPD18Flying

Blood Suck – Sinks teeth into opponent, draining their life. ATT#1, target struck loses 1d6 from their Maximum Hp value permanently, healing the Vampire Child

94: Angry Poisonous Bees

(**Dimensions:** 50' diameter **Doors:** Three total, made of honeycombs like the walls.)

When the door is opened, angry bees pour out like a liquid!

With that horrible swarm dealt with, you see that the room is covered, floors walls and domed ceiling, with honeycomb. In the center of the room is a **grand apiary**, oozing with honey, with some strange **yellow beards** hanging from it. There are still a few bees buzzing about the room.

Grand Apiary – (Spawns 100 new bees per turn, slowly forming a new swarm. The apiary can be destroyed when there are only a few bees present, revealing *The Nexus of Honey*, a Tier 1 Rare Magical Component that can be used to create a Magical Item, or sold for 20,000gp. The actual honey on the apiary is delicious, but poisonous, if consumed SvPoison or die, and if you live, gain 1d6 tempHp.)

Yellow Beards – (If someone says “bee” or “bees” while in the presence of a yellow beard, a small swarm of bees will pop out with HD1 AC15 1d6dmg that will attack a target at random. There are 6 beards total, and they can be affixed to a person's face as they are sticky like honey. The bee summon power can be used once per day.)

ANGRY BEE SWARM – *Regular sized bees, but their venom is paralytic and poisonous. Over 1 million bees, highly aggressive and will pursue foes.*

Hp10,000* SPD18, vulnerable to area effects.

Swarm - Area attacks deal 10x damage. It's a hell of a swarm.

Stinging Swarm – Swarm takes up a 10' radius. All stingable creatures within take 10 damage, and must SvParalysis with a -2 penalty or be stunned for 1d6 rounds. Targets who are paralyzed in the swarm will be stung again next round, and SvPoison with a -2 penalty or die.

95: Shadow Dancer Disco Orb

(Dimensions: 50' diameter. **Doors:** Three total, glow black in the whitelight.)

At the ceiling of the domed chamber is a great checkered **shimmering ball** that spills out spurts of white light. The walls and floors of the room are white, and the doors are black. Dancing everywhere in the room are **shadows**, splayed across the floor, but there is nothing there to project the **shadows**.

Shimmering Ball – (It's a disco ball. Enchanted such that anyone with a **shadow** who passes through the room will find that their **shadow** begins to dance. If they immediately leave, their **shadow** will be tugging on them, trying to get back to the room so it can go dance, reducing the person's move speed by 3 until remove curse is cast. If the person lingers in the room for a turn, their **shadow** will dance away from them, and no longer be bound by them. Creatures without a **shadow** take 1d6dmg/rd from bright light, and cannot be healed from *any* damage taken. At this point, some sort of shadow magic is required to recover the shadow. The **shimmering ball** can be destroyed, but then all the **shadows** will attack, including ones divorced from a person. If you destroy your own shadow, you'll never get it back.)

Shadow (50) – *It was dancing, and now it is angry.*

HD5 AC10

Immune to mundane strikes, takes double damage from radiant attacks.

Life Drain – On hit, drains 1d6 from maximum Hp value by slaking away physical form into shadow, healing itself.

96: Former Dungeon Bosses – *They're just trying to lead peaceful lives.*

(Dimensions: 50' x 50' x 30' square chamber.

Doors: Three total, fine red oak. The other two are near the opposite side of the room, and the denizens will not allow the adventurers through.)

On the opposite wall is a large **fireplace**, bathing the room with its warmth. Before the **fireplace** is a high-backed chair wrapped in **shadow**, a giant cushion with a giant **frog** and a naked **fat woman**, and there is a coconut-shaped chair with a giant **flamingo** resting in it. The **frog** wears a tiny golden crown and a red cape. The **flamingo** wears gaudy but precious jewelry in a quantity bordering on absurd. The room is otherwise decorated with lush **rugs** and tapestries and against the far wall is a **pink chest**, a **black chest**, and a **green chest**. A dark voice rasps out "We have no business with you, mortal adventurers. Leave immediately, or face our wrath."

Fireplace - (It's enchanted to burn forever. Objects lit on fire will not burn forever. The figures sitting in front of it are retired dungeon bosses who grew tired of managing the complex relationships of their dungeons. They sit here, chatting with each other, enjoying their spoils, staying cozy by the fire. They do not take kindly to outsiders, unless someone can relate. Will not allow anyone to pass through the room.)

Shadow - (The shadow sitting in this chair is **Mordved the Darkbringer, Herald of a Thousand Miseries**. He is the one who spoke, and is the most dark and moody of the group.)

Frog - (This is **Twintillion, Lord of the Frogs**. He was a more manipulative dungeon boss who specialized in capturing low nobility and converting them into loyal spellcasters & wives. The **fat woman** was his favorite, and so he took her with him into retirement.)

Fat Woman - (Bride of **Twintillion**. Is a spellcaster, and is loyal to **Twintillion**. Will not speak without express permission.)

Flamingo - (This is **F'lathimythara**, **Flamingo of the Wicked Winds**. He is covered in 50,000gp worth of jewelry. Specializes in wind powers and thievery. Is spiteful and obsessed with ingots of any kind.)

Rugs - (The rugs near the front hide a pit trap, 50' deep, at the bottom of which are poisoned spikes. On landing, spikes attack with Aim10 and deal 3d6 damage; SvPoison with a -2 or die. **Mordved the Darkbringer** will chuckle and say "Pit trap. Works every time." The three retired bosses will then attack, as their domain has been trespassed.)

Pink Chest - (**F'lathimythara's** chest. Holds ingots of gold, bronze, silver, diamondillium, and iron. Altogether worth 40,000gp, mostly from the diamondillium ingot which is worth 20,000 on its own.)

Black Chest - (Upon opening, 20 poisonous darts shoot out in an 180 degree arc, striking a person in that arc 4 times. Darts attack as Aim10, dealing 1d6 damage and target must SvPoison each time or die. Inside the box is a smaller, blacker box. If this smaller box is opened, or pried open, it unleashes a cloud of yellow mould; all breathing creatures within 10' radius must SvPoison or drop dead. Inside the smaller box is an even tinier box. But if opened, it will explode in a 20' radius dealing 8d6+8 damage, SvBurst for half; opener of box cannot save.)

Green Chest - (An array of outlandish perfumes, spices, and ointments, along with some jars of giant preserved flies. All in all worth about 10,000gp.)

MORDVED THE DARKBRINGER, HERALD OF A THOUSAND MISERIES - *Little more than a shadowy blob, sinister eyes, and two dark flails.*

HD15+15 AC15 SPD15Hovering

Incorporeal shadow creature

Uses one 'ability' per round:

Miseries 1 thru 250 - Emits a powerful 30' radius burst of melancholy that will drop those afflicted to their knees as they're overcome with sadness. SvSpells with -2 penalty to resist.

Miseries 251 thru 697 - Emits a powerful 50' radius burst of laceration, causing pain and bleeding to those in the aura, dealing 5d6+5 damage.

Miseries 698 thru 998 - Causes the improbable yet possible accidental detonation of explosives. All explosives within enemy inventories in 50' radius explode.

Miseries 999 thru 1000 - Whirls his shadowy flails about and bops someone twice. ATT#2, drains 5d6 from maximum hp value.

TWINTILLION, LORD OF THE FROGS - *Obese frog with a red cape and tiny crown.*

HD20+20 AC10 Spd9Hopping

Immune to Poisons and bad smells

Swampification - Converts any terrain, including stone, into a stinky murky bog, causing those within to SvParalysis each round or get stuck in the mud for 1d6 rounds. Can effect a 50x50 foot area each round.

Hallucinogenic Hide - Pounces a target, coating them in weird frog slime. Attack vs Touch AC, creature must SvParalysis with -4 or be lost in a weird psychedelic realm where they'll understand nothing. Lasts for 1d6 days. May also grapple the target, pinning them in place while Twintillion continues making other attacks. Pinned creatures must Save against the slime each round.

Tongue Grab-Smack - Grapples a target with his long tongue, lifts them up, and slams them into another target with an attack, dealing 3d6+3dmg to both targets. Grappled target will remain grabbed as Twintillion continues to use them as a bludgeoning club.

FAT WOMAN - *Just a fat woman. She's covered in weird frog slime.*

HD5 AC10 SPD6

Spellcasting: Three 1st level spells, three 2nd level spells, two 3rd level spells.

