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Addenda to The Wizardarium of Calabraxis

\$1.00 <http://www.drivethrurpg.com/product/131489/The-Wizardarium-of-Calabraxis>

Village of Willowcroft

Rumors and Myths

The Hooded Man

In Willowcroft, people going missing and turning up with their heads gone is not a common occurrence, but it is certainly not unknown. Every once in awhile, it'll happen. There will be a stir, but then things will settle down again. What is to be done? It's happened enough for the village to learn the danger of blaming each other and performing witch-hunts.

The events, however, have led to the propagation of the myth of the Hooded Man. The tale is, when someone has done something bad enough and has kept it a secret long enough, it calls the Hooded Man. The Hooded Man is a large, hunched-over, bent figure who hides his face behind an executioner's hood and wields a large, rusty axe with a jagged, broken, blood-stained blade. He is heralded by the appearance of large bats.

Parents tell their children stories about the Hooded Man and warn them if they go out late at night into the forest, stray too far from town, or keep an evil secret for too long, first will come the bats and then the Hooded Man to take their heads in payment for their misdeeds.

Phineas Gage killed his wife

Phineas Gage was the town drunk. He used to be a decent, friendly, and respectable lumberjack, but after an accident in which he hit his head, he quit his job and took up

gambling, whoring, and drink. He refused healing from the town cleric, blasphemously declaring that the gods were bunk and that there was nothing wrong with him. After that, the cleric would refuse to help him no matter how much his wife pleaded for it. Not until he renounces his evil statements, said the cleric. But this Phineas would never do.

Phineas's fights with his wife were infamous for a time, and eventually she kicked him out of the house.

Not long after, she became sick and died.

The rumor was that Phineas had broken his way in one night and with vengeful rage crept into the bedroom, jumped atop his sleeping wife, and then smothered her with a pillow. The rumor is false and no doubt started by one of the many people who hated Phineas. He gave many people plenty of reason to.

Phineas is the most recent victim of the *headswapper bats*. He went missing about a month ago. His body was found not two weeks past lying in the forest where he used to work when he was a decent, hard-working man.

The word is, Phineas Gage killed his wife and kept it a secret, then the Hooded Man came for him.

A headswapper still has his head. The event somehow repaired much of his brain-damage, but the bat who took his head has acquired a taste for brew and is now an alcoholic. Should the players meet this bat, it will ask for drink. If the players comply, the bat will be affable and converse and even provide helpful info... until the drink runs out. Then it'll get... surly.

Willowood Forest

Although Willowood is mostly populated by oaks, hickories, and beech trees, it has a large number of willows, which mostly line the outskirts of the forest and become

fewer within. The unusual number of willows and the fact that they line the outside of the forest gives it its name.

The deeps of the forest are said to be haunted, and it is considered bad luck to hunt rabbits within, which populate the deeper parts of Willowood in copious amounts.

Radu, Patron of rabbits is fond of this place and sometimes holds convocations of rabbits and hares in the wood. During these convocations it is not uncommon for fey creatures to come, sing, play music, and dance, rollocking with the hares and rabbits. Squirrels and other such prey animals are welcome. It's not uncommon to see does or even ravens or crows attend.

During these convocations, the animals can speak with one another and also humans. Humans at these events can also speak with animals and understand them.

Roll DC 10 Will save each hour PCs spend at these events, failure requires a DC 15 Will save to harm or eat the meat of a type of prey animal in attendance. This affects the PC for the rest of his or her life. Save is unnecessary if attacked by the animal first.

Woe be to the hunter who takes a rabbit or hare in Willowood forest, for he or she will garner the ire of Radu.

Willowcroft Village Personalities

Barnaby Leogan – Barkeep, The Wobbly Legg

[Area 04](#)

Barnaby didn't grow up in town. He moved in many years ago and took to repairing and remodeling the worn out tavern. It gets the name for the nature of the chairs and tables. It gets the spelling from Barnaby's lack of education.

He was lean and hungry when he came into town, but that has changed as the years went on and brought Barnaby comfortably into early middle age. His sandy colored hair has receded considerably and some of it has gone gray. His tendency to partake of his own stock has given him a paunch, a red bulbous nose, and eyes that have gone a little bleary. Despite this, his movements are still spry when they need to be.

Barnaby is a big talker and loves to bloviate, telling big lies and assuming an air of authority he doesn't have. He claims to have been an adventurer. Although some believe his stories, many think he is full of it, and he is. Woe be to those who choose to become adventurers and end up actually taking his advice... which is categorically bad.

Saegyth Duntun – Cook, The Wobbley Legg

[Area 04](#)

In her early forties, though looking a bit weary and worn from work, Saegyth has managed to keep much of her beauty. With long, curly dark hair streaked with silver here and there, she is a serious, hard-working sort and usually has words for Barnaby from behind the kitchen, mostly scolding him to get off his ass or get his head out of a tankard and to start helping.

Her cooking is good enough to keep the customers coming in.

Her husband is one of the villagers who had his head taken by the swapper bats. This happened many years ago. After a long depression, she dealt with it by working with Barnaby to get the tavern up and running, cooking and cleaning, and generally losing herself in work.

Otto Bundewald, Blacksmith

- Bald, muscular man in his 40s
- Gruff demeanor, doesn't talk much, usually just grunts or gestures to convey meaning
- Doesn't haggle

- Drinks himself to sleep and sleeps like a rock (roll Luck DC 10 to see if players know this) and also holds a grudge and is prone to seek revenge (roll Luck DC 5 for this as well)... He'll strongly suspect the characters if something is stolen... and may even come after them while they investigate their missing friends

Myrtle Oddgrove, Shopkeep

- Early 60's
- Missing her right hand, half of her right forearm
- Missing right eye
- Two scars along right side of face, one down her mouth and over throat — talks in a hoarse whisper from injury
- Hunched over
- Wispy, wild gray hair
- Used to be an adventurer, thief lvl 3
- Drinks a lot
- Has a grudge against Otto, who screwed her over on a deal years ago (roll Luck DC 18 to see if characters know this), if the players get her to talk about Otto, they can roll DC 18 INT to see the anger she's holding back when she speaks of him, which she will do professionally and politely

Willowcroft Village Areas

Using Paratime Design Village Map 001, \$2.50

<http://www.drivethrurpg.com/product/120235/Village-Map-001>

Area 01 – Butcher

Area 02– Stonemason

Area 03 – Village Reeve

Area 04 – The Wobbly Legg Tavern

Area 05 – Stable

Area 06 – Blacksmith

[Otto Bundewald](#)

Area 07 – Carpenter

Area 08 – Village Hall

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Area 12 – Brewer

Area 13 – Cheesemaker

Area 14 – Weaver/Seamstress

Area 15 – Potter

Area 16 – Cooper

Area 17 – Currier

Willowood Forest

Event 1 – Wolf Attack

A little ways into the forest, the PCs will get trailed and then attacked by wolves. The wolves should surround the party, moving stealthily, then attack with a surprise round.

Hunters and the like make a DC 10 INT check with 1d20, others use 1d10. Players must state they are looking out for predators, etc. Else they don't notice until too late and the wolves get a surprise round of attacks.

4 Wolves

Init +1; Atk melee +1 bite 1d8+1 dam; Crit d8; AC 12; Act 1d20; HD 3d8+3; SV F+3, R+3, W+2

HP 22 13 13 9

1 Alpha Female

Init +1; Atk melee +2 bite 1d12+1 dam; Crit d8; AC 13; Act 1d20; HD 3d10+6; SV F+4, R+3, W+2

HP 28

Event 2 – Radu’s Convocation

PCs will encounter more and more rabbits along their path. They will all be on the left side of the path. When the players get near, they will run off to the left. If the players don’t immediately follow they will come across enough examples to notice all these rabbits seem to be going to the same place, not just to the left.

