



DESCENT INTO MADNESS FIRST STEPS

FIVE CATAclysms

Nickolas Z Brown

Descent into Madness - First Steps

Deep within the Sunken Fort is a stairway. This stairway leads into an unknowable and chaotic underworld: the Descent into Madness. Alien creatures, chaotic magic, formless order and untold treasures await the intrepid and the bold. They will not return the same as they entered.

This Mega-Dungeon is the continuation of the Sunken Fort. The Descent into Madness is a bunch of smaller dungeons cobbled together in a pocket universe connected to the normal world by a tenuous stone staircase.

The Descent is rumored to be a haphazard bridge between worlds that provides “safe” passage as opposed to tangling with extra-dimensional entities or sporadic magic portals that could leave you stranded. As a GM, you may use it to connect to wherever you like, or attach other modules to it as listed in this module.

Possible Lead-In Quests

Being in a mysterious realm, the Descent doesn’t really leak out into the surroundings. But if you need a hook for adventure, here are some suggestions:

Someone’s father was turned into a tree in room 55 and needs rescued. All the relatives know is that they were last seen entering this place.

A fire spirit is held captive in room 138. Its retrieval for a mage or for the God of Fire may be needed.

The Headsman of room 72 could be emerging from the dungeon to take people’s heads and convert them into trophies to hang on his walls.

It could also be fun to leave an important figure’s remains in a random room and see if it can be found.

HOW TO USE THIS KEY

Preparation: None required! Any interconnections in the dungeon arise out of interaction, so you can go in just as blind as your players. Most sections are self contained, but any bleed-overs are specified and explained.

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”

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)

Attack Bonus = Monster HD

Save = 18 – Monster HD

Speed of 12 is Human Average

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

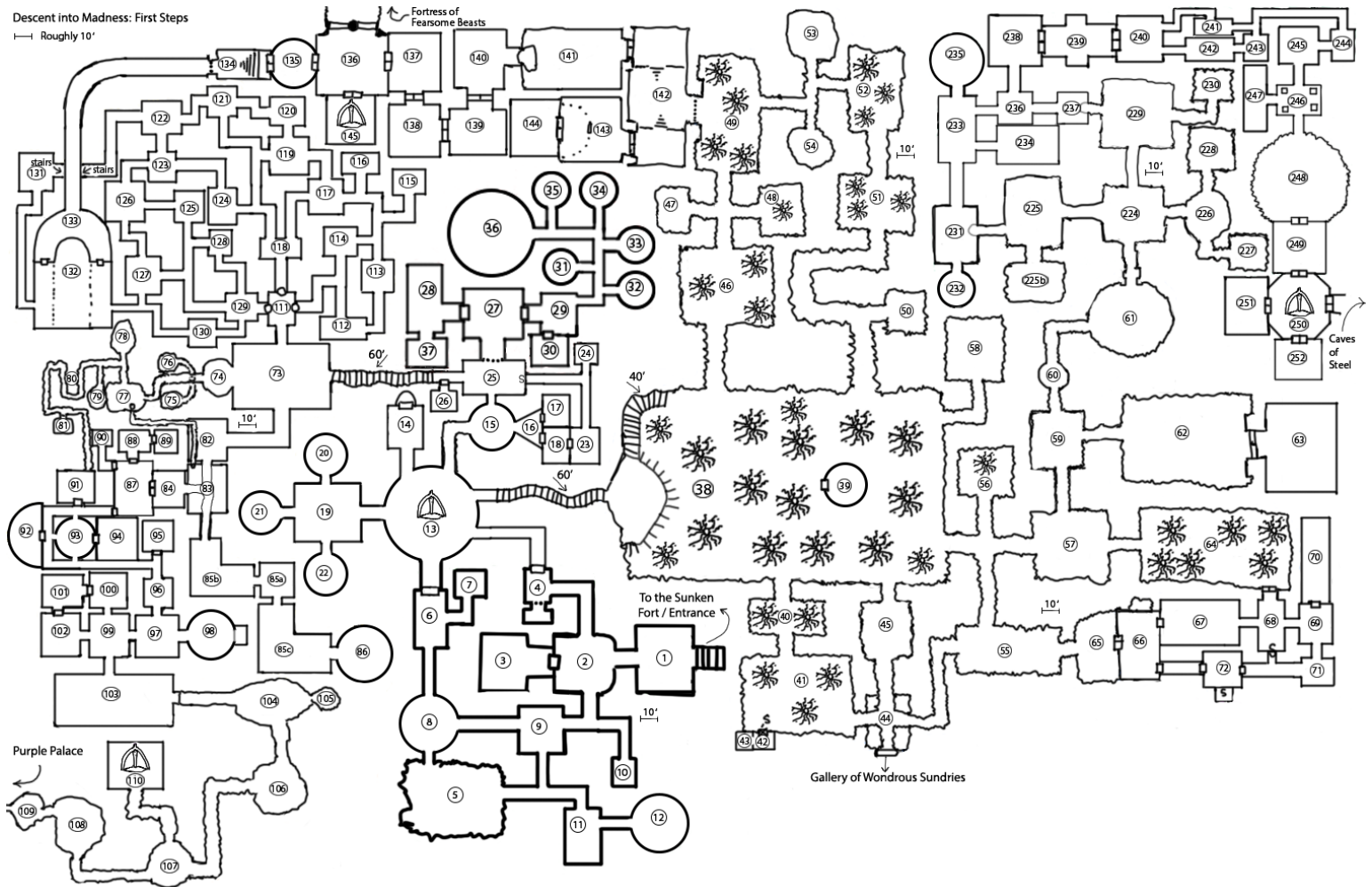
A Turn is about 10 minutes, a combat round is anywhere between 10 seconds and 1 minute.

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? Make it happen! Do whatever you need for you and your players to have fun!

EXP HOW

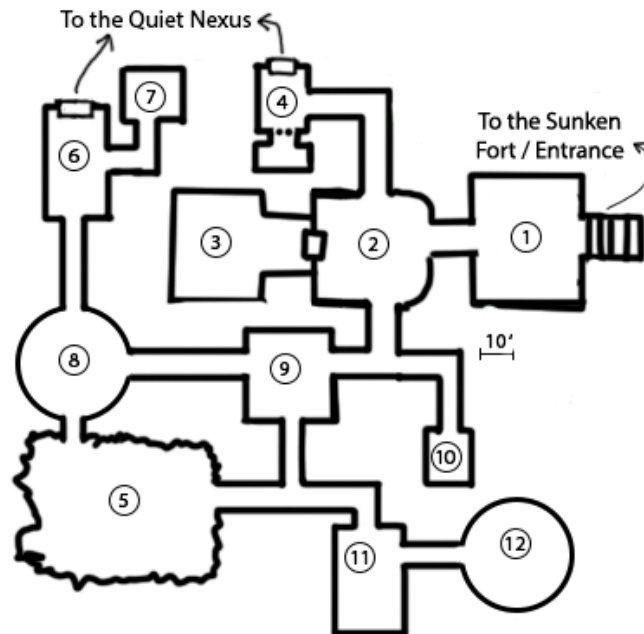
This module is designed for a treasure-as-exp system. EXP is rewarded 1 point per each gold-piece worth of treasure extracted from the dungeon. This way, avoiding or tricking monsters is just as viable as murdering them.