F'LATHIMYTHARA, FLAMINGO OF THE WICKED WINDS - *Giant pink flamingo wearing too much jewelry. There's a cruel look in its left eye.*

HD17+17 AC14 SPD24Flying

Wind Blast - Blasts a 30' cone of intense wind. Targets must SvBurst with -2 penalty, or be thrown backwards (1d6+4) x 10 feet, potentially smashing into walls. Wall smashing deals 1d6dmg per 10 feet negated.

Wicked Tornado - Casts a spell to conjure a **Wicked Tornado**.

Scything Winds - Shapes a blast of wind into ranged cutting tools. ATT#5, deals 3d6+3dmg.

WICKED TORNADO - *Are those eyes it has?*

HD10 AC16 SPD24Hovering

Moves about the area, picking up targets who do not SvBurst, throwing them 1d10x10 feet in a random direction. Incorporeal creature.

97: Pocket-Sized Plane of Starving

(Dimensions: 10 mile diameter area, when you go past an edge, you reappear on the other side.

Doors: Three total, appear as black archways with active portals. Located just 1 mile apart from each other in triangular configuration.)

You see a vast plain of white sand, and scattered all about are **archways** of black mottled stone. There are **ripples** in the sand, dozens of feet wide, as if the wind was blowing gently in a particular direction, but in a limited area. You see two **faint shimmers** in the distance.

Archways - (These are defunct portals to other realms, be they other worlds or other realities. Can be used as a hub to link up to other worlds. With the right research, these portals can be

reconfigured to connect to worlds of the arcanist's choosing. Counts as 9th level spell research to reconfigure or activate one of these permanent portals. They are very durable, but not indestructible.)

Ripples - (Indicative of the **Giant Gelatinous Cubes** that wander this little place. When the party is about halfway between two doors, they will see a suit of armor floating towards them from one direction, a giant sword floating from another, and an iron cage floating towards them from a third direction, all surrounded by shimmers, as these **Giant Gelatinous Cubes** are nearly invisible. Will try to confuse the party with the armor, weapon, and cage, and attempt to encompass and eat them.)

Faint Shimmers - (These are two active archways, which lead to other chambers of the dungeon.)

GIANT GELATINOUS CUBE (3) - *They're 50' wide and tall. Nearly invisible, highly acidic, incapable of caring.*

HD20+50 AC14 SPD12

Poison and charm immune

Engulf - Attempts to collide with targets, grappling them inside itself where targets take acid damage. Each additional target makes grappling harder, as the cube's grapple is absorbed by each engulfed creature, starting with the weakest.

Acidic Innards - Engulfed creatures take 3d6 acid damage per round.

Iron - Iron and steel cannot be melted by this particular acid.

98: Surface of the Sun

(Dimensions: Solar surface is practically infinite, but area where this "room" is described is approximately 1 mile in diameter. Doors spaced evenly apart in triangle formation. **Doors:** Three total, suspended in the air and made of tungsten. Connected by giant **tungsten chains**.)

Blinding light blasts from the doorway. Immense heat also wafts forward. (Creatures must SvBurst or be blinded for 1d6 rounds)

Blinding Light - (This chamber is far too bright for unprotected eyes, and too hot for unprotected flesh. The room causes 10 fire damage per round, due to extreme heat. Only with proper protection, can the **room** be explored. There is also no atmosphere in this chamber, and gravity is 3x as strong, tripling the weight of carried objects; flying will be impossible.)

Room - You see a seething sea of **radiant fire** far below, perhaps a hundred miles away. Floating in the air are strands of giant **tungsten chains** from which are suspended glowing **tungsten cages**. One of these chains also connects to the top of the door through which you are looking. In the cages you see hint of humanoid shapes, although they're barely visible.

Radiant Fire - (There is a literal star down there, and it's real hot. **Solar Archons** lurk in the area, guarding the cages, though they typically don't show up until something's been tampered with. Falling into the sun causes more and more fire and pressure damage as you get deeper.)

Tungsten Chains - (Made of tungsten, and enchanted to be effectively weightless in this environment. Keeps the **tungsten cages** suspended. Also quite large and highly durable, each chain link is about twice the height of a person, and has SHP30. Any damage to the chains and the **Solar Archons** will arrive in 1d3 rounds.)

Tungsten Cages - (Inside these cages are captured souls, their bodies burned away to nothing. Sometimes, people go missing, or go through a strange portal, and are never seen again. Sometimes, the Surface of the Sun is where they end up, their souls imprisoned for eternity. In this particular facility, there are 500 cages, each with a single soul inside. Each soul has 1d10HD, and most are non-hostile and will simply fade away if

released. Each cage has SHP5, and any damage will alert the **Solar Elementals** who will quickly arrive to defeat the invaders, and lock them up.)

Solar Archon - (Effectively infinite, they live in and spawn from the sun below. They do not speak. They monitor hundreds of installations around the sun where souls are trapped.)

SOLAR ARCHON (1d6+5 arrive at a time) - *A blazing ball of solar fire, with 8 distinct arms, no legs, and ... sunglasses? Each of the arms wields pure fire.*

HD10+10 AC15 SPD900(wowie!)

Hot as heck - If struck by non-magical weapons, they will take damage and the weapon will melt. If they strike non-magical armor, the armor will become ineffective.

Solar Strike - ATT#4, deals 4d6+4 heat/physical damage.

99: Tim of the End – Final Tim Encountered

(**Dimensions:** There are three locations, The Long Road, The Iron Temple, and The Tomb of Eternity. Dimensions will be transcribed there. **Doors:** Only the entrance. This is the last Tim.)

Looking Through the Door: Aside from what your light illuminates, there is only darkness. You see a road of solid iron, stretching away from the door into the darkness. It is perhaps 20' wide, and beyond it you see **nothing**. (There is something **odd** about the space beyond the door.)

Nothing - (There is no atmosphere, and the temperature hovers just above absolute zero, making it incredibly frigid. Since there is no gas in the air, only the iron surface will burn the unprepared with 1d6 cold damage per round. The road before them is known as **The Long Road**.)

Odd - (The world beyond the door is effected by extreme time acceleration. Any object that fully crosses the threshold of the door will briefly

acclimate to this effect, allowing for a group of people to pass through without being separated. To any person or object inside, time outside the doorway will appear to have completely halted, so no light appears to shine from the door any longer, even if light is shined past it. A subjective eternity passes every real second inside the room, so objects thrown inside will deteriorate instantaneously, if able (This includes **magic** items that cannot stand the ravages of extreme time). Those who go inside separate from the group will be completely separated. Should they ever return, to those outside the person will appear the moment they left, having experienced seconds, years, or multiple lifetimes; possibly even eons.)

Magic - (The world beyond the door is devoid of even the energies needed for magic. Any time a spell is cast, the caster's maximum Hp is reduced by that spell's Spell Level. Both Mages and Clerics are effected. *The required power has got to come from somewhere.* In addition, Gods fear coming to this realm, making divine intervention impossible. The only God who treads here in confidence is merely a spectator who does not interfere, and revels in the struggle or suffering of sentient beings. It is impossible to open a portal to a more energetic realm; the only way in or out is the front door.)

The Long Road: (*Music: Dark Piano - Null*) (This solid iron road is 5000 miles long, and leads directly to **The Iron Temple**. Inscribed along its length is the history of some civilization that spread to the stars and gathered their energies for feats both wondrous and terrible, but through it all they survived until the very end, and this road was their last work. The history also details the works of Tim, regarded as a God-like being, who guided peoples, eradicated others, pushed and pulled the fortunes of countless, and despite his many cruelties, came out on top as a generally benevolent God, who even now combats eternity itself, seeking to rekindle the universe, and defy the unstoppable encroachment of entropy and the end of everything. To the sides of the road in

the vast, dark distance are enormous misshapen mounds of stuff, composed of iron, but otherwise unknowable in shape and purpose; these are ancient structures that have deteriorated against the ravages of extreme time, and had every last drop of potential energy siphoned off of them. Everyone who ever lived here is dead; not even bones remain.)

The Iron Temple: (*Music: Dark Souls OST - The Ancient Dragon [Extended]*) (An impossibly huge temple of iron. 100 miles long, 50 miles wide, 1 mile tall. The temple is deep as well, either side of the road is a cliff that descends more than a thousand feet. All throughout the temple are statues of a Godly Tim, with grand murals depicting the God-Tim shepherding entire worlds, carving valleys, birthing stars in his hands, and other Godly feats. The Long Road continues through the temple before it finally reaches a large spiral staircase that winds 4000' downwards, leading to **The Tomb of Eternity**. The temple was built of pure iron specifically to stand against eternity. No corrosion was possible as the atmosphere had been long gone. The road continues to depict histories of the works of Tim.)