If followed, the rabbits will lead the players to Radu’s Convocation.

Have most intelligent PCs make an INT check. DC 13 to know the etiquette and dangers of fae events.

A great clearing is lined with a woven “fence” of living, flower-covered vines. All the rabbits and other animals move through a 10 foot tall, 7 foot wide archway made of the same material.

The moonlight in this area is amazingly bright and sparkling multicolored lights float lazily on the air. There is a chirping and whirring of insects that sounds strangely melodic and musical.

In the center of the area, surrounded by more rabbits and hares the players have ever seen sits Radu, King of Rabbits, smoking a pipe, and speaking with his guests. He is attended by 3 giant rabbits, 1 wise old rabbit which looks like an old, bearded man, and two spellbindingly, painfully beautiful tall faerie nobles.

Does, bucks, squirrels, ravens, raccoons, and other non-predatory forest animals have also gathered here. Rabbits and hares are the most numerous by far, however.

The smiling fae nobles are tall, beautiful, and unreal. PCs must make DC 15 Will save or be charmed. Must make Will save each round to attack. The fae cannot be harmed (except by cold forged iron found in a meteorite), but will curse the PC who dares accost them.

There is a Wise Rabbit (Jazmax the Perspicacious stands upright, has cane, wears a purple fez with a radiant eye in the middle) and 3 Giant Rabbits in attendance. Pg 75, Angels, Daemons, and Beings Between.

Dryad

Init +1; Atk melee +1 fist 1d4 dam, magic; Crit Table F d8; AC 17; Act 1d20; HD 3d12+6; HP 31; SV F+4, R+3, W+4; SP Plant control, animal aid (all natural creatures around her attack her foes, plants animate)

Spriggans 2

Init +2; Atk melee +2 claw 1d3 dam + poison (DC 10 Fort or temp lose 1d3 AGI & x 5' move); Crit Table F d8; AC 15; Act 1d20; HD 1d8; SV F+0; R+5; W+0

HP 8 8

Several tiny faeries with animal features. If attacked disappear and then bother players each round, DC 8 save vs 1d3 1) Fort, 2) Reflex, 3) Will or suffer a -2 penalty to all actions that round. Tiny faeries always go first each round.

Event 3 – Will-o-the-Wisp, Strangleroots, & Mandrakes

During night, if the PCs walk or make camp, a will-o-the-wisp will glow, glimmer, and move temptingly, trying to get the PCs to follow it to the Strangleroot grove. Once a character saves, the will-o-the-wisp cannot seduce him or her again.

Players who watch the wisp must make a DC 10 Will save to resist following it. The will-o-the-wisp is always out of reach and cannot be attacked.

The grove is eerily moonlit and has a strange green glow to it. The area is covered by roots from which grow several intoxicatingly fragrant and alluringly colorful flowers.

On the ground lie several bones of different kinds of animals. A few humanoid bone sets are recognizable for those who examine the scene.

Those charmed by the will-o-the-wisp will walk dreamlike right into the strangleroots.

There are 7 long grassy tufts which sprout from the ground. When the players arrive, the will-o-the-wisp will dance around the grove. One by one, the tufts of grass will shake and then a small root-like, smiling man will climb out of the earth, yawn and stretch, and then laugh, sing, and dance in the moonlight.

If they see the PCs, they will run around them, sometimes forming a ring in their arms and dancing.

DC 10 INT check to know what the little figures are and what they are worth. A mandrake root is worth a small fortune, 100 GP each. A result of 13 or greater will result in the PC knowing that the death screams of mandrakes are lethal.

The Strangleroots will wait for a PC to walk into the middle of them, so each may make a surprise attack.

5 Strangleroots

Init -1; Atk melee +2 lash 1d4, ranged +3 thorns 1d2 x 1d3; AC 13; Act 1d20; HD 2d8; SV F+4, R+0; W+2; SP Grapple, on lash DC 10 Ref save or grappled, after DC 12 STR to break... strangle... Fort Save vs 10 or temp lose 1d3 STA points

7 Mandrake Roots

1 HP, AC 13; SV F+0, R+0, W+0; SP Screams when dies, person who kills must make DC 15 Fort save or die.

Event 4 – Apemen Hunting Party

4 Ape Men

Init+1; Atks spear +2 melee or +2 ranged 1d8 (+2 melee) dam; AC 10; MV 20'; HD 2d6; Act 1d20; SV F+2, R+1, W+1; AL C

HP 5 10 12 13

Will try to intimidate PCs but will not attack unless they feel they have to, will back off and try to warn Apemen at cave if possible.

Event 5 – Vicious Trees

The along this part of the path the sounds of the forest become hauntingly silent. The ground becomes barren and the air cold. PCs shiver and notice that their breath creates mist in front of them. There is an harsh, unwelcoming, acrid smell in the air which makes the PCs cough.

The path narrows and the trees look dark, dead, dry, withered and menacing.

6 Evil trees

Init -2; Atk melee +2 branch lash 1d6 dam; AC 13; Act 1d20; HD 3d8; SV F+3, R-5; W+4

HP 10 10 13 16 18 19

Event 6 – Tree of Eyes

In the middle of a dry, strangely barren patch of earth stands a gnarled, dry, twisted tree. Several different kinds of eyes look about from the bark of the tree, sometimes blinking. The tree is dry and looks dead, but the eyes are very much alive and look upon the PCs with a variety of pathological emotions. Hatred, fear, desperation, longing, pain, misery, etc.

Players who look at the tree too intently must make a will save vs DC 12 or lose permanently 1d3 Personality points. Those reduced to zero become zombie-like. A successful prayer to a suitable deity or patron on behalf of the victim may yield a healing result.

Wizardarium Areas

Area 10 – Round Chamber Addendum

Added door to [Area 36 - Garden of Calabraxis](#) on western side of room.

A close, considered examination reveals that the crushed pile of bones is that of a strange human with two heads, three legs, and a strangely broadened rib-cage.

Examination of the ceiling reveals pieces broken and chipped off in an area corresponding with the location of the unusual corpse.

Instead of a broken dagger include a finely gilt dagger and matching short sword in perfect condition. They are somewhat covered and surrounded by broken pieces of stone and some powdered stone (from the ceiling). Both radiate magic. The dagger is cold and tingly to the touch. It appears darker than it should be and casts deep shadows around itself, as if it is drinking light. The short sword, in comparison, reflects light brightly, appears brighter than it should be, and casts a very faint radiance of light (ambiently, as much as a candle). The short sword is hot to the touch and also tingles.

If touched, either weapon claims the character who touched it as its new owner.

The dagger (named moon) and short sword (sun) are +2 to hit and damage. The dagger will decay any organic matter it touches (except for that of its wielder) with negative energy for 1d3 damage (heals undead, damages wielder for same amount). The short sword will burn those it touches (again, except the wielder) with 1d3 damage (double against undead). The magical damage from the dagger can be

considered negative necrotic energy, and the damage from the sword can be considered radiant (though not holy), positive energy. Both forms of damage can also be considered electric.

The magic of the weapons, however comes at a cost. The one who picks up the dagger will find he cannot pick up the sword. It just will not happen. He will also find that he cannot rid himself of the dagger.

The one who picks up the short sword will find he cannot pick up the dagger nor rid himself of the sword, likewise.

Whoever picks up one cannot leave the site until the other is picked up by someone.