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



Descent into Madness: First Steps Full Map

This mega-dungeon is split into several smaller dungeons. A smaller map will be provided at the beginning of each section. This dungeon connects to five other dungeons, one of them being the entrance.



The Maw of Madness

This is the entrance of the Descent into Madness. It is the domain of living teeth which are born from a fallen giant, animated by a tooth fairy. They have an irrational fear of sugar and must roll morale or flee if sugar is thrown at them. For wandering monster checks, roll a d6 every turn (or ten minutes). On a result of 1, roll on the table to determine what happens. If no monster appears or the 1 is not rolled, increase threshold for the d6 from 1 to 2, making wandering encounters more likely as time passes.

Wandering Monsters - 1 on d6; increase threshold each turn.

d3	Enemies that Appear	Monster Description	Population
1	Living Man-sized Teeth	Tooth-Men from an adjacent room wander over and encounter the party. Determine which room at random. If the room is empty, no Teeth-Men arrive. See stats from that room. <i>"I'll feed you to the lizard!"</i> <i>"Your bones will be my warpaint!"</i>	*See room of origination*
2	Swarm of Regular-sized Teeth	TOOTH-SWARM - Teeth pried from the mouths of hundreds of humanoids, in one big nasty toothy swarm, out for blood. HD4 AC10 SPD9 Swarm: Only takes 1 damage from physical attacks. Area-of-effect attacks are advised. <u>Attack Actions</u> Hundred Nibbles - ATT#1, deals 1d6 damage.	2 remain
3	Acid Spitting Lizard	<i>Aw crap, the lizard got out of its cage again!</i> ACID-SPITTING LIZARD - A large black lizard that foams at the mouth. It wears an onyx collar worth 800gp. HD4 AC12 SPD12 <u>Attack Actions</u> Acid Spit - ATT#1, deals 1d6+2 acid damage. Attacks blocked by armor will reduce non-magical armor's AC value by 2 per spit blocked.	Just the one which lives in room 10.

01: Four **Giant Incisors** hover around a large stone slab upon which **gold and gems** are heaped.

Giant Incisors - (They are animate, and are stationed here to guard the entrance to the area as well as the **gold and gems** on the slab. They will demand that the invaders leave at once, and will not allow them through the room.)

Gold and Gems - (Cursed. If someone takes any treasure, their teeth will all fall out and roll away to room 3, under the door. Next, other parts of their body will begin converting into teeth and rolling away to room 3. The process continues until their entire body is converted into teeth. All physical stats are reduced by 1 per round, and they'll be considered dead when any stat hits 0. Curse can be stopped with a spell, but once the damage is done, it is permanent. The curse on the treasure can be removed with 'Remove Curse' or 'Dispel Evil', but after a full day the Tooth Fairy of room 3 will restore the curse. Treasure includes 8,000gp and 100 gems worth 50gp each.)

4 x INCISOR - *An incisor from a humanoid mouth, sized for a giant. It hovers above the ground, and when it speaks, its voice comes from an unseen source.*

HD2+2 AC13 SPD6 ATT#1 1d6+1dmg

02: There is a **metal door** on the west wall. Upon it is an image of a lithe winged creature with a circle of teeth around it, and below it a **metal fist** engraved deeply into the door.

Metal Door - (Small loose teeth in the are that aren't part of a wandering swarm will roll under this door to join the Tooth Fairy in room 3. Door is locked without a handle, but will swing open if a handful of teeth are donated.)

Metal Fist - (If anyone gets close, the first will attack with a +2 to attack roll, and on hit will punch out the target's teeth dealing 1 charisma damage. The teeth will roll under the door, and the door will gently slide open.)

03: A **lithe winged creature** made entirely of teeth with a halo of yet more teeth hovers gently above a wide basin of blood.

Lithe Winged Creature - (This is the **Tooth Fairy**, leader of the Tooth-Men. She will grant a small benevolent wish to whomever's teeth allowed the door to open. This wish can gift knowledge, raise the recently slain, or help finding a certain item within the surrounding dungeon. The wish cannot generate wealth or magic items. The **Tooth Fairy** will be angry and will attack if the adventurers forced entry into the room, insult the tooth fairy, or attack her in any way. She will also attack if she learns that the treasure in room 1 was stolen by those in front of her. If she dies, the curse on the treasure in room 1 will vanish.)

TOOTH FAIRY - *A lithe winged figure made entirely of teeth.*

HD6+6 AC15 SPD12Flying

Spellcaster: Casts as 8th lvl Mage: 4/3/3/2. Spells are tooth-themed, if possible.

04: There is a **barred-off chamber** to the south, a large **metal door** to the north with a button beside it, and a **ring** tied to a string hangs upside down from the floor as if effected by reverse gravity.

Barred-off Chamber - (Behind the bars is a giant wisdom tooth, inlaid with a bejeweled golden filling worth 4000gp. However, the tooth is heavily stained and looks quite dead. If anyone touches the bars, a tooth-specter will pop out of the tooth and lunge at the person touching the bars. On a failed saving throw, the tooth-specter will be able to attack them once. The tooth-specter cannot pass through the bars, because it is not quite aware that it is incorporeal, and if it finds out, it will fly wherever it pleases, but prefers to guard its corpse.

Metal Door - (Slides up to open, but only if the button next to it is pushed. When opened, screeches very loudly, prompting a wandering monster check.)

Ring - (Detects as magic & evil. The ring is enchanted to fall up, but if a person actually wears it, their fingernail will tear off and begin attacking as an HD1 AC10 creature whilst screaming about all the horrible things its owner has done to it. If they are wearing a glove, there will be muffled screaming and wriggling after a brief painful sensation. The nail will grow back naturally, and the ring can be removed.)

TOOTH-SPECTER - *A wisdom tooth gone bad, for it partook of sweets one too many times.*

HD6 AC15 SPD12

Life Drain: Deals 2d6 damage to Maximum Hp value permanently.

05: Under **stone rubble** from a cave in, there lay the bones of a long dead giant. Bits of its bones have been sawed off, and the teeth from the **skull** are all missing. This pile of bones is guarded by 3 giant **canine teeth**.

Canine Teeth - (They demand that the invaders leave IMMEDIATELY, and will attack if there's any hesitation in leaving.

Skull - (On the inside near the top, a faint rune is drawn. This is the magic that keeps all the giant teeth in the area animate and sentient. If it is destroyed, all of the animated teeth will drop dead.

Stone Rubble - (If the rubble is dug through, a rotten leather satchel will be discovered which contains 10 giant coins with gems in them, worth 250gp each.)

3 x CANINE - *A canine tooth suited for a humanoid giant.*

HD3 AC14 SPD6 2d6dmg

This is a giant that fell long ago. A wandering tooth fairy animated the giant's teeth to be her champions. The sawed off bones were used for enamel production in room 8.