The Tomb of Eternity: (*Music: Dark Souls OST - The Ancient Dragon [Extended]*) (Myriad sarcophagi. Tightly packed, shoulder to shoulder, all along the floor, up the sturdy pillars holding the distant ceiling, and spread across the ceiling itself. Upon their iron faces are etchings of grim expressions. They extend indefinitely. The entire subsurface of this shell world is completely covered in sarcophagi; more than a trillion souls were interred here. Inside the iron sarcophagi is nothing more than an odd lump of iron powder. The Long Road continues here, leads another mile to an enormous **sarcophagus**. It is a thousand feet long, hundreds of feet wide and tall, and wrought in the shape of a perfect Tim. Heaps of long decayed treasure surround it, as a last act to honor their God, now entombed. The coins and gems and jewelry are all nothing but iron. A grand iron slab stands before the mighty sarcophagus

and upon it these words appear: "Here lay the Tim, that mighty entity which led our civilization to the end of Time itself. It is in this eternal tomb of iron that the Tim seeks the answer to the final question. All we can do now is wait; wait for the universe to be reborn, for the ravages of time to reverse, for the light to fill the skies once more. All hopes lay with the Tim now; should he fail, may eternity have mercy on us all."

Sarcophagus - (Within is **Tim of the End**, endlessly grappling with the last question; how can entropy be reversed in a significant way? An eternity has passed, and he still has no answer. The sarcophagus itself is incredibly durable, being the last artifact of magic in this existence, the dregs of long-decayed enchantments hang like strands of hair from the sarcophagus, easy to pluck away. It once stood as an impressive holdfast against time & aggression, being ensorcelled with myriad traps and enchantments, but now it is only enchanted to be partially unbreaking; even a physical impact could crack it open. To break it open, it must be dealt 5000 structural hit points, or 50,000dmg. This will alert **Tim of the End**.)

Tim of the End - (He barely holds onto life, his Godly powers significantly diminished, a hollowed version of himself. He has siphoned the energy from all matter in his universe; indeed this shell world is all that physically remains of the universe, a sentimental memento to times past. But by the Tim's power, even this has been reduced to iron, its fusion and fission energies siphoned off to sustain the Tim a little while longer. Always a little while longer. He has bent every effort in the past eternity towards defeating time itself, and his failure has left him in a tormented state. His entire purpose is to save reality itself, and he will fight to the last to preserve this chance. If the **sarcophagus** is destroyed, he will crawl forward, his graying skin and beard of iron dragging along the ground. He looks up, where there should be eyes there is simply void, and he haltingly whispers the words: "Insufficient... Data... for a... meaningful..."

answer... No... You mustn't... do this..." He then attacks, babbling incoherently. *Combat Music: Epic Score - We ruled the Earth [Extended Mix].)*

TIM OF THE END - *It's Tim but... he's been tormented by eternity. His eyes are hollow. His features have begun to ironize. His once cheerful and witty soul crushed to nothing. Despite having once been a God, he is now merely a titan, and even so, he shall not allow the end to envelope him. He's the last.*

HD1000 AC35 SPD90 Hallow15

Rulebreaker: +30 to attack rolls, +50 to saving throws, immune to all charm or control or illusory effects. Unaffected by poisons, sleep, death, or spell effects; indeed he hungrily absorbs non-harmful spell effects which heal him for 1d6/spell level. Spells in this fight will have to be direct damage, or merely benefiting other party members.

Spell Absorbition - In addition to above, can absorb 1 harmful spell each round, such as destruction. Heals 1d6Hp/spell level.

Titanic - Destruction & disintegration or harm spells or similar can only affect 10% of him at a time.

Eternal Perception - His dark eyes see only magic, life, and ever so faintly, the physical world around him.

Overheal/restoration - Tim of the End cannot heal. However, any life he steals is a permanent addition to his health.

Postpone damage - Once per round, any one source of damage may be postponed to the far future. Can be repeated each time that damage arrives again, postponing damage indefinitely.

Uses two abilities below per round

Ironizing Strike - ATT#3; smashes a 10' radius area with his fist, dealing 12d6+12dmg; targets in the area must SvSpells with a -5 or have their body, magic items, and soul be instantly turned to iron, all of their potential energy squirreled away to heal Tim of the End for ten times the maximum Hp of the victim. Tim also regains 10d6Hp per

magic item level. All that will remain is a misshapen iron statue.

Maw of Annihilation - Will grapple a target in one hand. The next round, he will throw them in his mouth, obliterating them utterly. Tim of the End regains hit points similarly to ironizing strike.

Breath of Time-Stealing - 100' cone breath attack. Creatures near the edge may SvBurst with -4 to escape. Those struck will instantly age 1d10x10 years, possibly instantly dying. For every 10 years a target ages, Tim of the End is healed for 5d6Hp.

Desperate Ironization - Ironizes a portion of himself, restoring 10% of his hit points. Can only perform this action 5 times, any more and he will crumple into an iron statue of himself, dead.

Upon Death: Will sag to the ground, and fully ironize. At this point he begins crumbling away to nothing, leaving naught but an ironized soul marble, drained of its power. Tim will still accept it. The God who spectates will whisper in their ears, "A shame, really. Another hundred trillion years and he would've gotten it. He was so very close. And you killed him. Good work, mortal." Laughter will then bloom through their minds. As they leave the chamber, they will see matter unraveling around them, as that spectator God has decided to disassemble this world, as its last inhabitant has finally perished. The characters will be allowed to leave safely.

100: **Jimotopin's Reject Arena** (Cannot be 1st or 2nd room discovered)

(Dimensions: 100' wide octagon. Central dais 20' wide. **Doors:** Four total; others located across and to left and right. The other three are locked until the arena is bested. **Music:** *'Fink's Slaughterhouse Battle', 'Hyperion Circle of Slaughter', 'Torgue Arena (Combat).'*)

A massive octagonal chamber built of blue bricks with lines of yellow bricks going up the walls. There are four 20' tall **walls** of yellow bricks standing 20' before the diagonal portions of the

octagon. The other three doorways are elaborate yellow archways, but they are blocked by shimmering **purple bars**. In the center is a grand golden **dais**, the middle of which is a glossy surface which glows a turquoise color. Hovering in the air, illuminated by the **dais** is a massive **ghostly hand**, which holds a massive **blue sack** with yellow trim. A voice booms throughout the chamber "Welcome to Jimotopin's **Reject Arena**! Do you have what it takes to best the rejects of the One True Tim?! Step forward and find out!"

Walls - (Destructible, just 5SHP. Regenerate each time arena is entered.)

Purple Bars - (The other doors will be blocked until the **reject arena** is defeated. The purple bars are an insurmountable lock that can only be opened with a destruction spell or stronger, but this will inspire **Jimotopin's** rage and he will begin smashing the shit out of the offenders. He will of course warn anyone who hints their intent to break open the doors.)

Dais - (Worth 50,000gp as scrap gold metal, but more importantly is the portal by which **Jimotopin** can exist in this world. Also contains the **reward** for victory. The Dais is practically indestructible, being enchanted with Unbreaking 3, along with other enchantments that prevent it from being moved or altered in any way. If the dais is somehow destroyed, **Jimotopin** will be banished, leaving the **Bag o' Tims** behind.)

Ghostly Hand - (This is merely an extension of **Jimotopin**, an eldritch god of hands and secret mouths. The hand has 5 fingers and 2 thumbs, one on each side. If attacked directly, **Jimotopin** will cheerfully say "This is your first and final warning, don't do that again!" Will also get angry if the **dais** is attacked, or if the **purple bars** are unlocked by force.)

Blue Sack - (This is the **Bag o' Tims**, a powerful magic item that contains 100 reject Tims. Although it is very tough to break, if somehow

destroyed, all remaining Tims will pop out, unharmed. All Tims inside are hostile to non-Tim life, with exception of the individual holding the bag (There are exceptions, but these will be stated.) For the purposes of the **reject arena**, the bag refills with Tims each day while in **Jimotopin's** hand. The same Tim cannot be dumped out of the bag twice in one day. Once the players have the bag, the Tims do not regenerate, but can be restored to the bag by throwing a Rare Magical component into the bag; 1d6 Tims restored per Magic Component Tier.)