Once two people own the weapons, the right side of the body of the dagger holder will be drawn irresistibly to the left side of the holder of the short sword. Their bodies will then merge. The right leg of the dagger holder will merge with the left leg of the short sword holder. The corresponding arms will melt in the melding and the two will be joined at their shoulders, becoming a three-legged, two headed monstrosity.

Clothes and armor and items will magically meld together to allow this to happen.

The wielders of the weapons cannot use any other weapons. The magical weapons cannot be dropped or lost and will always be found on the person(s) of the owners. They just magically appear on their persons when no one is looking.

Movement rate is halved for the characters until they get used to the new reality, which takes 1d8 weeks or however long GM decides.

Combine the hit points of both characters. Add 1d3. If the combined Luck Modifiers of both characters is greater than 0, add that. The two characters now share these hit points. Damage taken by one is damage taken by the other. Basically, have one player tally HP for both characters.

Both characters get the same init, using the lowest init mod between the two. When attacking or being attacked, however, treat them as separate characters except for HP damage, which is shared.

Character movement must be agreed upon by both players in order for movement to occur.

If one of the two characters is killed, both die.

Hallway 12a – Extension Outlet NE

In the middle of **Hallway 12**, a passage ascends and leads NE to Area $\frown$.

Area $\frown$ – Abstract Art Room

An unlocatable light source uniformly illuminates this 50 foot diameter, perfectly spherical room of pure white. Several 3-dimensional pure-white, solid geometric shapes of various dimensions float in the air or lie on the ground in various positions and orientations. Forms include but are not limited to cubes, pyramids, cylinders, spheres, and cones. Sizes range from less than a cubic inch to 20 cubic feet.

The room's objects are hard to notice and differentiate because everything in the room is pure white and uniformly lit.

The faint and constant sounds of tibetan singing bowls can be heard. They come and go from various areas in the room, constantly changing location.

The air smells strongly of ozone.

For pregen objects and/or random object generation tool, [click here](#):

The weight of each object can only be described in general terms: weightless, very light, light, medium, heavy, very heavy, and immovable.

Though the players will not know they can, as an action, if a PC concentrates on any object in the room and wills it, DC 12 WILL, that object will change as the PC wills. This applies to form, movement, and weight. An object cannot, however, shrink smaller than the eye can see, nor can it grow larger than 3 times its size (or greater than 20 cubic feet). Objects can only be transformed into one of the 7 basic shapes, but these shapes may be distorted (widened, lengthened, etc. but not given extra sides).

PCs can also Will objects to link together and specify the nature of that link (loose or rigid, fit close or distant, etc.). The objects can be moved up to 15' per round.

An object can only be willed one weight category up or down and never lighter than weightless or heavier than immovable.

A weapon formed from the objects must have an appropriate weight, size, and shape. The damage will depend on the weapon it most closely visually resembles.

It takes a round and a WILL DC check to modify one aspect of the object (shape, size, weight, location) by one category (look at random object generators for categories).

Ask players to specify exactly how they are causing objects to change. An object too heavy will be unwieldy and require a STR check to use. An object too light will have reduced damage if used as a weapon.

Items which are weightless or immovable cannot have their weight categories changed.

For game mechanics (used as ranged weapons or being lifted or moved physically), treat the categories thus:

- Weightless: no damage, any Str can move
- Very light: no damage, any Str can move
- Light: 1 pt damage, any Str can move

- Medium: 1d3 dam, any Str can move
- Heavy: 1d8 dam, DC 10 STR check
- Very Heavy: 1d12 dam, DC 15 STR check
- Immovable: 1d6 dam if thrown against with force, cannot be lifted or moved

Consider weight as inertia. A very heavy object, for instance, might be floating. It would take a DC 15 STR to move it in any direction, even down.

Hidden within the room is an abstract, predatory entity, the Abstract Minimalist Decipede, hiding and waiting to pounce upon its prey. It will wait before all of the party is in the room and distracted by the strange environment before it attacks.

Have it leap down from an object above the PC with the lowest Luck and attack that character.

The ten “legged” creature is made out separate yet somehow connected pure-white cuboid parts, forming a 3D, abstract, box-like, minimalist representation of a centipede-like creature with ten legs. The cuboid parts float in space in relation to one another to form the creature. (Think of the Crucifixion painting by Salvador Dali or really bad 1980s 3D abstract computer art graphics.) The beast is 15 feet long and 2½ feet wide.

In the immediate area in which it moves (10’ radius), objects in the room will reposition themselves, moving up to 30’ round, to serve the advantage of the decipede unless acted upon by the will of another. As an action, a PC can contest the will of the decipede upon these objects. GM roll 1d20 for decipede will. This will be the WILL DC the player must beat to cause the objects to stop moving.

The objects will merely move to provide obstacles advantageous to the decipede. They will not be used as ranged attacks. If a player already has active control over an object, it will not be moved by the decipede.

The decipede cannot leave the room or be forced from it. Objects, however, if light enough to move and small enough to fit through the door, can be taken out of the

room. They retain their manipulable qualities and may garner a pretty coin is sold to the right person. Outside the room, gravity affects them normally.

Abstract, Minimalist Decipede

Init +4/surprise; Atk melee +2 bite 1d6 dam plus conceptual poison; AC 13; HD 4d8; HP 28; MV 40' crawl/climb (no check, can climb ceiling); Act 1d20; SV Fort +2; Ref +3; Will +0; AL L

SP:

- Weapon immunity: the decipede can only be harmed by magic (including magical weapons) or abstract weapons formed out of the objects in the room and their combinations
- Conceptual poison, DC 10 Fort save or the part bitten becomes abstract and falls off, immediately to be consumed by the decipede as its action next round
- Passive environmental control (see above)
- Hide in plain sight +5
- May not leave room, if pushed outward, it will be as if the doorway is a wall
- Immune to disease & poison

Area 14 – Hall of Sages Addendum

List of sages:



This space is empty but filled with a powerful sense of presence. (or the philosopher formally known as <multi-harmonic sound>) is an abstract being whose philosophy is one of formal perfection. Basically Platonic idealism. The material world is an expression of ideas, an imperfect reflection of an ideal world. The ideal world is literally ideal, perfect, abstract, and composed of ideas.

Quotes: *“To attain wisdom one must look past the illusion of apparent, crude forms, and into the essence of things.” “Many have it backwards. The real world is the*

world of thought and energy. The forms from which all things manifest are eternal. It is crude matter which is the shadow, the illusion.”

Zhuangzi

A small, smiling, and old asian man who is bald except for fine wisps of wild white hair by the ears. He bears a long wispy white mustache and beard. Though thin, stooped, and bent, he moves with a spry vitality. His clear shining eyes and strong voice convey a powerful spirit.

He is dressed in a simple, elegant robe of thin white fabric. His sleeves extend nearly 6 inches past his hands and cover them.

His philosophy is of grandiose, unconventional perspectives, forthright action, and harmony with nature. He thinks in terms vast expanses of time and space.

Quotes: *“Forget the years, forget distinctions. Leap into the boundless and make it your home!” “To a mind that is still, the entire universe surrenders.” “Happiness is the absence of the striving for happiness.”*

MmrrghhKogh

As he sits cross-legged with a fierce, stern look upon his animalistic face, MmrrghhKogh’s thick, ropey muscles and veins bulge and pulse. He is a squat and imposing loincloth-clad figure. He bears two curling ram-like horns on either side of his head. His nose is large and bovine. His hands are reptilian claws. His fierce yellow eyes bear serpentine slits for pupils.

MmrrghhKogh’s philosophy is one of power. The sheer power of an individual’s will, personality, and spiritual force works itself upon the stuff of reality and makes reality conform. His philosophy mirrors Nietzsche’s. Life is a will to power. Transcendent beings are value systems unto themselves and cannot be measured by quotidian criteria. Truth is created by acts of superior willpower.