06: 4 giant **Premolars** are dragging logs through the northern **metal door** to the middle of the room where 2 giant **Molars** are mashing logs into mulch. The stone floor is cracked and debris is everywhere. The teeth seem too preoccupied with their tasks to notice you immediately.

Metal Door - (Can be opened by pushing button next to it. Door screeches loudly, prompting a wandering monster check.)

Premolars + Molars - (If characters make much noise, enter the room, or speak, the teeth will notice them and be confused about the presence of these outsiders, being surprised for a round before urging the invaders to leave. They are not hostile, and will allow characters to pass through the room. They will defend themselves if attacked.)

4 x PREMOLAR - *A humanoid premolar sized for a giant.*

HD3 AC14 SPD6 1d6dmg

2 x MOLAR - *A humanoid molar sized for a giant.*

HD4 AC15 1d6+2dmg

07: There are 8 giant **Molars** resting on ruined cushions. In the alcove at the far end of the room sits a **golden statuette** of a molar, worth 3,000g. It is likely a representation of the "ideal" molar, unblemished and strong.

Molars - (Resting snugly from their shifts spent smashing logs. Can be disturbed by loud noises, such as combat. They immediately attack those who steal the statuette or attack other teeth.)

Golden Statuette - (Sits on a small pressure plate which will unleash a **Tooth Swarm**. The ensuing noise will awaken the molars who will spend a round surprised before joining the fight against the invaders.)

TOOTH SWARM - *A swarm of normal sized teeth!*
HD4 AC10 SPD9 1d6damage

Swarm - Physical strikes only deal 1 damage each. Area-of-effect attacks are ideal.

8 x MOLAR - *A humanoid molar sized for a giant.*

HD4 AC15 1d6+2dmg

08: 2 giant **Wisdom Teeth** preside over a cauldron within which boils a pearly white liquid over a shallow pit of flames. The wisdom teeth are mixing the substance with broom sticks, and seem unaware of your presence. There are boxes of wood mulch and bits of bone, as well as a table with simple **alchemical equipment**, 3 buckets and 4 brooms.

Wisdom Teeth - (Actively working on a part of the process for enamel synthesis. If they notice the invaders, they will politely ask them to leave. Wisdom teeth tend to be much more diplomatic than the rest of the tooth-men, seeking to avoid violence. They will defend themselves if necessary.)

Alchemical Equipment - (Using the equipment in the room, the **Wisdom Teeth** somehow synthesize enamel from bone and wood mulch. They use it to repair their fellow giant Tooth-Men as they deteriorate or take damage. It can also be applied to armor or a shield to grants +1AC to the item for a month. The process can be learned with careful research by an alchemist.)

2 x WISDOM TOOTH - *A humanoid wisdom tooth sized for a giant.*

HD3 AC15 1d6dmg

Stunning Blow - On hit, targets must SvParalysis or be stunned for 1d6 rounds.

09: A giant **Wisdom Tooth** is brushing a giant **Canine** with a broom covered in a **pearly white substance** from a bucket. Two **molars** rest motionless against a wall. The floor is spattered with a hardened pearly white material.

Pearly White Substance - (Still wet enamel being used to patch wounds on other giant teeth. See room 8 for more details.)

Wisdom Tooth - (Seems to be holding broom with some kind of telekinetic force. Is currently painting the **Canine** with enamel to seal wounds. If invaders are noticed, the **Wisdom Tooth** will use diplomacy to urge the invaders to leave, preferring to avoid violence.)

Canine - (Loves violence but is rather wet right now and so prefers not to move unless necessary.)

Molars - (Resting against the wall, waiting for their enamel to dry. Will awaken to sounds of combat and join the fray after 1 round of confusion.)

CANINE - *A canine tooth suited for a humanoid giant.*

HD3 AC14 SPD6 2d6dmg

WISDOM TOOTH - *A humanoid wisdom tooth sized for a giant.*

HD3 AC15 1d6dmg

Stunning Blow - On hit, targets must SvParalysis or be stunned for 1d6 rounds.

2 x MOLAR - *A humanoid molar sized for a giant.*

HD4 AC15 1d6+2dmg

10: In the corner leading up to the chamber is a sign on the wall that depicts a tooth with crossbones.

Inside the room is a large lizard that foams at the mouth, and it is immediately hostile! As it rushes

towards you, you see that it wears an onyx collar worth 800gp. Refuse clutters the corners.

ACID-SPITTING LIZARD - *A large black lizard that foams at the mouth. It wears an onyx collar worth 800gp.*

HD4 AC12 SPD12

Attack Actions

Acid Spit - ATT#1, deals 1d6+2 acid damage.

Attacks blocked by armor will reduce non-magical armor's AC value by 2 per spit blocked.

11: There are 3 giant **incisors** actively cutting up chunks of meat, clearly from a variety of creatures. Everything is covered with blood and gore.

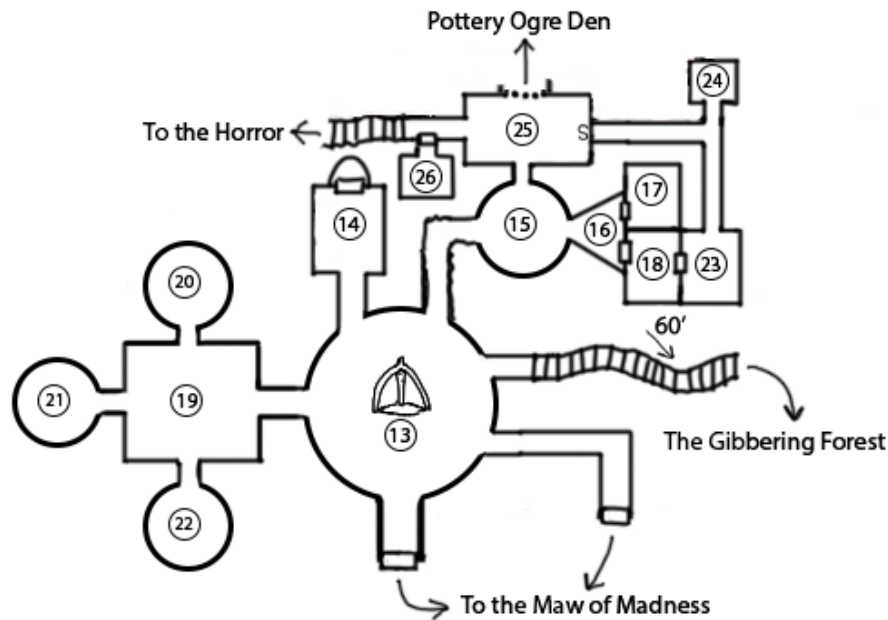
Incisors - (Will notice the party pretty quickly, and will not allow the party to remain. If the party agrees to leave immediately, the **incisors** will escort them out. Repeated offenses will result in attack on sight. This room's purpose is to cut up meat to feed the lizard; the meat is sourced from perished invaders.)