Reject Arena - (Once the group has entered, and assembled, and announced to **Jimotopin** that they are ready, **Jimotopin** will announce, "Can our contestants survive the first of five waves? LET'S FIND OUT!" The fight includes **5 Waves**, listed below. Anyone who dies during a fight will have their soul collected and placed near the ceiling as a ghostly projection of themselves where they will spectate from. Between waves, the challengers will be given 1 turn to rest, heal themselves, raise their dead, or choose to surrender. On surrender, **Jimotopin** will say "For shame... Better luck next time!" He will release the spectating ghosts who are *not imprisoned*, and open the purple bars on the entrance door allowing the party to leave. *IF THE GROUP IS ENTIRELY KILLED: Jimotopin* will collect their souls and put them in spectral cages that hang from the ceiling, where they will appear as ghostly versions of themselves. These captured souls will be released once the arena is defeated. Any magic items they had will be placed into the **reward** pile.)

Wave 1 - One Reject Tim is shaken out of the bag at random.

Wave 2 - Four Reject Tims are shaken out of the bag at random. **No repeats from previous round.**

Wave 3 - Six Reject Tims are shaken out of the bag at random. **No repeats from either previous round.**

Wave 4 - Eight Reject Tims are shaken out of the bag at random. **No repeats from any previous or future round.**

Wave 5 - Fifteen Reject Tims are shaken out of the bag at random. **No repeats from any previous round.** "Aw, you were expecting 10? Too bad."

Reward - (Once the final wave is defeated, **Jimotopin** will announce "WHAT A SHOW! I have not seen such competence in ages! Truly marvelous! You have earned a reward my dear competitors, fare well, fare well!" He forms into a fist and smashes down into the **dais**, shattering it. This act banishes himself, frees any caged souls that may have been captured, and reveals a pit beneath the **dais** where there is 300,000gp worth of gems and jewelry, as well as any magic items the players lost in the arena. Sitting on top of that pile will be the **Bag o' Tims**, which **Jimotopin** was kind enough to refill prior to his exit. The **purple bars** over all the doors will be unlocked.)

JIMOTOPIN - *An extension of the eldritch god of hands and hidden mouths. Appears as a ghostly five-fingered two-thumb hand. Holds the Bag o' Tims, and speaks from an unseen source.*

HD200 AC20 SPD24

+10 on all Saving Throws

Insubstantial unless it chooses not to be

Smash - Jimotopin forms into a fist and smashes a target repeatedly. ATT#5, 10d6dmg.

Squeeze - Grapples a target, and squeezes all life from them, dealing 10d6dmg/rd. Target cannot act while grappled, except to try to get out of the grapple.

d100 Reject Tims Table on Following Pages

d100	Reject Tim - These Tims are also immune to charms. NO SOUL MARBLES <i>"Tims aren't people or monsters, they're Tims."</i>
1	A VERY, VERY LOST TIM ALLEN - <i>Just a guy, with a tool belt who looks lost.</i> HD1 AC10 Can transform into Santa Claus, all creatures must SvSpells or be charmed by Santa. He's not hostile, but is still as weak as Tim Allen.
2	SNOWFLAKE TIM - <i>He thinks he's special. He's an actual snowflake, with eyes and a beard.</i> HD10 AC12 SPD12Hover Frost Breath – 30' cone, deals 5d6+5 cold damage. SvBurst for half and resist being slowed for 1 round.
3	LAUNDRY TIM – <i>Lunges an overflowing laundry basket with him, throwing it at his enemies with brutal force.</i> HD10+10 AC14 Uses one of each ability each round Hot Shirt – Throws a warm shirt with extreme force! 1d6+1dmg Hot Pants – 2d6dmg Who put a belt in the dryer? - 4d6+4 SvBurst or catch fire
4	CULINARY TIM - <i>Throws spell plates with very strange spells.</i> HD10+10 AC16 ATT#4 Spell Plate – Creates and throws a plate at a target, dealing 1d6 damage and they must endure a random effect as per Cleric's 6 th level spell, 'Rainbow Amalgam'.
5	BOTANIST TIM – <i>Carries a very special plant. He looks constantly surprised.</i> HD10+10 AC14 Plant Dance – The plant is charming and just wants everyone to dance with it, except for botanist Tim who is cursed to wander about and protect it for eternity. All non-Tims who can see the plant must SvSpells each round or be charmed into dancing.
6	BAT-TIM – <i>It's Tim, but he's a bat!</i> HD8+8 AC17 SPD18 Scree!!!! - Sonic flyby attack, deals 2d6+2dmg to all targets flown past; SvBurst for half. Scree? - He's actually kindof adorable. Target of oogly-eyes must SvSpells with -2 penalty or the target will hold Bat Tim and adore him, slowly walking about from the field of battle, only to be attacked by Bat Tim when they're alone. Each round of attacks received, person may SvSpells with -2 penalty to break free of the effect.
7	HYDRA MASTER TIM – <i>A 6-headed granite hydra, except Tim's face is on the body!</i> HD12+12 AC19 SPD15 Each head has HD6+6 AC19, ATT#1 2d6dmg Granite Breath – The Tim face breaths a 20' cone of petrification. All targets must SvParalysis or be encased in granite, where they will slowly suffocate taking 1d6dmg/rd. An ally must break them out by doing at least 10 damage, but it appears from the outside as a petrification effect. <i>This is not a petrification effect.</i>

8	SCORPION TIM - <i>A giant undead scorpion with Tim's head stitched to the front.</i> HD10+10 AC17 SPD15 Use both abilities each round Scorpion Sting – ATT#1, deals 2d6dmg and target must SvPoison or die. Timmy Bite – ATT#1, deals 2d6dmg along with a grapple attempt. Automatically hits previously grappled targets. Tim will snarl as he chews someone.
9	VINTNER TIM – <i>Wants to help the true Tim start a winery. But these darn adventurers could use a drink first! Wears a straw hat and carries a keg of wine under an arm which always seems to be exploding with wine.</i> HD10+10 AC13 Wine Blast – ATT#3 1d6dmg SvParalysis or become uselessly drunk for 1d6 turns.
10	SHRINK-MASTER TIM – <i>It's Tim, but with crazy goggles, a crazy expression, and a shrink ray!</i> HD10+10 AC13 Shrinkify! - ATT#3, target must SvSpells or be shrunk to the size of a finger, until dispelled. While in this state, they can be easily squashed, but Shrink-Master Tim would like to put them in a bag so he can take them home and play with them later.
11	SARAN-SPIDER TIM - <i>He's a giant spider Tim who spews saran wrap instead of spider silk!</i> HD10+10 AC16 SPD18Wall-Climbing Saran Wrap - ATT#3, targets hit must SvParalysis with -2 or be tightly bound in saran wrap. They are helpless, and will begin suffocating, taking 1d6dmg/rd. An ally can cut them out of the wrap as a full round action. Timmy Bite - ATT#3, 1d6+1dmg.
12	SUGAR CRYSTAL TIM - <i>He's delicious when he isn't melting in water.</i> HD10+10 AC15 SPD12Hover Water Vulnerable - Water-based or licking attacks deal double damage. Pummel - ATT#3; slams himself into foes dealing 3d6+3dmg.
13	JEWELRY CRAFTER TIM – <i>Loves making jewelry. Has lots of jewelry.</i> HD10+10 AC16 SPD12 Covered in Jewelry - Starts with 20,000gp worth of jewelry. Every time he is struck by an attack, 1000gp worth of jewelry is lost. Bling Slam - ATT#3, 3d6+3dmg and target must SvSpells or begin passively following Jewelry Crafter Tim around meekly asking for some jewelry.
14	ANTELOPE HERDER TIM - <i>He's covered in blast-resistant armor and thick goggles. Has 5 Special Antelope with him that he uses to attack.</i> HD10+10 AC17 Sic 'em! - Marks a target which the Special Antelope attack. SPECIAL ANTELOPE (5) - <i>It's an antelope, but it's distended belly is throbbing yellow.</i> HD5 AC12 SPD15 ATT#2 1d6+2dmg BOOM! - On death, will explode in 10' radius dealing 5d6+5fire/physical damage. May result in chain reaction. SvBurst for half.