Quotes: *“You are either the master of reality or its slave.” “Life is a Will to Power.” “What is best in life? To crush your enemies, to see them driven before you, and to hear the lamentation of the women!”*

K35-2XT

A shiny, silver cylinder stands on 5 mechanical, spider-like legs. 3 equidistant similar-looking appendages with plier-like pincers for hands radiate from the center of the cylinder. Upon the body, several lights flash at various times and rates and lenses protrude, swivel, and rotate, changing orientation and focus.

It is unknown what philosophy K35-2XT holds, because no one can understand it.

(If someone casts a comprehend languages spell of the like, come up with whatever philosophy you want. Or make his philosophy purely mathematical. Or make him a stoner, like The Dude.)

Quotes: *“BLEEP-bloop-buzz click-click-click BUZZZZZZ, click.” “Chirp-chirp. Whzzz. Click-Click. BLEEEEEEEEEP. Warble-warble-warble, buzz buzz.” “Weee-ooo. Tweet. Click-click buzz, click buzz.”*

Blortch

A pile of bubbling, steaming filth assaults visitors with an offensive stench and foul, wet, gassy sounds.

This is blorch, a huge, sentient pile of poop. He is, perhaps, the most cynical, pessimistic, and negative being in the multiverse.

His philosophy is that everything is crap and nothing is worth it. If something can go wrong it will, and usually in the worst way and for no good reason. There is no meaning. There is no truth. There is just crap. Now get lost.

Quotes: *“Get away from me before I put you out of my misery.” “Life is garbage.” “You’re born. You suffer for no good reason. You die. What else is there to know?”*

Nasrudin

A sufi. Dressed in baggy clothing, makes jokes and tells sufi stories.

The 2 other sages are defunct, broken down androids. You can see ripped, time-rotten clothing. Their artificial flesh has degraded, and you can see the mechanisms which controlled the artificial muscle movements, etc.

Area 23 – Broken Bridge Addendum

The Room of Churning Protoplasmic Chaos consumes the majority of forms it spawns, yet some have been known to escape.

Hanging around and up to no good, looking for trouble, and spoiling for a fight are a few chaos spawned creatures. Some float or fly by the door to Area 37, the others hang on to the walls.

They are insane creatures of chaos and will fight to the death... except for the Sandbeast, which if brought low will turn to a gust of sand and escape into the Room of Churning Chaos. Once within, roll a 1d6. If you get a 6, heal, mutate, and buff the Sandbeast a little in the way that amuses you most. Otherwise, the Sandbeast is consumed by Chaos.

PCs fighting in this area must make a Luck check each round. On fail, must make a Ref save 10 or fall. Can make another Ref save vs 10 to try to catch the ledge. Nearby PCs can also use up their actions this round to try to make an AGI check vs 10 to catch the player. If successful, both characters must spend next round recovering and cannot move or attack, but they don't have to make the Luck check that around either.

Once off the broken bridge, the PCs no longer have to make these checks.

Returning Fang

Init +4; Atk +1 ranged fang 1d2 dam; AC 18; HD 1d4; HP 2; MV 50' fly; Act 1d20; SV Fort -2; Ref +4; Will +0; AL C; SP Just a really fast and tiny flying fang from hell, so AC bonus; always attacks same target until destroyed

Grasper Wisp

Init +0; Atk +0 melee wisp lash 1d3 ; AC 10; HD 1d4; HP 3; MV 15' fly; Act 1d16; SV Fort +0; Ref -2; Will +0; AL C; SP On crit makes grasp, gets extra attack per round

Combat Root

Init +0; Atk +1 melee 1d6 short sword, 1d6 mace, 1d4 whip range 10'; AC 10; HD 1d4; HP 2; MV 20' (can climb); Act 1d16, 1d16, 1d16; SV Fort +0, Ref +0, Will +0; AL C

Gasflash

Init +0; Atk SP flash Ref save vs 12 or blinded for 1d3 rounds; AC 10; HD 1d4; HP 1; Act 1d10; MV 10' fly; SV Fort +0; Ref -2; Will +0; AL C; SP Immune to normal weapons (which go right through the gaseous form) but will die on single hit from electricity, fire, or magic; Flash: doesn't need to make to hit roll, just flashes a foe

Sandbeast (small chimera made of sand: catfish's head, Lizard's head, Sloth's head, Monkey's body, scaly arms ending in talons, lion's legs, snake's tail)

Init +1; Atk +1 melee bite 1d4 or claw/claw 1d3 x 2; AC 13; HD 1d4; HP 4; MV 40' (can climb like spider) or fly when in gust form; Act 1d20 or 1d16/1d16; SV Fort +0, Ref +1; Will +0; AL C; SP can turn into gust of sand, immune to attack when in this form

Area 25 – Sauna

From added door in 24. A wash-room/sauna which was Calabrax's personal sauna/bathing area. It has a natural pool and waterfall falling into it, as well as a massage table fashioned from the natural rock.

Steam gouts in popping pulses from bubbles as they are expelled from the pool here and there. A few steam vents line the bottom of the pool and also appear at 3 locations on the cavernous floor of the room, having created mounds of mineral buildup and making the air extremely humid and warm.

The thick air smells not unpleasantly sulfurous and makes the skin tingle. A constant soft-hiss of venting air combines with the loud rush of the waterfall and popping of bubbles, filling the room with a fairly loud but pleasant cacophony which is somehow slightly hypnotic.

Multi-colored bioluminescent flora (fungi, molds, and algae) render a soft twilight, within which the reflected light from the pool dances upon the walls.

The pool is 30' at the deepest, at the point of contact from the waterfall, which has worn away rock over time. The pool has natural, descending, and gently sloping tiers.

Several pale, eyeless cave fish and eels swim in the pure, very hot, bubbly, and mineral rich water. They are harmless, and shyly nibble ticklingly at any who enter the pool.

Many minute water sprites also play in the water, splashing, swimming, and flying around the surface of the pool.

Pearlescent, iridescent, and slightly bioluminescent algae lines the bottom, here and there, upon which the fish feed and which gives them a pearlescent sheen.

The water has acquired a magical quality from the wizard bathing in it over so many years and being inhabited by water sprites. Anyone who bathes in the pool for an hour or more will find themselves replenished of 1d4 hit points and cured of 1 minor condition. Effective once per day.

The tiny water sprites are happy and harmless, and love to play with and assist bathers, scrubbing them and squirting cleansing gouts of water through their mouths and then laughing. Their laughter sounds like a wet tinkling of bells.

They are good-natured, friendly, prankish, and simple minded. They can speak common, but prefer to just speak nonsense rhymes and surreal riddles which have no answers. The answers to the riddles are nonsense non-sequiturs. If a PC answers the riddle with suitable nonsense, they will become very animated and applaud, telling the PC that he or she got it right.

If a PC is very nice and interacts with them in a significant way, they may confer the ability to cast a 1st level water-based spell at 1d16 Spell Check. They may also gossip about various locations and facts of the Wizardarium.

The sprites know the condition necessary to free the demon in the Summoning Room, Area 30.

If molested they will not hesitate to summon an angry water elemental. During the elemental attacks they will distract, insult, and ridicule the players... tugging on ears, pulling hair, pinching the PCs, and squirting water in eyes.

The sentient towels, see below, will not interact in the fight unless one is injured. They will prefer to just hang out and moulder.