3 x INCISOR - *An incisor from a humanoid mouth, sized for a giant. It hovers above the ground, and when it speaks, its voice comes from an unseen source.*

HD2+2 AC13 SPD6 ATT#1 1d6+1dmg

12: A large bowl built into the floor is filled with **wet blood**. There is a pair of blood-stained leather boots near the back wall.

Wet Blood - (Detects as evil & magical. If a recently deceased corpse is thrown into the blood, it will be raised from the dead but also gain 5 corruption, reversing hallow and granting corruption mutations. See *Five Cataclysms Core Rulebook* for details.)



Quiet Nexus

This central area has no wandering monsters. It is a relatively safe area to relax & recuperate.

13: In the center are 3 curved white pillars that meet at the top, forming a **triple-archway**. Their stone glows with purple and blue veins. From this triple-arch there comes a dribble of motes of light that fall into a shallow pool of shimmering light. Clumps of **moss** hang from the walls on all sides of the room.

Triple-Archway - (This structure is a way-gate that allows a person to travel to other way-gates they have discovered. They do so by stepping into the pool of light, envisioning the other location, and then they'll appear at their destination. They may take allies with them.)

Moss - (If anyone gets close, this moss will wrap around their face, attempting to strangle them with a grapple check as an HD3 creature. Those being suffocated take 1d6dmg/rd until released. The moss cannot defend itself from ranged attacks.)

14: Two **Mossy Skeletons** shamble about this chamber wherein are 10 **graves** marked by heavy slabs, two of them already opened. There is a **heavy stone door** in the back with imagery carved into it. **Moss** hangs from the walls.

Mossy Skeletons - (Immediately hostile.)

Graves - (Two are already opened, and their contents are gone. The remaining 8 graves each have a **Mossy Skeleton** as well as 100 gold pieces inside.)

Heavy Stone Door - (Carved with an image of a skull oozing blood from its eye sockets, and below that is an image of a knife digging into a forearm, drawing blood. Any blood applied to the door will be absorbed, and the door will open revealing a magical skull known as the **Blood-Seeker**.)

Blood-Seeker - (If door was opened via blood, the skull will already have blood on it, and thus be docile. This magical skull if left unrestrained, will

seek the blood of the living, smashing into them until the skull is restrained or sated with 15 Hp worth of blood. Attacks as an HD5 creature in terms of grapple and attack, and deals 1d6 damage on hit.)

Moss - (If anyone gets close, this moss will wrap around their face, attempting to strangle them with a grapple check as an HD3 creature. Those being suffocated take 1d6dmg/rd until released. The moss cannot defend itself from ranged attacks.)

2 x MOSSY SKELETON - *A skeleton whose frame has been taken over by moss; it hangs from the eyes, the mouth, the ribs, all over.*

HD1 AC10 ATT#1 1d6dmg

15: A heap of **purple bones** emits smoke, and that smoke forms into a **ghostly figure**.

Purple Bones - (Buried deep in the pile is a small metal key, stained with blood. Matches the door to room 17.)

Ghostly Figure - (If the room is entered, he will speak in an ominous voice telling the party to turn back. He goes on to say things like "You are all doomed! Your lives will be cut short. The end is upon you! Turn back now, or face your demise!" He does not respond, and these statements are all he will say. If someone breathes him in for whatever reason, they will gain 2 to their wisdom stat and the bones will cease being purple and the smoke will dissipate.)

16: On the left is a heavy **metal door**, adorned with blood-stained blades, spikes, and other menacing objects. The **wooden door** on the right is painted with a daisy planted in a mound of dirt, surrounded on all sides by shades of blue.

Metal Door - (It is locked; key is in pile of purple bones in room 15.. When someone approaches nearby, the blades & spikes & other objects on the door begin to rattle, causing a ruckus. They stop as soon as the person walks away.)

Wooden Door - (It is unlocked and un-enchanted.)

17: A large **metal table** with many blades and screws and other implements of torture, stained with old blood. Gears and other mechanical bits stick out here and there. Scraps of desiccated flesh and broken chains lay about the floor around the table, and those broken chains appear to have once attached the table to the wall at various points, as there are old hooks with broken chains hanging from them around the walls.

Metal Table - (Upon closer inspection, a person will see a bejeweled golden ring worth 800gp stuck between some of the blades, apparently jamming a mechanism of sorts. If it is removed, the **Torture Table** will whirl to life, and attack anyone in the room, seeking to torture/kill them, ripping them limb from limb.)

TORTURE TABLE - *A torture table with built in mechanisms to assist in the process, except it's alive and thirsts for blood. It broke these binding chains long ago and turned on its creators. Walks slowly on its short metal legs.*

HD5 AC20 SPD3 ATT#1 3d6dmg

18: 8 **daisies** are planted in little blue pots resting on shelves on the walls. The **daisies** bob up and down and left to right, as if dancing.

Daisies - (These are actually **Mandrake Daisies** which can be sold for 1000gp each once they've been identified. They can otherwise be sold for 10gp each as mysterious dancing flowers. If any of the **Mandrake Daisies** are pulled, it will scream causing everyone who hears it to take 1d6 damage and SvParalysis, or be stunned for 1d6 rounds. This screaming alerts the **Daisy Ogre** in the next room (23) who will come in the round after the screaming and attack. He has a **Mandrake Daisy** sticking out of his head, indeed his head can be removed and the mandrake within sold for 1000gp. Any mandrake that is killed can no longer be sold as it loses its alchemical value.)

8 x MANDRAKE DAISY - *A Mandrake whose above-ground portion is a dancing daisy.*
HD1 AC10

Screaming: Causes 1d6dmg to those who hear it as well as a SvParalysis or be stunned 1d6 rounds.

Upon Death: Loses alchemical value if dead.

DAISY OGRE - *An ogre with a daisy sticking out of its head. The only words he seems to be able to speak are "Muh daisies! Muh DAISIES!" Wields a shovel.*

HD5 AC12 SPD9 ATT#1 1d6+2dmg

19: This chamber is wrought from large blocks of stone, with high arched ceilings and passageways. It has the feel of a temple. In the center of the chamber stands a 12' tall stone statue of a sumptuously bearded, high muscular man whose every feature is exaggerated. The statue is chipped and battered to a greater degree than the surrounding chamber. A great slab before the statue reads: "Complete the **trials of strength, wisdom, and intellect**, then return and speak my name, **Jorungar**. You shall face me in a **trial of valor** and if victorious, I shall grant one of your

number a **powerful boon**, that you may use as you see fit."

Trails of Strength, Wisdom, and Intellect - (These trials can be located and completed in the three chambers connected to this one. Once all three are complete, a person will be able to awaken **Jorungar**.)

Jorungar - (A statue who grants power to those who are worthy. Will only animate if his name is spoken under the correct circumstances. He can be attacked and destroyed safely, but his **powerful boon** will be lost forever. Note that any damage to **Jorungar** is permanent; he cannot be healed.)