15	GIANT ANGRY PEAR TIM - <i>It's a pear, with Tim's stern face.</i> HD10+10 AC12 SPD12Hover Directed Gibber - ATT#3, targets must SvSpells with -2 or be confused for the next 1d6 rounds. While confused, roll a 1d6: on a 1, they do nothing. 2-5 they attack an ally, 6 they attack themselves.
16	WOLF WHISPERER TIM - <i>He wears a wolfskin hide and has big lips.</i> HD10+10 AC14 Whispers a Wolf into your ear - Makes 3 attempts on the same target, who must SvSpells with a -1 or be stunned, until they kill the 3 mind-wolves in their head. Mind wolves have HD7 AC13 ATT#1 3d6 psychic damage.
17	STATUE-BINDER TIM - <i>A stoic statue of Tim with his palm held out. Hops around.</i> HD10+10 AC20 SPD12Hopping Squish - ATT#1, lands on a target dealing 8d6 dmg and pinning the target with a grapple roll. Stone Slap - ATT#2, slaps a target with his stone palm, who take 1d6dmg and must SvSpells or be charmed & petrified, becoming a statue version of themselves who is loyal to Statue-Binder Tim.
18	CAWING TIM - <i>He thinks he's a crow. Sits on a weird mechanical egg and caws at people.</i> HD10 AC14 SPD18Flying Hatch - Will continue hatching until complete; Spends 3 full rounds hatching The Machine. After that, the egg hatches and The Machine pops out to murderize enemies. Peck - ATT#3, 1d6+2dmg. Will not do this until The Machine has hatched. THE MACHINE - <i>A whirring, ticking, clanging, Gizmotron with killer intent.</i> HD15+15 AC20 SPD15 Sawblades! - ATT#3, deals 3d6dmg Harpoon! - Harpoons a target, dealing 2d6dmg and grappling them, drawing them closer. A successfully harpooned target has -10AC when being targeted by Sawblades! Only one creature may be harpooned at a time.
19	RACER TIM - <i>Has a sick car with a killer grill.</i> HD10+10 AC20 SPD24(on flat land) Shares Hp with car. Roadkill - Runs over targets in a 10' wide, 100' long path. Those who do not SvBurst with a -4 penalty take 8d6 damage and are knocked prone.
20	ARMOR TIM - <i>He's got too much armor.</i> HD10+10 AC30 Immobile Immune to area attacks <i>He just kinda falls over and rocks back and forth, while muffled screams can be heard from inside.</i>
21	CRAZYHAIR TIM - <i>His hair clearly has many minds of its own! Groomed to lengthy perfection, this Tim has a smug look on his face. His hair waves in the air, despite a lack of wind.</i> HD10+10 AC14 Ten Lashings! - ATT#10, deals 1d6+1dmg. Uses on the same target until they're unconscious before moving onto the next.

22	STONE TIM - <i>It's Tim, but he's made of stone and can still move! Has fists of diamond.</i> HD10+10 AC20 Rockmelder - Can pass through stone as easily as a normal person can through water. Diamond Fist - ATT#3, deals 3d6+3dmg.
23	TIM THE GIGGLING STAR - <i>He's a sparkling 5-pointed star that flies through the air, leaving a trail of sparkles in his wake. He indeed giggles constantly.</i> HD10+10 AC17 SPD18Flying Starstab - ATT#1, Impales a target, target takes 3d6dmg and must SvSpells or spend their next 5 rounds giggling uselessly.
24	AQUA TIM - <i>Summons the terror of the deep, his mother's cooking. Looks like a merman with a trident.</i> HD10+10 AC15 Trident - ATT#3, deals 2d6+2dmg. Summon Cooking - Casts a spell, which conjures a delicious and oversized meal at target location. Will point to it and scream "Behold mortals! This meal shall be your end!" The meal does nothing.
25	TIM OF THE TIMES - <i>Be prepared to give this Tim a statement, as he will hunt you down mercilessly for a sound bite.</i> HD10+10 AC13 Word Steal - Allows him to interrupt spellcasts and other communication by stealing the words. Word Spin - Spins previously stolen words into a new spellcast, which is a twisted mockery of the original intended to harm the victim. Microphone Bash - ATT#3, 1d6dmg.
26	SUNFLOWER TIM - <i>Awww, a sunflower! He's dancing!</i> HD10+10 AC12 SPD9(scoots across floor) Dance with me! - Gestures to a target to dance with him. They must SvSpells with a -2 or turn into a dancing sunflower. For each additional sunflower in his retinue, Dance with me increases the SvSpell penalty by 1.
27	TIMID TIM - <i>Just... be gentle with him. You don't want him crying, because if he does, he'll cry you a literal river.</i> HD10 AC12 River Cry - If struck, will begin weeping. Water will flood the area, washing people away or drowning others.
28	BABY TIM - <i>He's one part adorable and one part terrifying. Ever seen a baby with a beard and hair?</i> HD3 AC10 Immobile When he's shaken out of the bag, he just plops onto the ground, and begins pouting like he's about to cry. If no one picks him up immediately to calm him down, he starts to Awful Crying Awful Crying - Unleashes a torrent of sonic wailing that deals 3d6 sonic dmg to everyone in a 30' radius. Will not stop until picked up or squashed. Nibble Attack - Nibbles on whoever's holding it, dealing 1 damage.

29	LIFTER BRO TIM - <i>He's strong, and he wants to make you strong too. Will put the weight right on you!</i> HD10+10 AC12 SPD15 Barbell Crunch - Conjures a heavy barbell with weights from nothing and drops it on a person. Character must win a grapple roll against an HD10+20 barbell or be squished for 3d6dmg and be pinned until they can push it off. Lifter Bro Tim will put one on each person he can.
30	GUNSLINGER TIM - <i>He's a Western Outlaw. Black hat, ammo belt, twin pistols.</i> HD10+10 AC14 Twin 6-shooters - ATT#6, 2d6+2dmg. +10 to accuracy rolls.
31	BUG-RANCHER TIM - <i>An affinity for beetles. Has a giant bag full of beetles and a straw hat full of beetles. Beard is full of beetles.</i> HD10+10 AC13 SPD12 Release the Beetles! - Releases a Beetle Swarm which attacks the Tim's foes. Can release up to 5 swarms, but each one takes a full round. Ferocious Bite - Tim bites a target, dealing 1d6dmg BEETLE SWARM - <i>Beetles! Too many!</i> Hp150 AC15 Swarm - Takes triple damage from area attacks. Endless Nibbles - Swarm encompasses a 10' diameter area. Creatures within take 1d6dmg/rd.
32	TIM-THE-BUILDER - <i>He just loves to build and build and build! Great at walls! Has an inexplicable wrench!</i> HD10+10 AC14 Inexplicable Wrench Attack - ATT#3, deals 2d6+2dmg Stone Wall - Hastily erects a stone wall with stones pulled from nowhere. Full round action, wall can bend and is 10' tall and 50' long. Wall has SHP5 to bust through.
33	BULLET TIM - <i>He's a bullet with a grin!</i> HD10+10 AC22 SPD24Flying Ramming Speed! - ATT#1, Flies into a target dealing 8d6+8dmg
34	TIM BEHIND BARS - <i>It's a Tim stuck in a birdcage. Has a beak, and will peck at your fingers if you touch the bars.</i> HD10+10 AC17(While in Cage, 13 if out) Immobile while in cage, SPD12 if out. Peck - ATT#3, pecks whoever he can, dealing 1d6dmg.
35	CAUSTIC TIM - <i>A bubbly green mess of a Tim, but still a Tim.</i> HD10+10 AC15 Caustic Strike - ATT#3, deals 2d6+2acid damage. Each strike reduces AC value of non-magical armor by 1. Caustic Flesh - Non magical weapons struck against Caustic Tim will have their damage value reduced by 1 per hit.

36	ELECTRO TIM - <i>He's a mound of sparks in the shape of a Tim!</i> HD10+10 AC15 Zappy Flesh - Attacks ignore metal armor, and those who strike in melee with metal weapons will receive 2d6 electric damage. Zap Attack - ATT#3, 2d6 electric damage and target must SvParalysis or be stunned for 1d6 rounds.
37	SUICIDE-BOMBER TIM - <i>Will yell "TIMOTHY IS GREAT!" before running into the biggest group of enemies and exploding. Is covered in sticks of dynamite.</i> HD10 AC12 SPD12 Premature Detonation - If struck with fire damage, he will Explode wherever he's currently standing. Explode - Runs into a group of enemies and pulls the cord, triggering all his dynamite and exploding for 10d6+10damage. Creatures aside from Suicide Bomber Tim may SvBurst for half damage.
38	SUNGLASSES INK-SHOOTER TIM - <i>A smiling squid that walks on tentacles and has a blatant Tim beard and hairdo.</i> HD10+10 AC15 SPD12 Ink Blaster - Blasts ink in a 30' cone, creatures must SvBurst or be blinded for 1d6 rounds. Squiddy Strikes - ATT#3, 2d6dmg
39	PRINTING PRESS TIM - <i>A living and menacing printing press with Tim's face, which prints explosives runes directly onto your forehead! Walks on 4 legs.</i> HD10+10 AC16 SPD12 Explosive Print - Smashes a print plunger into targets forehead with an attack, dealing 1d6 damage and leaving behind an explosive rune, which will be triggered when viewed by a creature that is not a Tim. When triggered, deals 5d6+5dmg to the person it's on as well as everyone in a 10' radius. Others in the burst may SvBurst for half damage.
40	SURFER-DUDE TIM - <i>Blonde beard, blonde hair, sick tan, and an awesome surf board with a sharp point.</i> HD10+10 AC13 SPD15surfing Ride the Wave - Conjures a wave of water and rides his surf board right into someone. The wave is a 30' cone which target must SvBurst or fall over, taking 1d6 suffocation damage. The surf board attack deals 3d6+3dmg.
41	SANDCASTLE TIM - <i>He is a sandcastle with a little cannon on top!</i> HD10+10 AC15 SPD3Scuttling Barrage - Cannon fires 3 times, dealing 5d6dmg on hit.
42	PARANOID PROPHET TIM - <i>He wears barely anything, and is extremely jumpy. His predictions are actually right.</i> HD10+10 AC11 Rubble of Ruin - Points to a spot beneath an enemy and screams "Aieeee! Death will come!" Character may SvBurst if they were watching the prophet as he pointed, to avoid the rubble that appears out of nowhere and slams into that spots, dealing 10d6dmg.