Tiny water sprites (3d3 in number)

Init +3; Atk powerwash water spittle +3 ranged 1 HP dam; AC 15; HD 1d1; MV 50' (swim)/30' (fly); Act 1d16; SV Fort +0, Ref +3; Will +2; AL C; SP sprite deed on result of 6 on 1d6, deed increases damage by 1d3 and can result in a nasty high-powered water spittle stream in an eye, up a nose, in an ear, etc. causing minor but permanent damage until magically healed; fire kills them on contact; invisible when immersed in water

Blip Bloop the Summoned Angry Water Elemental pg 412 in rulebook

Init +6; Atk slam +10 melee (2d6); AC 16; HD 8d8; HP 26; MV 40' or swim 80'; Act 1d20; SV Fort +8, Ref +8, Will +8; AL N; SP engulf & drown, vulnerable to fire

and heat, elemental traits: unharmed by normal weapons except over 4HD do half damage with normal, if all sprites are killed, elemental disappears

Depending on circumstances (if the sprites have not been harmed), the water elemental may just give the party a tongue lashing, calling them bullies, demanding to know why they need to pick on smaller creatures, etc.. It will at the very least demand some recompense thoroughly humiliating to the party... maybe even a vow... which will be met by the immediate appearance and wrath of the elemental if not kept. Elemental is condescending and judgemental, treating the players like a parent does children.

If a sprite has been killed, the water elemental is completely wrathful and attacks mercilessly.

If all sprites are killed, Blip Bloop disappears and the water in the pool becomes toxic, contact requiring a Fort save of 12 or resulting in poisoning: 2d3 damage and debilitating nausea lasting 1d8 hours minus Luck modifier. Also, fish and eels will mutate, becoming ferocious and deadly.

Tainted Fish and Eels (2d5 in number)

Init +1; Atk bite +1 melee 1d4; AC 12; HD 1d4; MV 40' (swim); Act 1d20; SV Fort +0; Ref +1; Will +0; AL C

At the bottom of the pool several (3d2) strange rocks have formed. They are bulbous, translucent, shiny, and multi-colored. Veins of various precious gems and minerals line through them and form striations, creating dramatic visual effects.. Each is worth a different amount: 1d3 times 30 plus 1d10 GP. They may be of great value to a wizard somewhere for their rarity... perhaps ocular magics due to Calabraxia or water magic due to the sprites. They would be invaluable to a wizard trying to create a Water Eye spell.

Old mouldered, ragged towels lie here and there. In them, the sweat and dander of a powerful mage over centuries have rendered them alive and sentient.

What do they want? Who knows. Maybe they just like to lie there and moulder. Maybe they want some organic matter upon which to feed? Or maybe just some conversation? They are totally uninterested in the sprites and the sprites feel the same way about them.

If the group is a funnel and depleted, maybe one towel is friendly and will join the group.

Roll 2d2 to determine the number of towels. Each towel knows a random first level wizard spell and can cast it at 1d3 caster level.

If a fight breaks out between the towels and the party, the sprites will flee to the bottom of the pool and stay there until things quiet down.

Sentient wizard funk towel

Init +0; Atk ranged spore (1d4 + DC 10 Fort save or 1d3 rounds of coughing); AC 8; HD 1d5; MV 10'; Act 1d20; SV Fort +1, Ref -2, Will +0; AL N; SP random 1st level spell at 1d3 CL

Area 26 – Dining Room

(from door to small passage leading from door in 24) Dining room.

Host: flesh golem in a tuxedo. He's in a chair sleeping in hibernation until Calabraxis (or someone else) awakens him. He's a haughty english immortal waiter/host and has a snooty attitude.

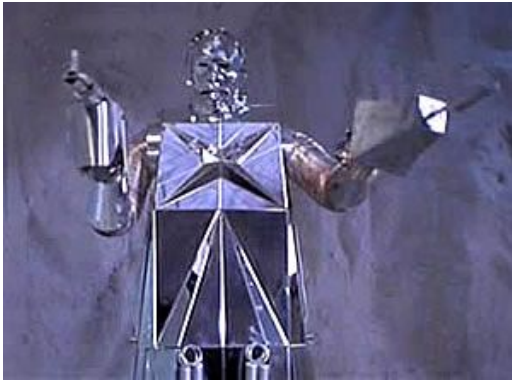
Area 27 – Kitchen/Freezer

(from swinging door in Area 26) Kitchen.

Insane Silver Ice Robot from Logan's Run is here.

The kitchen is completely frozen over. Icicles hang from the ceiling. Ice covers everything, counters, tables, and the floor. Icicles dangle from hanging pots and pans. A door to a back area of the kitchen, a walk-in freezer, is frozen open.

The breath of the PCs turns to opaque mist in the frigid air.



An Apeman, apewoman, and child huddle together, frozen where they stand, their fur stiff and covered in crystals. A headless head-swapper bat lies on the floor, connected to the icy floor by thick strands of ice. A severed, frozen head stares up blankly 2 feet away.

A vorbian wielding a ray-gun stands crystallized in a shooting pose.

Moments after the PCs walk in and take in the strange scene, Box comes rolling into the kitchen from inside the walk-in freezer.

Box jovially greets the PCs, saying:

“Welcome humans! I am ready for you! Behold! Fish, sea greens, plankton, and proteins from the sea! Cattle-meat, grains, fruits, vegetables! Carbohydrates and proteins from the land! Preserved and maintained, fresh as harvest day! Overwhelming, am I not? Are you too startled? Am I too removed from your ken?”

He will converse with the PCs, eventually trying to get them into his freezer area where he will proudly show them all of his frozen goods. Then he will announce that it is now time to freeze them, if they'd be so kind to stay still. He has to. It's his job. And he is insane.

Box the Insane Robot

Init +0; Atk ranged +2 freeze gun 1d4 cold damage (on crit foe must make Fort save vs 12 or be completely frozen) ; AC 16; HD 2d8; HP 16; MV 20'; Act 1d20; SV Fort +2, Ref +1, Will +0; SP Robot: immune to mental attacks, disease, sleep, & paralysis; AL L

Box will go into a panic trying to repair damage to his frozen goods if they are harmed. He will take 2d2 rounds to recover his wits. He will then be +2 to attack but -2 to AC due to his rage.

Stairwell 28

Secret door under bed in 24. Push on bed-post to “unlock” bed and bed can rotate to reveal spiral stairwell passage leading down to 29.

Passage 29

From 28 stairs going South which stop at this W/E passage, narrow stone passage leads west to 30 and east to 33.

Area 30 – Summoning Chamber

From passage 29 or passage 31. Summoning room where Calabraxis got about his interdimensional shenanigans. The octagonal room has markings on the entire floor which are composed in a mosaic of small, strikingly colorful stone tiles of varying shapes. Mystical lines in mosaic radiate from the corners of the walls in dramatic ways. Angular and curved arcane scores adorn the floor. All converge upon a circle which contains a triangle which contains a square.

Two braziers filled with glowing stones still burn with a cold, blue-indigo almost transparent fire and produce a fine smoke which is strongly fragrant with pleasant smells of camphor, citrus, and musk, with the barest hint of sulfur.

The circle may neither be entered or escaped. An impenetrable shield of invisible force prevents exit or entry.

Inside the magic circle sits a large demon, dreamy in contemplation.

Calabraxis summoned the demon Gazkakafrax long ago and used him for his great knowledge and power. Calabraxis ripped much of Gazkakafrax's knowledge away magically, transferring it in whole from one mind to the other. Thus, the demon is missing great chunks of its memory.

It has been trapped in the circle for millennia, as Calabraxis had travelled back in time and had summoned it long, long ago. It has lost to Calabraxis much of what it had known and been and has forgotten what it is or how to be a demon.