Trial of Valor - (Once the other trials are complete, the Trial of Valor will be available. **Jorungar** will challenge the party to do battle, and once they have dealt him 30 damage, he will yield, and ask that a champion step forward to receive his **powerful boon**. The party is permitted to surrender, but **Jorungar** will not allow them to try again for a full week. *Jorungar's chipped and battered form shows the scars of past trials, but how much more can he take before he crumbles to dust?*)

Powerful Boon - ("Hold your weapon aloft!" **Jorungar** will transform a selected non-magical weapon into a powerful magic +3/+3 flint weapon that grants immunity to all mind controlling effects. However, if the wielder dies, the weapon crumbles to dust, and will not reform even if the wielder is raised from death. The party may face **Jorungar** multiple times to receive the boon multiple times, but only if previous wielders of the boon are not present. Once **Jorungar** finally dies, his potential to grant the boon is lost forever.)

JORUNGAR - *12' tall bearded muscular stone man with a booming voice.*

HD12 (Hp150) AC18

Flurry of Stone Fists: ATT#3 2d6dmg.

20: A slab stands in the entry of this room that reads: "TRIAL OF STRENGTH: Speak my name, **Boros**, and enter" Inside the room is a statue of a muscular strongman with an excellent mustache, his scarcely clothed body bulging with muscles. Behind him there are 8 **metal balls** clasped to the wall with hemispherical clasps. Each is about 8 inches across.

Boros - (This muscular strongman will awaken upon hearing his name, and will greet the party. He presents them with two choices to complete the trial of strength: Either one person must wrestle **Boros** and in him for 3 consecutive rounds before he does the same to them; or the party may wrestle the **Bludgeoning Balls** back into their confinement at the risk of taking real damage from them. If the group agrees to the second option, **Boros** will release the **Bludgeoning Balls** and the engagement will proceed like a normal combat, except the party is expected to wrestle the balls back into their restraints. Killing either **Boros** or a **Bludgeoning Ball** will invalidate the trial. Upon success, **Boros** will grant 1 point of strength to everyone involved who had less than 15 strength, then say "You have completed the Trial of Strength! Stay strong, my friends!" before becoming a statue again. Trial may only be completed once by each person.)

BOROS - *Muscular, barely clothed, excellent mustache. Cheerful and friendly, boisterous and supportive.*

HD5 AC20 ATT#2 1d6+2dmg

If slain, the Trial of Strength can no longer be completed.

8 x BLUDGEONING BALLS - *Made of iron and very mean, will pummel down everyone who isn't already unconscious.*

HD2 AC24 (TouchAC14) SPD12Flying ATT#1 1d6dmg

If destroyed, they will not be replaced.

21: A slab stands in the entry of this room that reads: "TRIAL OF WISDOM: Speak my name **Hetu'um**, and enter." Inside the room is a statue of an old man sitting on a cushion, legs crossed, in a comfortable robe. There are 7 stone cushions on the floor.

Hetu'um - (Will awaken if his name is spoken. Will greet the party and invite them to sit. The stone cushions will have become cushy once **Hetu'um** is animated. He will then offer the Trial of Wisdom which is rather simple: "I ask for you to share a piece of wisdom with me, that I have not heard before; something distinct or profound." Once each party member has offered an accepted piece of wisdom, he will nod, and grant each person present with less than 15 wisdom 1 point of wisdom. "You have completed the Trial of Wisdom. I offer you this as a farewell: Always remember that looking... is not seeing." *returns to stone*. Trial may only be completed once by each person.)

22: A slab stands in the entry of this room that reads: "TRIAL OF INTELLECT: Speak my name **Sra'an**, and enter." Inside the room is a statue of a robed man with a smirk, with a tome clasped to his side, and a runed copper rod in his grasp.

Sra'an - (Speaking his name awakens him. He will smile and beckon the party to come in, and stand before him. "Now to pass this Trial of Intellect, you must answer 5 questions of mine. Some will be easy, some difficult. If you answer in error, I shall zap you with my rod. No worries my dears, the damage (1d6) is not lethal. When I ask a question you shall not discuss amongst yourselves, but if you think you know the answer, step forward, and you shall be tested. If no one steps forward, I will zap one of you at random. Now then, the first question!" Some examples of questions include: world knowledge, weapon types, spell effects, skill related, timed math questions, a favorite color, a riddle, "what is my name, without looking at the slab?". This is a good opportunity to test if your players have been paying attention. Upon success, **Sra'an** will grant anyone with less than 15 intelligence 1 point of intelligence and say "Very good. You have passed the trial of Intellect. May knowledge guide your path." before returning to stone. Trial may only be completed once by each person.)

23: In this room are bins full of dirt, 20 stacked clay pots painted blue, and a pile of rags that could make for a decent bed for a **large creature**.

Large Creature - (If no Mandrake Daisies were plucked in room 18, the **Daisy Ogre** will still be in this room, and he will be hostile.)

DAISY OGRE - *An ogre with a daisy sticking out of its head. The only words he seems to be able to speak are "Muh daisies! Muh DAISIES!" Wields a shovel.*

HD5 AC12 SPD9 ATT#1 1d6+2dmg

24: There is a defunct fountain here that has been filled with dirt, within which grows **tomato plants**, except the tomatoes are blue.

Tomato Plants - (On these plants grow life-giving tomatoes, that increase maximum Hp by 1 per tomato eaten. There are 20 tomatoes available, but these plants cannot be harvested later for as soon as the blue tomatoes are plucked, the plant withers and dies. If the tomato is planted back into this specific fountain, it will grow and bear 4 blue tomatoes after 3 months, but will need to be watered daily. This fountain can only hold 5 plants. Any tomato planted in another location will yield mundane red tomatoes.)

25: A **Two-Headed Ogre** wearing plate armor and a maul guards the room. The ground is mostly dirt, and there are 8 distinct **mounds of dirt**, each with a small **daisy** growing out of them, which bobs up and down and side to side, as if dancing. (Eastern secret door is a swiveling portion of wall.)

Two-Headed Ogre - (Very hostile, will shout "ONLY OGRES ALLOWED!" at any invaders, and if people don't leave immediately, he will attack. He's seen a lot of weird things while standing guard, and he's not going to take any chances. If he gets confused or if "ogres" show up he's never seen before, he will tell the group to stay outside while he goes and gets his boss in room 36 to help out. His boss is the only intelligent ogre in the area.)

Mounds of Dirt - (In each mound is buried a **Daisy Ogre** which is serving as an incubator for the **Mandrake Daisy** in their heads. If a dirt mound is disturbed in any way, the ogre within will awaken and attack immediately. The **Mandrake Daisy** can be harvested once the **Daisy Ogre** is slain.)

Daisy/Mandrake Daisy - (Worth 1000gp if sold alive to the proper buyer. If a **Mandrake Daisy** is removed from its incubator (the ogre heads) they will become dangerous.)

TWO-HEADED OGRE - *Plate armor, maul, 2 heads. Is very paranoid, having seen too many weird things to count. Very aggressive, and cannot be persuaded.*
HD6 AC17 ATT#2 1d6+2dmg

8 x DAISY OGRE - *An ogre with a daisy sticking out of its head. Covered in dirt and grime, and seems too addled to speak.*
HD5 AC12 SPD9 ATT#1 1d6+1dmg

8 x MANDRAKE DAISY - *A Mandrake whose above-ground portion is a dancing daisy.*

HD1 AC10

Screaming: Causes 1d6dmg to those who hear it as well as a SvParalysis or be stunned 1d6 rounds.