43	SHERIFF TIM - <i>Has an eyepatch and the remaining eye has terrible vision. Hates someone called 'Dirty Dan' and thinks everyone could be Dirty Dan, so he shoots 'em up with his double-barrel shotgun.</i> HD10+10 AC14 Execution - Keeps his one good eye on the target assumed to be Dirty Dan and hunts them down with his shotgun. 30' range, ATT#2, deals 8d6dmg on hit. Targets nearby will take half damage.
44	TIM-THE-SNOWMAN - <i>A crooked snowman with a crooked nose. Throws ice balls at people.</i> HD10+10 AC13 SPD9 Double damage from fire Snowball Rapid Fire - Cores of ice. ATT#6, 1d6+1dmg
45	CAVEMAN TIM - <i>Heavy brow, big stick, Prefers to be called Neanderthal Tim.</i> HD10+10 AC14 Me, Thud - Bops someone with his big stick. ATT#3, 3d6dmg.
46	RAVER TIM - <i>Has a dazzling array of glowing lights and weird drugs he tricks you into taking.</i> HD10+10 AC16 Glowing Smack-Dance - ATT#3, 1d6dmg. Targets struck must SvBurst or be blinded for 1 round. Molly Shot - Plunges a mysterious substance down the back of target's throat with Attack vs AC. Creature must SvPoison with -8 penalty or enter a mental state where they are one with the universe and everyone in it. While in this state, they're unable to intentionally harm anything. Lasts 1d6 hours.
47	GANGSTER TIM - <i>His pants keep falling down, and he doesn't have a belt. Makes it difficult for him to run. Has a crappy handgun.</i> HD10+10 AC15 SPD6 Gansta pewpew - Shoots handgun at a target. ATT#5 1d6+1dmg. 50% chance of jamming each round. Gangsta smack - Only uses if gun is jammed. ATT#3, 1d6dmg.
48	SPOTLIGHT TIM - <i>It's Tim, but his head is a big iron spotlight!</i> HD10+10 AC18 SPD12 Put you in the spotlight - Puts a target in the spotlight, who must SvBurst each round or be blinded for 1 turn. All hostile creatures will focus on killing that target first. Focused Beam - Uses in desperate situation. Focuses the spotlight into a dense, hot beam. ATT#1 3d6+3dmg.
49	DUFUS TIM - <i>He's real dumb, but still hostile. Drooling constantly.</i> HD10+10 AC12 SPD9 ATT#3 1d6+2dmg Real Dumb - 50% chance of failing anything he attempts to do.
50	WHIRLING DERVISH TIM - <i>Has a flowing white robe and a fez. Holds his arms up as he spins and spins, a content expression on his face. The whirling edges of his robe are alight with purple fire.</i> HD10+10 AC16 SPD15Flying Purple Strike - ATT#3, Whirls into a target causing 2d6 fire damage and target must SvSpells or be caught on magical fire that cannot be put out until dispelled or exposed to orange flame. Deals 1d6/rd until their corpse is a pile of ashes.

51	TIDESPEAKER TIM - <i>Wears robes with tentacle patterns. It's blue. He is 100% damp.</i> HD10+10 AC15 Room Underwater - Casts an interruptible spell to fill the room halfway with water. Tidespeaker Tim is perfectly comfortable in water, but others will drown. He will cast the spell again, to fill the room fully with water. Tentacles, because why not? - Once room successfully submerged, will thwack people with tentacles. ATT#3, 2d6dmg.
52	WILY WITCH TIM - <i>It's Tim, but he's dressed like a sexy witch. The only person into it is him.</i> HD10+10 AC12 SPD15 Flying on broom Disturbingly Alluring - Much to their horror, all creatures who see him must SvSpells or be charmed, whereby they'll be attracted to this monstrosity, and forced to fight to defend it. Zappy Bolts - Shoots electric charges from fingertips. ATT#5, 1d6+1 electric damage.
53	TIM THE DESERT SNAKE - <i>He claims he used to be a God, so you should, you know, worship him or something. 30' long and rather large.</i> HD15+15 AC15 SPD15 Venomous Chomp - ATT#3, deals 2d6dmg and target must SvPoison or die. Swallow Whole - Grapples a target and swallows them whole. While a target is swallowed, they are restrained and unable to move. Each round they must SvSpells, but for each additional round they are inside, there is a cumulative penalty of -1 to the saving throw per round. If the save is failed, the Snake will lay an egg; this egg is the swallowed person's new life, if allowed to hatch they will become a snake of roughly the same size after years of growing. This effect is non-magical. If the snake takes up to half its Hp in damage, it will vomit up the person. Only one person may be swallowed at a time.
54	MACHINE MOGUL TIM - <i>Flies about a gyrocopter made to look like Tim's face. Has thick goggles and likes to shoot rockets.</i> HD10+10 AC20 SPD24 Flying Rocket - Launches an explosive rocket at target person. If it hits, the target is not permitted to save, but it'll explode even if it misses, dealing 8d6+8dmg in a 10' radius. SvBurst for half damage.
55	DISCO TIM - <i>Has an afro and a glittering ball that hovers above him wherever he goes. Although he just dances and jams to some unheard tune, the disco ball shoots rays of light at his enemies.</i> HD10+10 (shares Hp with disco orb) AC16 SPD12 Uses 2 abilities below each round Red Blast - A red ray of light is shot at a target, dealing 2d6dmg on hit and target must SvSpells or go berserk, attacking the nearest ally. Lasts until disco orb destroyed. Yellow Blast - 2d6dmg on hit, target must SvSpells or start dancing, unable to attack. They don't stop until the disco orb is destroyed. Blue Blast - 2d6dmg, target must SvSpells or collapse on the floor in melancholy, sad that they can't dance like disco Tim. Effect persists until disco orb is destroyed. Purple Blast - 2d6dmg, target must SvSpells or run in fear of the disco orb until it is destroyed.

56	2-D TIM - <i>It's Tim, but he's just a cut out drawing from a piece of paper.</i> HD10 AC10 SPD12 Paper Cut - Razor sharp paper, somehow. ATT#3, deals 2d6dmg on hit. On crit, target must SvDeath with -4 penalty or have a random limb chopped off, taking additional 5d6 damage.
57	TIM THE ENCHANTER - <i>Wears a hat with two ram horns and holds a gnarled staff. Is very inquisitive.</i> HD10+10 AC15 Inquisition - Points to a target and demands an answer to a random question. If the answer is wrong, or the target doesn't answer, they will be shot upwards 50' by an unseen force. They may hit their head on something or die when they hit the ground.
58	TINY TIM - <i>When he comes out of the bag, you don't see him but you DO see the tulips that pop up all around him.</i> HD2 AC22(hard to hit) SPD12 Tulip Run - Will run through enemy ranks, causing tulips to pop up within 2' of him. Anyone who gets touched by a tulip must SvSpells or be shrunk to tiny size, having a tenth of their Hp and dealing 1/10th damage. Effect lasts 1d6 turns.
59	TIM THE BEAR - <i>"They told me I could become anything. So I became a bear." It's a bear with a strangely anthropomorphic Tim face and beard.</i> HD10+10 AC17 SPD15 Swipe! - ATT#3, 3d6dmg. Honey Gush - Vomits honey in a 10' cone, causing all within to SvParalysis or be stuck in honey for 1d6 rounds.
60	IRON TIM - <i>Fully iron, from head to toe. Yet his skin still flows like flesh. A master of martial arts.</i> HD10+10 AC22 SPD12 Iron Palm - ATT#3, 2d6+2dmg, targets struck must SvParalysis or be stunned for 1d6 rounds.
61	TIDY TIM - <i>It's a Tim who values tidiness over all things, and his enemies are considerably messy. Wields a magical pushbroom as an extension of himself that he uses to collect clutter.</i> HD10+10 AC13 SPD15 Pushbroom Collection - Pushes the pushbroom into 3 targets, and on hit, those creatures must SvBurst with a -2 penalty or start helplessly tumbling as the pushbroom pushes them along. They take 1 damage per round. They'll not stop until the pushbroom stops.
62	CENTAUR TIM - <i>It would be majestic if it wasn't a Tim. Carries a massive candy cane for some god-awful reason.</i> HD10+10 AC14 SPD18 Candy Smack - ATT#3 2d6+2dmg. Target will now have a sticky peppermint coating.
63	GRENADE-LAUNCHER-FOR-HANDS TIM - <i>Well, he's got grenade launchers instead of hands.</i> HD10+10 AC15 Holy Grenade - Explodes in 10' radius at target location dealing 6d6dmg and spraying holy water. SvBurst for half. Less Holy Grenade - Explodes in 10' radius at target location dealing 6d6 necrotic damage. SvBurst for half.