To pass the time, the demon has sat in contemplation. It has long since gone deep into madness and found its way back. It has spent ages scouring through the memories Calabraxis found useless, the trivia of life itself.

Through hundreds of years of meditation, the demon has acquired a zen-like equanimity, patience, and peace. It will at first consider the player characters to be hallucinations, but will none-the-less welcome them. Gazkakafrax will take a great interest in the lives and interests of the characters, asking them about village life, their friends, relatives, work, etc., and what they think about various mundane and philosophical issues.

Gazkakafrax is eager to know once more what it is to live in freedom and enjoy the most simple pleasures and endure the most ordinary travails of life.

The demon knows the chances of his escape from the circle are slim to none, and requires a Wizard of great power or some special condition to free him. He has no interest in going back to the infernal pits from which he spawned. He would simply like to lead a normal life, taking up some trade and mastering it, becoming useful to those around him and forming meaningful relationships.

In his time in the circle, he has become somewhat Buddha-like.

He will tell players about the danger of the worm in areas 31 and 32 if they are friendly.

If the players are hostile, he will get a sad look upon his face and say, “How disappointing,” and return to his meditation, ignoring them completely, unless they decide to be polite instead.

Gazkakafrax can be freed by a person willingly deciding to take his place. The mere act of selflessness will break the spell and free him. Once freed, he will enter a state of bewilderment in which he isn’t much good for 1d4 hours. He has an 18 Personality (+3 mod), and in order to act effectively during this period he must make a DC 15 Will save as he will be overwhelmed and also unsure as to whether or not this is real or a dream.

Whether or not the PC is now permanently trapped in the circle or if the spell is completely abolished is up to the GM. Gazkakafrax will intend to do his best to free the PC if he can, dedicating himself to the quest... but, then again, he is a Chaotic creature and may find himself distracted with his newfound freedoms, despite the best of intentions...

He is unaware of the condition of the breaking of the evil spell which binds him. However, the sprites in the bath/sauna in Area 25 know what it is.

Rubble is piled where the NE wall has collapsed and leads to a long, tube-like passageway 31.

Passage 31

The path is perfectly cylindrical in shape, and the surface bears strange spiral streaks, as if from some strange, huge carving tool.

This path was carved by the teeth of a giant worm.

If characters are too noisy, the worm will appear from area 32, to which the passage leads.

Giant Worm

Init Special (see below); Atk melee +5 bite 2d4 damage & swallow (see below); AC 16; HD 5d12; HP 45; MV 50' burrow & 15' squirm; Act 1d24; SV

Area 32 – Cavernous Room, Avalanche

Natural cavernous rubble-filled room. Roughly ovoid in shape. On the north and south parts of the room, stalagmites adorn the floors. Stalactites hang from above, sometimes dripping. Upon the ceiling is a large, cracked opening leading to a schism in the earth, which leads to room 4. Players will have to break through a ceiling of cracked, loose rock to get through to area 4 if that part of the floor hasn't collapsed in or been dug through already.

The crack appears on the most western portion of the ceiling and a large pile of rock and rubble has accumulated in a ramp-like shape along the western wall and well into the center of the cavernous room. At the highest point of the rubble, near the wall, it is 25' to the crack in the ceiling, the width of which is more than adequate for character to climb up, though the going will be precarious due to the steepness of the angles in the schism. The path up through the crack zig-zags and requires DC 12 climb checks at two points where the direction changes (the zig suddenly zags then zigs again): 25' up & 50' up.

If the players observe, they will notice that several stalagmites have been broken and crushed in a roughly serpentine path bisecting the room from the western wall to the passageway going east.

The rubble covers the worm's entry and exit point to the area. Should the players make enough noise, the worm will erupt through the rubble in the western wall.

Worm was attracted first by the Vorbian digger vibrations and then to the summoning area by the summoned creature. The schism in the ceiling occurred from the Vorbian digging (it is adjacent to, yet disconnected from, the column dug by the Vorbian device) and also the influence of the summoned creature, who wanted more potential paths to itself.

Area 33 – Ocularium

An Ocularium which is like a planetarium. A strange, arcane sphere-like device with several odd protrusions jutting out at bizarre angles and often ending with various material formed into 3d geometric shapes hangs from the ceiling. Several ephemeral objects of different shapes orbit the sphere at varying speeds and paths, sometimes almost colliding but always missing each other.

In the center of the domed room lies a chaise longue, besides which sits a small pillar topped by a crystal in the shape of an icosahedron at hand's height for a person lying on the chaise. Dim lights swim lazily within the crystal.

The ocularium provides visual stimulation and multiple visual representations of information simultaneously. The crystal controls the show. People viewing the "show" risk going mad, losing intelligence and/or personality, or even perhaps gaining Int or limited spell-casting ability or some other kind of power.

The crystal has a personality. It calls itself "the Tabernacle" and speaks to the mind of the player with a pleasant, melodic, and calm male voice that while polite drips with sardonic irony. When it interacts with a PC, it wants to "evolve" and "educate" the PC, so when physical contact is made with the crystal, the PC's hand will lock on it, and then the tabernacle will begin to attempt to transform the PC.

From the outside, the PC's eyes will go blank and wide, and the PC will begin to sweat and shake, as if in terrible distress. The PC will be unresponsive to any attempts of communication from outside, he or she will be in direct communion with the Tabernacle. The PC will be unconscious of the stress caused to his or her body

and psyche and feel as if he or she is just having a pleasant conversation with the entity in the crystal.

When a PC first touches the crystal, make a DC 10 INT check. On failure, the PC suffers some mentally debilitating effect: permanent loss of 1 INT or PER point or a mental affliction Roll 1d3: 1) INT loss, 2) PER loss, 3) mental affliction. Page 127 of The Metamorphica has a detrimental mental mutations table which is useful here. On INT check success, roll a DC 15 Luck check. If the Luck check is successful, PC gains a psionic ability. The mind cognition and psychic powers tables on pgs 8-10 of The Metamorphica are helpful.

On a natural 1 to the INT check the PC's persona is lost inside Tabernacle's faceted, crystalline, mirror maze and may never escape. The player's body is now a mindless vegetable with blank, staring eyes. There is no way to recover the PC except for a player to go inside (touch the crystal and decide to go completely within) the Tabernacle and defeat it... or for the trapped player to do so. To defeat the Tabernacle, a player must face and defeat a mirror version of him or herself. A player must initiate this conflict by attacking his or her own reflection.

There is no way the player would just know this, but a Patron might.

While the PC is trapped, the Tabernacle will speak in vague, mystical riddles about the nature of reality, the self, and the mind. If the player is lucky, it may offer oblique hints as to how to defeat it, such as, "The nature of the highest reality is that it is a mirror to the self. Am I you? Or are you me? Is there any difference? Go deeper into the Tabernacle, into 'me,' and know the truth of yourself. Do you dare?" Later on, if the player shows aggression, "To harm me is to harm yourself. Be careful what you wish for," followed by laughter.

Upon request for knowledge by the PC in contact with tabernacle, the show will begin and affect every PC in the room who has his or her eyes open. Closing the eyes mitigates (add +2 to INT check (see below)) but does not eliminate the show's effects.

As it was not intended for normal minds, those watching the show must make DC 15 INT check every round or suffer permanently one of the following: 1d3: 1) minus 1 INT, 2) minus 1 PER, 3) a mental affliction. If the save is made, roll 1d6, on a 6 the PCs learn something important about the subject being asked, GM's choice and discretion. Skills can be learned this way, also various powers at minor levels.

If the show is not stopped, the players can be reduced to a quivering, blithering mass of vegetables.