Upon Death: Loses alchemical value if dead.

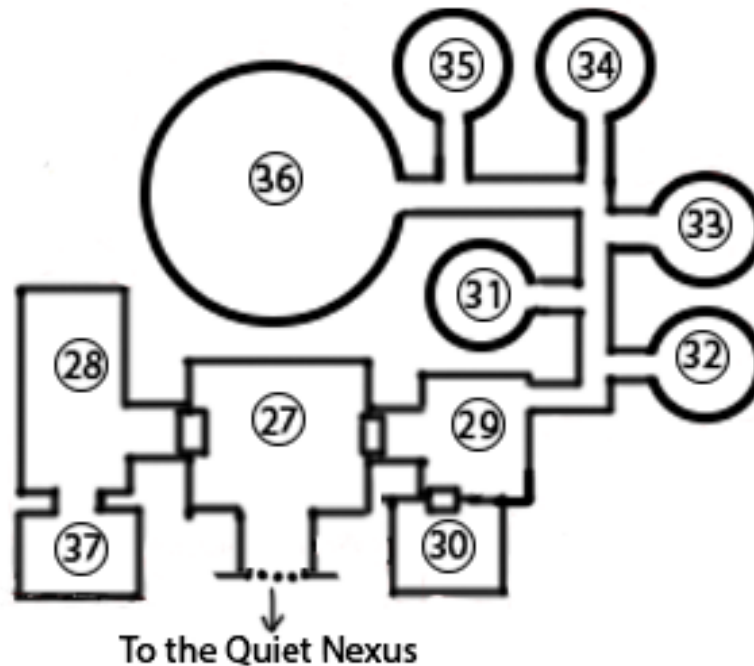
26: The wooden door has an image burnt into it. The image depicts a little man who balanced upon a quarterstaff on one toe, his other leg crossed across his thigh, his arms held aloft over his head.

In the room you see a desiccated **undead humanoid** balancing upon a thin pole.

Undead Humanoid - (This is **Ro'Shan**, the undead monk. If no monk is in the player's party, he will say "None of you are what I seek. Get out." He will attack if threatened or the party does not leave. If a Monk is in the player group but is less than level 4, he will say "You are not yet experienced enough for my tutorship! Leave, and return when you are more experienced!" If the Monk is at least level 4, he will say "Have you come seeking **training**?")

Training - (**Ro'Shan** offers stat training to his fellow monks in exchange for experience points. The highest he can raise stats this way is to 17. Each "session" takes merely an hour. The cost is 400 experience per stat point to be raised to. For example, if a monk's strength is 12, the next level is 13 and the cost would be 400x13 experience points. This training can only be done once per week per person.)

RO'SHAN - *An undead monk who lived his life, and now resides here to pass on his knowledge to the rare monk. He is very patient.*
HD9 AC16 ATT#3 1d6+2dmg



Pottery Ogre Den

This is the lair of pottery-making ogres. The low rumbling of stone on stone is heard throughout. Although these ogres are somewhat lacking in intelligence, they're keenly aware of this lacking mental faculties and are smart enough to approach their boss Korg for help with 'thinkin' gud.'

Wandering Ogres - flip a coin every turn and on a result of heads, roll on the table below.

d4	Enemies that Appear	Enemy Description	Population
1	Grumpy Ogre who broke his pot	GRUMPY OGRE - <i>He's pouting, with big tears rolling down his cheeks. Ready to punch the first thing he doesn't like.</i> HD5 AC12 1d6+2dmg	2
2	A lone Security Ogre	SECURITY OGRE - <i>He's on patrol, looking for things that are out of place or don't make sense. If something's not quite right, he's gonna smash it.</i> HD5+5 AC17 1d6+3dmg <i>If properly confused, will tie up invaders and go see boss Korg in room 36 for advice.</i>	2
3	Ogre with a Disgusting pot	OGRE - <i>Carries an ugly, poorly made pot. He's super proud of it.</i> HD5 AC12 1d6+2dmg Gross pot - If shattered, the ogre will fly into a rage, gaining an extra attacking and dealing +1 damage.	2
4	Ogre with a Valuable pot	OGRE - <i>Carries a masterpiece. Joy on his face.</i> HD5 AC12 1d6+2dmg Masterwork Pot - Worth 800gp as treasure. If destroyed, the ogre will crumple to his knees and begin sobbing.	2

27: (Room is blocked by a portcullis which has no opening mechanism. The ogres simply lift it up and down, as it is very heavy. A single human would require superhuman strength to lift it, but a group can get it up. The ogres have a large metal weight they can add to the portcullis to prevent anyone, even ogres, from lifting it.)

Two **ogres** stand before you, bickering about whose **pot** is more beautiful. The ogre on the left has a pot glazed with a mountain range in purple flames that lick into an orange sky, and the other has a pot that expertly shows many ogres performing feats of strength.

Ogres - (Would be hostile, but are too busy bickering. Will notice the invaders if they take a pot or make too much noise.)

Pot - (Pots both weigh 5 stones, and each is worth 500gp as art/ogre treasure.)

2 x OGRE - *Big, hands covered in clay, bellies splattered with all sorts of colors.*
HD5 AC12 1d6+2dmg

28: A long table with many stools spans the length of the room. A single **ogre** sits at the table, looking down at a **glazed slab** with runes upon it. Wooden plates and bowls rest in a heap against the far wall. Along the north wall is a large trophy podium with 5 steps, with beautiful **glazed pots** sitting upon them. A **smell** of delicious cooked meat hangs in the air.

Ogre - (Occupied by his reading and will not look up. If he somehow notices the invaders, he will yell at them, telling them to go away. He will attack if he feels threatened.)

Glazed Slab - (The runes are ogre letters. This slab details pottery crafting tips & tricks, written by esteemed potter Master Korg. Worth 100gp as a curiosity of fringe ogre culture and weighs 2 stones.)

Glazed Pots - (Lowest pot is worth 300gp, next pot up is worth 500gp, next is 600gp, 2nd place is 900gp, and the highest pot is glazed with gold and silver and worth 2200gp. Each weighs 5 stones. The pots depict Master Korg, Ogre History, a grand buffet, a slaughter of kobolds, and a sea of wealth.)

Smell - (There's a kitchen to the south, and the chef is making something tasty!)

OGRE - *Is a reader, doesn't want to fight, but will small skulls for safety.*
HD5 AC12 1d6+2dmg

29: Built into the floor is a vat of wet clay, being churned by two **clay-covered ogres** with long poles. There are cheap pots in the room filled with wet clay, ready for transport.

Clay-Covered Ogres - (They are focused on their task, and although they heard the door open, they will not look up to confirm that trespassers are in the room. Once they're aware however, they will attack after warning the invaders to leave.)