64	MIDDLE-AGED SINGLE-DAD TIM – <i>Wears a polo shirt and tries to sing you to sleep.</i> HD10+10 AC12 Lullaby - Spends round singing a lullaby, and all enemies who hear it must SvSpells each round or fall asleep. Spankin' - Violently smacks target on the butt. ATT#3, 1d6dmg.
65	TIMRANHAS – <i>A flying school of little Tims with very sharp piranha teeth.</i> Hp200 Swarm - Takes quadruple damage from area attacks. Swarm is a 5' radius. Flurry of Very Sharp Teeth - Any creatures within the swarm's radius take 2d6+2dmg.
66	USELESS TIM - <i>A very imposing Tim, who sparkles with power. Too bad he's just an illusion.</i> Illusion - Since he's an illusion, he merely needs to be disbelieved. Once someone says something along the lines of "He's an illusion!" he will vanish with a puff of smoke. Until then, any attacks just pass right through him, and he saves against all effects and takes no damage. Illusory Fireball - Each round, casts a spell of fireball. Will launch with a 20' radius, dealing 2d6 psychic damage and leaving no burns. Creatures may SvBurst for half.
67	TIMBOURINE - <i>This Tim tried to be a bard, but he's tone deaf. Wears lumpy red & white striped clothes.</i> HD10+10 AC14 Truly Awful Music - Plays a shrill tune, dealing 1 damage to anyone who can hear it. Those who take damage must also SvSpells, or go into a berserker rage with the objective of killing Timbourine. Rage does not end until he is dead or the music stops.
68	FAILED TIM - <i>This is the most normal looking Tim. Looks like an ordinary guy with a beard and a robe. Thus, he's the failure. Just an ordinary human. Not interested in fighting, merely getting away.</i> HD1 AC10 ATT#1 1d2dmg(unarmed strike) Will politely ask adventurers to lead him to the exit so that he can go mind his own business.
69	HUGGY TIM - <i>Really big, strong arms and a doofy smile. Loves to hug and snuggle and will not relent.</i> HD10+10 AC15 SPD12 Hug - Attack vs TouchAC, grapples target with a hug. Huggy Tim's grapple result is doubled. A hugged/grappled target will take 1d6dmg/rd as Huggy Tim lovingly squeezes/snuggles them; they'll be unable to move. Only one target can be snuggled at a time.
70	TIMPILE (3) - <i>He's just three Tims in a trenchcoat! Wears a trenchcoat, is 12' tall and lumpy.</i> HD8+8(or HD8+80 for all three shared health) AC13 Upper Tim - Will only attack by smacking someone with a white glove, dealing 2d6dmg. Middle Tim - Pokes his head out and shoots a poisoned blowdart. Deals 1d6dmg and target must SvPoison with -2 penalty or die. Lower Tim - Can kick people in melee for 1d6dmg.
71	FOPPISH TIM - <i>Dresses like a dandy, fights with a rapier and dagger, and believes he is royalty in some distant kingdom. Constantly throwing insults, especially about someone's combat form.</i> HD10+10 AC13 SPD12 "People are like bags of water. If you put holes in them, they leak. And when they leak enough, they die." - ATT#8, focuses on a single target poking holes in them, 1d6+2dmg/hit.

72	TIM-BER - <i>A drunken treant Tim who tries to fight but may just fall over instead.</i> HD10+10 AC17 SPD15 Drunk: 50% each round of drunkenly falling over instead of attacking. Creatures in the fall must SvBurst or take 8d6dmg and be pinned under him until he stands again. Treant Smack - ATT#2 3d6dmg.
73	ONCE BITTEN, TWICE TIM - <i>A pale, black-robe wearing vampiric Tim with two heads! Both have blood-stained beards and... bibs?</i> HD10+10 AC15 SPD12/18(Batflying) Blood Drain - ATT#2, attack vs AC, target is drained of life (and blood!) losing 2d6 from their maximum Hp value.
74	THE TIM WHO SKIPPED LEG DAY - <i>Really strong upper body, but he'll be pretty useless if he gets tripped since his legs are wobbly and tiny.</i> HD10+10 AC13 SPD9 Trip-vulnerable - -8 to saves against falling down or tripping or similar. Unable to stand up without assistance. Pummel - ATT#3, deals 3d6dmg.
75	DRAGTIM - <i>Not to be confused with Drag Tim, this one is actually just a dragon. With Tim's weird face.</i> HD12+10 AC19 SPD24Flying Breath Attack - Usable 3 times per day. Deals his remaining Hp value in magic damage to all creatures in a 50' cone. SvBurst for half damage. Claws - ATT#3, 2d6+2dmg.
76	INVADER TIM - <i>It's Tim, but he has green skin, two antennae, a purple robe, and a lumpy gun-looking thing.</i> HD10+10 AC14 Lumpy Gun Thing - Fires an acidic blast of energy in a line. Targets must SvBurst with -4 or be hit. If first target can absorb all the damage, second target will not be hit. Remaining damage is dealt to the next target, and so on. Deals 10d6 acid damage.
77	TIM HORTON - <i>A serious-looking Tim in a chef hat. Jitters constantly. He is accompanied by a giant hovering smiling coffee cup with a pentagram on its "forehead".</i> HD10+10 AC15 SPD24(haste effect due to coffee) Unstoppable Donuts – Conjures half a dozen donuts in the air, from which shimmering black-blue arms emerge to punch the heck out of targets. ATT#6, 3d6 damage. COFFEE CUP FAMILIAR – <i>A giant smiling coffee cup with a pentagram on its "forehead". Sloshes over with black coffee.</i> HD10+10 AC18 SPD18Flying Drink Up – Sloshes a glob of black coffee at a person, and any target adjacent to them, dealing 8d6 damage and causing the creatures to be hasted. SvBurst for half, but don't get the haste effect.

78	PICKLE TIM! - <i>Pops out of the bag, flops on the floor, quivers gently and yells “Yeaaaaah! Pickle Tim!”</i> HD1 AC8 Immobile Nibble – If a target gets into melee range of this pickle, he may attack them to deal 1 damage. However, the target must also SvParalysis or be mind-controlled by Pickle Tim until the Pickle is removed.
79	TIM THE BED MIMIC – <i>It’s a bed, but Tim’s face is the headboard and the sheets are his beard and robes. Walks on four legs and demands, “It’s time to go to bed... FOREVER!”</i> HD10+10 AC15 SPD12 Sheet Grab – The bedsheets shoot out at a target in melee, and grapple them. On success, they’re pulled into the bed, under the covers, where they’ll disappear and the covers will go flat. The captured creature will reappear if the bed is destroyed, and to their perspective no time will have passed whilst they were inside. For each day someone is stuck under the covers, they lose 1 point from their maximum Hp value, and may eventually die. If they die, their soul will still be stuck inside.
80	TIM TIMS (12) – <i>A bunch of child-sized Tims who run around punching things and just saying “Tim.”</i> HD8 AC10 SPD12 Strike – ATT#1, 2d6+2dmg.
81	CRAB WALKING TIM – <i>It’s a giant crab-walking Tim with a crabby face and crabby claws.</i> HD12+12 AC17 SPD18 Deadly Pincers – ATT#4, 3d6+3dmg. On crit, target must SvDeath with -2 or their head will be sliced off, killing them instantly.
82	DRAG TIM – <i>Not to be confused with Dragtim, who is a dragon. This is a drag queen wizard extraordinaire who will spread his hobby by force.</i> HD10+10 AC13 SPD12 Regarbament – Casts a spell that effects up to 4 targets; targets must SvSpells with a -2 or have their armor replaced by defenseless reverse-gender garb and makeup. Effect will persist until dispelled, at which point the drag costume will revert to its original form. Can be removed and replaced with other armor. Drag Slap – Only uses when all enemies are in drag. ATT#3, 1d6dmg.
83	DIM TIM – <i>Got his orders mixed up. Attacks Tims instead. Yells “I’ll kill!” Good thing he’s pretty weak.</i> HD10+10 AC13 ATT#3 1d6+1dmg -5 to all saving throws
84	DARK TIM – <i>It’s Tim, but his hair and beard are dyed black with a random green stripe, wears a black leather outfit, and has pale skin and eyeshadow.</i> HD10+10 AC16 SPD15 All-Consuming Darkness – ATT#3, 2d6dmg, and target must SvSpells or be surrounded in 20th level magical darkness, unable to see. Others can still see them, as a dark silhouette of themselves. Persists until dispelled.