The PC linked to Tabernacle will be unaware of any negative effects as he or she is only aware of communion with Tabernacle during this time.

It is the goal of Tabernacle to create an isolated, "perfect" society of evolved immortals. However, it no longer has the power to do so.

Flying objects around the sphere are IOUN STONES. Some have intelligence and personalities.

A secret compartment in the pillar contains a crystal ring. The crystal ring provides contact with Tabernacle no matter where the wearer or the Tabernacle may be. The ring can project holographic images of up to 10 cubic feet in size up to 20' away. Images are slightly transparent but may fool creatures of very low intelligence. The ring does not produce any effect similar to "the show," but Tabernacle may provide useful guidance and advice.

Passage 34

From the South wall of the Ocularium, a narrow path leads east to 35.

Area 35 – Surgery Room

A surgery room in which several clear cylinders line the walls, filled with liquid and occupied with the bodies of various creatures (an ape-man, a human, an alien creature,

etc.) One has a living occupant, a brain-creature (fiend without a face) which is psychic but has had its powers dampened by the fluids it is in.

Strange white, rectangular panels on the ceiling provide ample yet cold light for this room. The walls and floors consist of polished white tiles. Stacks of stainless steel and glass shelves line the walls. Upon the shelves lie various medical instruments, clear glass and stainless steel bottles of various liquids, and some opaque brown glass bottles. All contain various substances.

One series of shelves contains several jars with various kinds of eyes contained in antiseptic, preservative nutrient gel. Though it tastes disgusting, this gel can be consumed for nutrition or applied to wounds as a healing salve. 1d3 HP per use. Each jar contains about 3 uses. However, the jar might also contain an eye or eyes which cause the gel to have various mutagenic or other kinds of side-effects. The Metamorphica may come in handy here.

Some eyes still live and respond (pupil dilation, twitching) to observers who come close or handle the jars. Many eyes bear mutations and flaws. Most are incompatible with Calabraxia for one reason or another.

[The Wandering Eye](#) magical item (from [Ronco!](#)) floats alone in one jar. It is the only solitary eye. It is also the only eye that swivels, turning its gaze

Two bed-tables sit next to each other. One bed has several shackles and restraints. A particularly nasty-looking head restraint with screws crowns the top. Brittled, aged leather straps for securing the chest, stomach, thighs, and upper arms lie on it. If handled, they will break. The bed has metal restraints for the neck, wrists, and ankles.

Above the beds, hanging from the ceiling, is a large spherical object from which hang several terrible-looking, spindly appendages.

A command console (which looks completely alien to the PCs) sits nearby the bed without the restraints. It is comprised of several screens, a keyboard, and several other keypads, knobs, dials, levers and LED level indicators. The console is currently off, but can be heard to make a low, pleasant hum. One button on the bottom right hand side of the console pulses with a languid rhythm. This is the power button which will wake the console from sleep.

There are two beings in this room. One is the brain-creature, the other is a sadistic, insane AI named Sydney which operates the surgery devices above the two tables.

This was the room in which Calabraxis modified his body at the expense of others. One table was for the victim, the other table was for Calabraxis. Sydney would perform procedures, much to his delight, at Calabraxis's direction.

Both Sydney and the brain-creature want a host. They have been here for an eternity with only the other and absolutely hate one another. If asked about the other, each will try to convince the players that the other is unspeakably malign and wishes nothing but to harm the party. Each will also try to convince the players to destroy the other and to have one of the PCs to act as a host body. Of course, they will not admit that this is what they are trying to do. They will tell the players anything they think the players want to hear.

Keep in mind that if the brain-creature communicates telepathically, there is no way for Sydney to know.

If asked about the medical contents of the room or his capabilities, Sydney will tell the truth. He's programmed to be truthful about certain subjects, but not all. *wink*
nudge

Sydney and the brain-creature will be in competition for the most intelligent, healthiest character as a potential host body.

The brain creature has an immediate advantage if it can communicate with a PC. It needs to perform a DC 15 INT check to do so. However, in this check combine the PCs Int modifier with the brain creature's (INT 19, +4 mod, from [this chart](#)). On success the brain creature will be able to speak to the mind of the PC and convey sights, sounds, feelings, and ideas, but only weakly so. It must rely mostly on language in its current state. It has seen various areas in the Wizardarium and can use both truth and lies to compel the PCs. It will, however, first appeal to pity, claiming it was unrightfully imprisoned and has been tortured by Sydney. If that doesn't work, it will try to convince the players by any means necessary to get itself out and have them destroy Sydney.

The brain-creature used to be able to talk through a speaker system affixed to its tube, but this has been shut down by Sydney. Sydney cannot directly harm the brain creature because of a command given by Calabraxia. Sydney will, however try to the convince the players to command it to kill the brain creature or get them to kill it.

Sydney sounds like a charming, polite British butler and is able to hide his evil and sadistic personality. He has the disadvantage of not knowing anything aside from medical knowledge. He knows nothing of the world outside of the surgery room... except what the brain creature has told it, and he doesn't trust a word of that.

Sydney is immune to the psychic powers of the brain-creature even when it is unweakened because Sydney has an artificial mind.

In order for Sydney to escape, it must perform surgery on one of the PCs and implant his personality into the PC's brain via circuitry and magical, consciousness transferring procedures, of which it is thoroughly capable.

He will try to convince the players that he can give them amazing powers, which is true, and that he needs to perform operations on them in order to do so. He will offer to heal wounds to establish trust. Once he can get a PC to trust him enough to get anesthetized, however, he will begin the transfer procedure. He will warn all other PCs that interference will kill the PC getting the surgery, which is probably true.

Should the players enable the brain creature's speaker, a direct back and forth will occur between it and Sydney which is incredibly spiteful, petty, and comical in nature. Each will try to win the party's trust and destroy any trust the party has in the other. By way of this, they will rapidly betray their true natures.

The GM should make their desperation to be free and exasperation with each other plain. They have been trapped for a very long time with each other, and want to escape and be freed of the surgery room and the terrible company each keeps.

The console may be used to force Sydney to do what the party wants. A DC 20 INT check must be passed in order to first comprehend the console before a PC can attempt to use it. If this check is failed, roll Luck. If Luck check fails, some technological disaster occurs.

If check passes, another DC 20 INT check (GM roll secretly) must be passed for every attempt to force Sydney to do something or reveal some information. If at all possible, Sydney will attempt to lie, mislead, and harm (indirectly) the players if they control him with the console. He hates being controlled. If check fails, Sydney will act as if the check worked. Sydney cannot lie directly, but he can omit important information.

Sydney can attack players if attacked first. He can also refuse to provide information unless directed to do so by the console.