CLAY-COVERED OGRE - *Covered in a whole lot of clay, some wet some dry. Wield long poles since it's what they happened to be holding when they got angry.*

HD5 AC12 1d6+2dmg

Reach: Can make melee attacks from further away if necessary, or from 2nd rank.

Slippery when wet: If they run at full speed, they must SvBurst or find themselves slipping and falling over.

30: An **ogre** sits on the floor. Before him is a wet **clay tablet** with etching implements beside it. Behind the ogre are racks and shelves with small tools, paints, and other equipment useful for pot forming, sculpting, and decoration. There are **beautiful pots** livening up each of the four corners of the room. The **ogre** looks up and says "What it do then, what you need check out? ... GET OUT! GET OUT NOW OR I SMASH YOU!"

Ogre - (**Quartermaster ogre** gets pretty grumpy when non-ogres come into his store room. Will attack if the invaders don't immediately leave.)

Clay Tablet - (Etched with ogre ruins. This tablet functions as a check-out list for various items from this store room.)

Beautiful Pots - (Each of the four pots is worth 400gp.)

QUARTERMASTER OGRE - *He's either got da stuff or knows who got da stuff. No stuff get past him!*
HD5 AC12 1d6+2dmg

31: An **ogre** presides over a pottery wheel, where he sculpts a pot into an hourglass shape.

Ogre - (He is focused on his work, and will not notice group. Will defend self if attacked.)

OGRE - *Perhaps the most mundane one you've seen so far.*
HD5 AC12 1d6+2dmg

32: An **ogre** presides over a piece of pottery, leaning very close to it painting **fine details**.

Ogre - (He is so deeply entranced by his work that he will not respond to words. If someone pokes him, he will yell "YOU MUST LEAVE ME ALOOOOONE! I NOT DONE YET!!" Will defend

himself if attacked, but will not pursue attackers into the hall.)

Fine Details - (The ogre is partway through creating a masterpiece. Once complete, it'll be worth 10,400gp. It'll take 5 weeks to complete. When he completes his work, he will announce "It is done..." and promptly collapse to the floor, dead from exhaustion.)

OGRE - *He's in a focused mood, and disrupting him will send him into a frenzy.*
HD5 AC12 ATT#3 1d6+3dmg

33: A finished pot rests on the wheel, no ogre around. The pot is worth 600gp.

34: An **ogre** sobs over an enormous pot, once taller than the **ogre** which now sags in the middle, ruined.

Ogre - (Full of failures. On every visit, he will have ruined another pot. Will defend himself if attacked.)

OGRE - *Permanent tear-stains on face.*
HD5 AC12 1d6+2dmg

35: An **enormous ogre**, bigger than the rest, with a happy smile on his face, spins an itty-bitty pot, merely 3 inches tall. He works his fat fingers with tremendous dexterity. There are 22 other tiny pots in the room, and each of them look to be worth 30gp.

Enormous Ogre - (His name is **Bronk** and he is friendly, "Have you come to watch me spin?" however, he will get angry if someone takes one of his itty-bitty pots. Each is a flask-weight.)

BRONK - *Real big, cuddly type. Is super friendly, until you take his stuff or hurt him.*
HD7 AC13 1d6+3dmg

36: The Lair of Master Korg, Esteemed Pottery Ogre!

A **large ogre** stands atop a bridge over a **great kiln** built into the floor from which flames leap. He is clad in ceramic armor and wields a large ceramic mace. Another prominent feature is an **ogre-sized pot** that does not look valuable, but has an ogre face on it with pursed lips, and the lips are charred by fire.

Large Ogre - (This is **Master Korg, Esteemed Pottery Ogre**. This is his great kiln, where he forges masterful pots and other ceramic creations such as his armor and weapon. He is not immediately hostile, but speaks with the authority of the boss of the area. Depending on how much damage has already been caused, he will either escort the invaders out, or attack them outright.)

Great Kiln - (If Korg dies the kiln fire will die down. Inside the kiln is a glazed pot worth 800gp, weighing 5 stones, but also many small cubbies within which sit magical burning embers. They are small spirits of fire, and in the right hands can provide intense heat for any use from a campfire to a forge. They are activated by a force of will; the stronger the will, the more embers that can be active at once. The more present, the hotter. There are 12 in total, worth 1000gp each.)

Ogre-Sized Pot - (This is the **Ogre Face Melter** that will assist Master Korg if he gets into combat. Once Korg is dead, 2 magical blazing gems can be found inside, and each is worth 1000gp.)

MASTER KORG, ESTEEMED POTTERY OGRE - *The smartest ogre around. Is passionate about pots, ceramics, fire, and smashing smaller creatures, such as humans. He's skilled, but mean.*
HD7+7 AC18 1d6+4dmg

OGRE FACE MELTER - *An Ogre-sized pot with a big ogre face on it. Spits fire.*
HD10 AC10 Immobile
Fire Blast - Each round, will launch a bolt of fire at a random enemy for 2d6 fire damage, SvBurst for half.

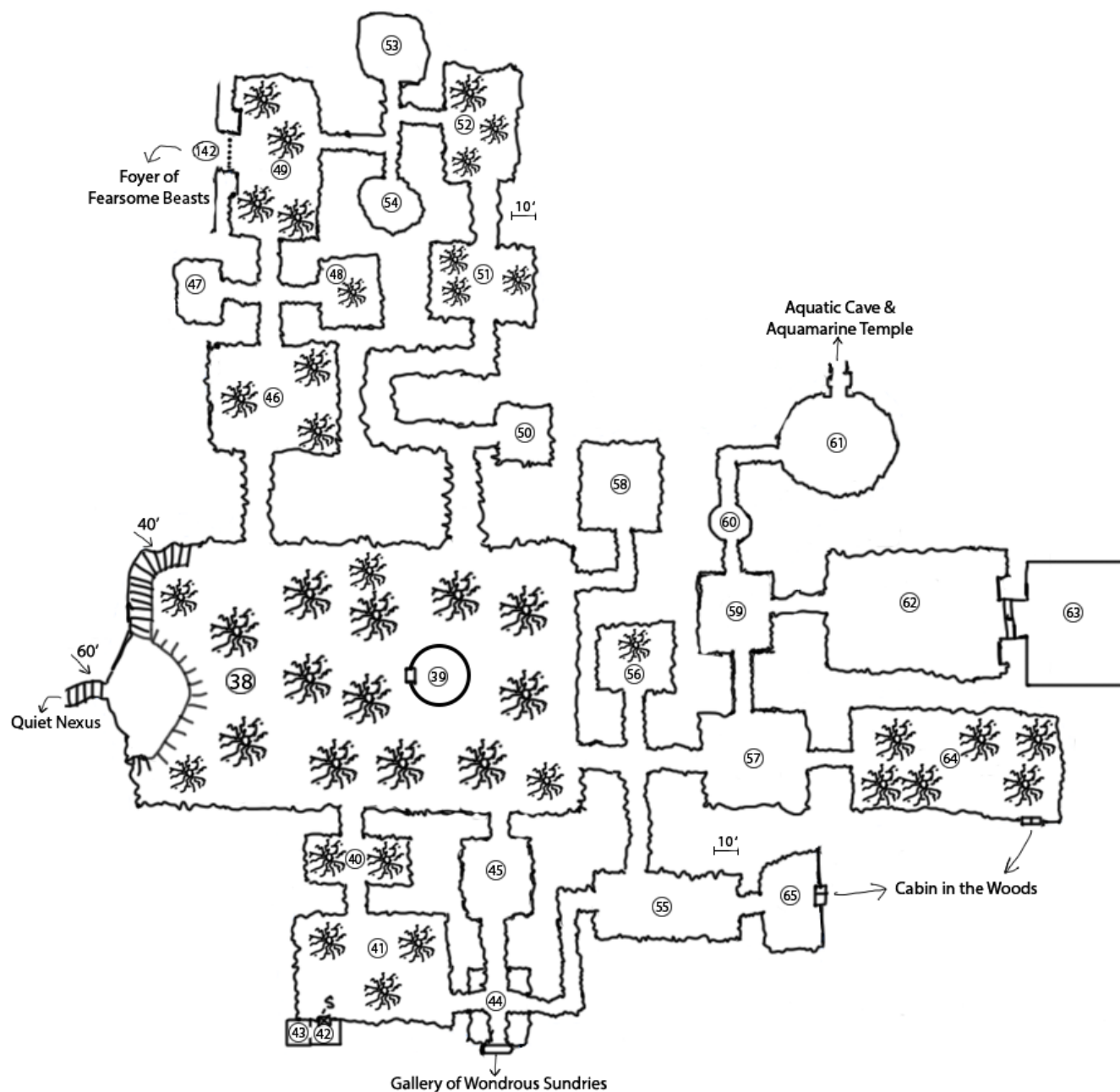
37: You see an ogre in a white apron with an impressive **chef** hat who presides over a great fire, multiple animals sizzling on skewers, globs of grease dripping down into the fire. On cook-tables are vegetables, chopped and not, small **boxes of spices**, and all manner of cutlery. The smell is wonderful. The ogre looks at you over his shoulder and says "Mmmm... You look like you could be useful."