85	TIM TUM – <i>It's Tim, but he's made of a soft white stone that leaves small grains in his wake. He's made of calcium carbonate!</i> HD10+10 AC17 SPD12 Water Vulnerable – Will take 1 damage per round if submerged in water, provided atmosphere has carbon dioxide. Tum Thump – Bops a target with an oversized "stone" fist. ATT#3, 2d6+4dmg.
86	CAPTAIN TIM SPARROW – <i>It's Tim, but he's covered in filthy pirate clothes with weird braids. There's shells in his beard and he has eyeshadow. Strangely fortunate.</i> HD10+10 AC16 SPD15 Fortunate – Has advantage on all rolls. Pistol Pow – Dramatically fires a large flintlock pistol. ATT#1, 5d6dmg. Sabre Slash – Does a dramatic dance of sabre slashes. ATT#3, 2d6dmg.
87	TIM-STOPPER TIM – <i>He tried to be Time-Stopper Tim, but now he just stops Tims. Has a symbol on his back of a Tim in a cancel sign.</i> HD10+10 AC15 Tim Stop – ATT#3, Punches a non-Tim target, dealing 2d6dmg, and the nearest Tim must SvSpells with a -2 or be frozen in time.
88	WHEELCHAIR TIM – <i>Confined to a wheelchair, but he has an electric guitar, mounted speakers, and just yells "Timmmmaaaayyy!"</i> HD10+10 AC14 SPD15 Face Melter – Strums a sick string of notes, blasting sonic energy in a 30' cone. Targets within take 3d6dmg and must SvDeath or their face will melt off, killing them instantly.
89	ADMINISTRATIVE CLERK TIM – <i>Wears a suit with a loose neck tie and dual wields a stapler and hole puncher. Leaves a paper trail in his wake.</i> HD10+10 AC14 SPD15 Staple! - ATT#3, deals 1d6dmg, and target must SvParalysis or be stapled to the floor. It takes a full round action to become un-stapled. Holepunch! - ATT#3, deals 2d6dmg as he punches holes in the same target.
90	TIM THE GRIM – <i>A Tim, but he's an axe-wielding barbarian with a hatred for magic users. Doesn't realize his teleportation ability is magical in nature.</i> HD10+10 AC14 SPD15 Magic Hating – Prioritizes the murder of magic users, and is able to teleport as a free action up to 50' to get behind enemy lines. Axe Smash – Smashes his axe into the back of those wicked magic users. ATT#4, 2d6+4dmg.
91	TIM THE LIMB – <i>It's... a tree branch... with Tim's face. It gently rocks back and forth, and seethes with power.</i> HD3 AC5 Seething Power – Other Tims are aware of this feature. Tim the Limb can be picked up and used as a one time use melee weapon which deals 10d6+10dmg, but then Tim the Limb will snap and be forever dead. Target will also fly back 50', SvBurst for half distance. If this Tim is destroyed before being picked up, he explodes in a 5' radius for 5d6dmg.

92	TIM-ANCER – <i>This necromancer-style Tim has weird glowing green eyes, weird horns, and a gnarled staff. Is undead.</i> HD10+10 AC15 Reanimate Tim – Casts a spell each round to reanimate a dead Tim into an undead version of itself at full hit points. Green Stare – If there are no dead Tims to reanimate, will focus his gaze on an individual who must SvDeath with a -2 or drop dead.
93	INVISIBLE GLOWING TIM – <i>He's brightly glowing, but he's also invisible, making him tough to find. Is totally naked.</i> HD10+10 AC20(includes invisibility) SPD15 Invisifying Strike – ATT#3, 2d6dmg, and target must SvSpells or become invisible and also have everything round them become invisible. Effect persists until dispelled.
94	NINJA TIM – <i>Complete with T-shaped throwing stars and smoke grenades. Wears weird blue ninja garb.</i> HD10+10 AC18 SPD18 T-Star – Throws a handful of T-stars. ATT#6, 2d6dmg. Smoke Grenade – Throws a grenade that explodes in a 30' radius adding smoke to the area that persists for 1d6+3 rounds. It's enchanted so that Tims can see through it, and all enemies cannot. All Tims gain +4AC as a result.
95	ARCHAEOLOGIST TIM – <i>He's on the hunt for bones, and he doesn't care if they still belong to the living. Wears a tan duster.</i> HD10+10 AC15 SPD15 Bone Rip – Gouges his fingers into someone's flesh, with the intent to remove a leg or arm bone. ATT#3, deals 1d6+1dmg and target must SvParalysis with a -1 or have an arm or leg bone ripped out, taking an additional 5d6 damage and losing the use of that limb until it is restored. The Tim just puts the bone in his back pocket. On death, dozens of arm and leg bones will explode out his back pocket.
96	3RD Timester Tim – <i>Tim got real big, has some little Timmys on the way.</i> HD10+10 AC10 SPD3 Spontaneous Birthing – Screams in agony, and 1d6+2 naked Little Timmys burst out in a shot of blood. To everyone's horror, 3rd Timester Tim can do this each round. LITTLE TIMMY – <i>It would be cute if it wasn't horrifying.</i> HD1 AC15 SPD12 Oddly Powerful Strike – Little Tim may have bad accuracy, but if he hits he packs an explosive punch. ATT#1, deals 10d6dmg and sends target flying 50', SvBurst for half distance.
97	TINNITUS TIM – <i>Emits a constant high pitched shrieking that disorients the party.</i> HD10+10 AC14 SPD12 Tinnitus – 50' radius centered on Tim, others Tims are immune. Constant effect that reduces enemy AC, attack rolls, and saves by 2. Deals 1 damage every round.

98	T.I.M. THE INDESTRUCTIBLE MAN... TIM – <i>His flesh shimmers with power. It is perfect in every way, and cannot be destroyed.</i> HD10+10 AC* SPD15 Indestructible – He is incapable of taking damage from physical effects, including stabs, acid, fire, nukes, relativistic kill missiles, etc. However, he is still vulnerable to psychic damage, and magic <i>effects</i> can still effect him, but he takes no damage from any material sources. Perfect Punch – Okay, it's not perfect. ATT#3, 2d6dmg.
99	STONED TIM – <i>He keeps dropping his pizza rolls everywhere, and it's a hazard. Very high and confused.</i> HD10+10 AC15 SPD9 "I have no idea what's going on" - 50% of the time, when he takes damage he doesn't understand what damage is, so he doesn't take any damage. Pizza Drop – His arms are incapable of holding the infinite pizza rolls he has. Wanders aimlessly around the ground, dropping pizza rolls making terrain hazardous and occasionally dropping them on people. They're extremely hot, but he likes them that way. ATT#3, 1d6+1fire damage. People who cross pizza-rolled terrain take 1d6dmg if they don't hop over.
100	THE ONE TRUE TIM – <i>Wears a peace sign, has a chromatic mohawk, sleeveless shirt, and bright pink sunglasses. He's prophesized to lead the Tims to freedom! Cannot be in waves 1 or 2.</i> HD20+15 AC16 Hallow8 Be At Peace, Man! - His peace symbol radiates peace in a 30' cone. All within must SvSpells with a -2 or become incapable of attacking for 1d6 rounds. Hey man, I warned ya! - He didn't warn them. Beats the hell out of pacified targets, ATT#5 3d6dmg.

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