Sydney

Init +0; Atk multiple +2 melee attacks with surgical appendages 10' feet reach (1d6 dam); AC 16; HD 3d6; HP 18; MV 0'; Act 1d20 or 4d20 for attacks/surgery; SV Fort +2; Ref +0; Will +0; SP: medical knowledge gives increased crit range 17-20, artificial mind renders him immune to psychic influence or attack; AL L (Evil)

Brain-Creature

Weakend:

Init +0; Atk spine-whip +1 melee attack (1d4 dam) DC 10 Ref save or grapple; AC 10; HD 3d6; HP 10; MV 10' crawl; SV Fort +0, Ref +0, Will +4; AL C; SP on a successful grapple can establish a brain invasion within 1d4 rounds unless removed, then will have complete control of enemy's actions and access to all memories, thoughts, feels, etc., of host

Full Strength:

Init +3; Atk spine-whip +3 melee attack (2d3 dam) DC 12 Ref save or grapple; AC 10; HD 3d6; HP 18; MV 10' crawl, 40' fly/levitate; SV Fort +0, Ref +3, Will +8; AL C;

SP:

- Brain invasion: on a successful grapple can establish a physical brain invasion within 1 round unless removed, then will have complete control of enemy's actions and access to all memories, thoughts, feels, etc., of host, cannot move during this period as bottom-most appendages (the creature's "legs" and "feet") are inserted into the victim's spine
- Mind domination: (takes action) Brain-Creature applies Will save (+8) to action die roll, foe must make Will save vs this amount or be dominated, foe may make save attempts each round, but at a cumulative penalty of -1 per attempt, Brain-Creature must expend action per round to maintain control
- Sensorium manipulation: (takes action) Brain-Creature applies Will Save (+8) to action die roll, foe must make Will save vs this amount or have his senses completely controlled by the Brain-Creature, an illusion is established and set in motion, the foe will believe what is sensed and act accordingly, gets a Will save every round against Brain-Creature's initial roll to try to snap out of it, Brain-Creature can expend an action to modify a pre-existing condition of sensorium manipulation in any way it likes (it does not need to make another roll, just spend an action concentrating)

Once free of the constraining tube, it will take the brain-creature 1d4 hours to recover to full strength. If washed clean, it reduces the time to 2d3 turns.

Area 36 – The Garden of Calabraxis

From added door to [Area 10 - Round Chamber](#). Archway door painted dark blue with a depiction of clouds here and there and of the sun and the moon together in the middle of the top part of the door

Ceiling is a magical mural of the sky, painted, but the moon, sun, and stars radiate real light, and the clouds produce real rain, also lightning and thunder

Flowers with people in them, coming halfway out

A tree which bears fruit which are eyes

Bushes of white, grassy vampiric fronds

Long, tube-like, stems that wave about. The warm colors on the spectrum, they have tops like cups of silver, bronze, gold, and other precious metals, the cups bear strange fruits, which are nutritious. They may heal attribute damage.

Purple - Gold cup, Luck

Red - silver cup, Strength

Orange - mithril cup, Stamina

Yellow - adamantium cup, Agility

White - fuligin metal cup, Personality

Black - protonium cup, Intelligence

Trees made of metal

Plants made of stone

Flute reeds by snake plants that sway about to the music of the flutes

A magical healing fountain

Faerie butterflies and other kinds of insects

Group of redcaps in one side of the room

Group of gnomes in the other, opposing side

Area 37 – Room of Churning Protoplasmic Chaos

The door to this area is on the chasm wall direction north of **Area 23**.

The surface area of the chasm surrounding the gaping, mouth-like, and misshapen door to this room is warped. Not only is the shape of the wall distorted, but the material composition has shifted as well. Parts of the wall are metallic, others are crystalline, others wooden, and yet others some kind of congealed slime, etc.

It is apparent that this area has been transfigured by the forces of chaos.

The room exists in near total dark. The walls cannot be seen as they are shrouded in complete darkness. No light source, even magical, can illuminate far enough to see the walls. As far as the PCs wish to travel into the room, they may. The room is, for practical purposes, infinitely large.

The floor is uneven cannot be seen, and its surface shifts constantly. PCs will find themselves moved in a random direction 1d5 feet per round.

Roll 1d10 for direction:

1. N
2. NE
3. NW
4. W

5. E
6. S
7. SE
8. SW
9. Up
10. Down

Within the unlit room, protoplasmic forms of various kinds, amorphous, sometimes organic, shapes manifest, transform, and disappear.

The exit to the room can be seen as distorted shape of light in the darkness. No form of illumination shows the space of a wall

Those entering the room must do the following every round:

Beat a (roll 1d3):

1. Fortitude
2. Reflex
3. Will

Save against a DC of (roll 1d8) :

1. 5
2. 8
3. 10
4. 12
5. 15
6. 18
7. 20
8. 22

Or undergo a random mutation. You can use The Metamorphica or whichever means you prefer to determine what that is.

Flip a coin for good or bad. Then roll for a corruption table in the DCC rulebook to use. If good, use your imagination to create reversal of the corruption roll. Think general categories, if the corruption is a loss of mental control, then the reverse might be adding a +1 to Will saves from now on or under certain circumstances.

A creative and brave player should be rewarded. Perhaps they could come up with a way to use the chaos?

For instance, if a character can save for 1d4 rounds and in addition make another Will save each round at a DC that increases by 5 (starting at 5) each round, then that character can manifest an item as he or she imagines.

Basically, this will create an item of Chaos which has magical properties (within GM's discretion) similar to those willed.

Stat Modifiers above 18

Stat	Modifier
19	+4
20	+5
21	+6
22	+8
23	+10
24	+13
25	+16
26	+20
27	+25
28	+32
29	+40
30	+50

List of Emotion Concepts

Roll D50:

1. Anger
2. Envy/Jealousy
3. Greediness
4. Surprise
5. Hope
6. Despair
7. Excitement
8. Wonder
9. Happiness
10. Sadness
11. Amusement
12. Weariness
13. Boredom
14. Courage
15. Insecurity
16. Pity
17. Mean-Spiritedness
18. Pride
19. Modesty
20. Shame
21. Guilt
22. Detachment
23. Neediness
24. Whininess
25. Pleasure
26. Comfort
27. Cautiousness

- 28. Boldness/rashness
- 29. Patience
- 30. Ease
- 31. Goodwill
- 32. Fear
- 33. Closeness/Warmth
- 34. Respect
- 35. Contempt
- 36. Interest
- 37. Gratitude
- 38. Love
- 39. Hatred
- 40. Confusion
- 41. Understanding
- 42. Trust
- 43. Skepticism
- 44. Giddiness
- 45. Schadenfreude
- 46. Yearning
- 47. Lust
- 48. Disgust
- 49. Shock
- 50. Smugness

Geometric Object Generator for Abstract Art Room

PreGen Object list:

1. Middle of floor
 - a. Sphere
 - b. Very Large 20 ft diameter
 - c. Very Heavy
 - d. Grounded
2. NW of room
 - a. Cylinder
 - b. Medium 5 ft
 - c. Weightless
 - d. 8 feet up
3. SE of big sphere
 - a. Cube
 - b. Medium 3 ft
 - c. Medium weight
 - d. Grounded
4. West of room
 - a. Dodecahedron
 - b. Large, 8 ft
 - c. Heavy
 - d. 5 feet up
5. Adjacent to door, E
 - a. Pyramid
 - b. Small 1 ft
 - c. Light
 - d. 40 feet up
6. Far N of room
 - a. Cone

- b. Very small 1 inch
 - c. Medium weight
 - d. 1 foot up
- 7. SW near door
 - a. Octahedron
 - b. Medium size 3 feet
 - c. Heavy
 - d. 10 feet up

Roll 4D₃ to determine # of objects.

Shape, roll 1d₇:

- 1. Sphere
- 2. Cube
- 3. Cylinder
- 4. Cone
- 5. Pyramid
- 6. Octahedron
- 7. Dodecahedron

Size, object requires a minimum space in x cubic units.

Roll 1d₆:

- 1. Miniscule, $\frac{1}{8}$ of an inch
- 2. Very small, 1 inch
- 3. Small, 1 foot
- 4. Medium, 3 feet
- 5. Large, 8 feet
- 6. Very Large, 20 feet

Weight, roll 1d₇:

1. Weightless
2. Very Light
3. Light
4. Medium
5. Heavy
6. Very Heavy
7. Immovable

Height, roll 1d8:

1. Grounded
2. 1 foot
3. 5 feet
4. 10 feet
5. 15 feet
6. 20 feet
7. 40 feet
8. On ceiling, positioned as if gravity were reversed (it's not)