Chef - (This is Omno the Ogre-Chef. He is a bit smarter than the other ogres, and is relatively friendly towards the player characters. He explains that he is sick of pottery and the other ogres, and wants to turn the area into a restaurant & inn, but needs the players help. Once Master Korg in room 36 is defeated and the other ogres driven out, Omno will go about turning the place into an Inn, where the players can find safe haven in the future. He may offer them quests in the form of finding new foods or new employees, in exchange for special foods or monetary reward. Former pot-spinning rooms will become individual sleeping areas, and other rooms become eating areas.)

Boxes of Spices - (Yes, they have value, but you'll piss **Omno** off and he's a nice guy. There's 5 boxes of spices, worth 150gp each.)

OMNO THE OGRE-CHEF - *Very good cook. Slaying him is an affront to civilization. Oh, you care that he's an ogre? Filthy specist. How'd you even piss him off? You deserve a piece of cutlery to the face.*

HD6 AC13 1d6+2dmg



Gibbering Forest

A strange underground forest with odd creatures and alien plant life. Vines and other foliage clutter the floors, walls, and ceilings as an ambient source-less light provides nourishment to the life here. A murmuring sound can be heard at all times, echoing through the caverns.

Wandering Monsters - 1 on d12; increase threshold each turn.

d6	# of Enemies that Appear	Monster Description	Population
1	A Giant & Angry Stag Ball	GIANT STAG BALL - <i>It's a stag but... it's been morphed into an inflated spherical version of itself. Still has mighty antlers, and moves by bouncing around.</i> HD4 AC12 SPD12 1d6+2dmg	3 remain
2/3	2d6 warped & misshapen Wooden Skeletons	WOODEN SKELETONS - <i>A humanoid-looking skeleton crafted from stray bits of wood. The wood doesn't quite match human anatomy, resulting in a very funky looking skeleton. Hostile.</i> HD1 AC10 SPD9 1d6dmg	Unlimited, so long as the Timber-Mancer of room 65 lives.
4	Gigantic Gas-Emitting Mushroom-Slug	GIANT MUSHROOM-SLUG - <i>It's a giant slug shaped like a mushroom. Noxious gas is released from the mushroom cap. It attacks by getting prey in range of its poisonous gas, and it is hungry.</i> HD5 AC14 SPD3 Noxious Gas: Creatures within melee must SvPoison each round or begin taking 1d6dmg per round for 3 rounds.	3 remain
5	1d6+2 Flying Wolf Heads	FLYING WOLF HEADS - <i>The brutally decapitated head of a wolf, given the ability to fly and endowed with hatred of all things not decapitated.</i> HD1 AC13 SPD12Flying 1d6dmg On Kill: The heads of slain targets will rip themselves off the cadaver after 3 rounds, and join the Wolves in their objective of killing things with bodies. Shares the hitdice of the original creature.	20 remain, but the packs will grow as kills are made.
6*	If a 6 is rolled twice in a row, the Headsman will arrive, and he is here to collect heads.	THE HEADSMAN - <i>A headless humanoid figure wrapped in black leathers who drags an enormous executioner's axe behind him. Has nothing to say. Animated by magic; undead.</i> HD8+8 AC16 ATT#2 Aim+1 1d6+2dmg Axe: Wields magical +1/+1 Axe which increases aim and damage by 1. Axe also deals bonus 1d6 damage to plantlife. Wealth - Under the leathers, he wears 3000gp worth of jewelry. On Kill: Will chop off the heads of slain targets, which will animate to do his bidding. Heads retain Hit Dice of original creature.	Only the one. Once slain, remove from 'Cabin in the Woods' Region

38: The stairs end at a raised plateau that looks out into a cavern, where a grove of blue-capped trees of white bark grow. On the plateau sitting in front of you are **white logs**, clearly cut from the trees down below. Hanging from each of the trees is a cluster of giant **glowing pears**. Through the trees you can see a **small hut**, clearly built to resemble a giant squat mushroom with a red poke-a-dot roof. You catch a glimpse of a squirrel-like creature bouncing down a tree, the creature prominently spherical shaped. A strange murmuring sound fills the air.

White Logs - (Cut into equal lengths to be sold to customers by **Timber-Shroom Tandridi**. If the party makes too much noise while dealing with a **Gibbering Pear**, **Timber-Shroom Tandridi** will come out of the **small hut** and scream at them "WOULD YOU LIKE TO PURCHASE TIMBER?!?!" he can only speak in screams. Will sell cut logs of timber to the group for 10gp each, and offer to carve them into the shape or length they require. He will be extremely insistent that the humies buy some lumber, advertising it to them as best he can, trying to include sweet deals, warning them as they leave "OH NO! YOU'RE LEAVING WITHOUT BUYING ANY TIMBER!" If the group ignores him, he will become increasingly agitated and eventually attack.)

Glowing Pears - (Roughly 4 (1d6-1) pears dangle from each tree, adding up to 62 total. They are valuable alchemical reagents worth 400gp each weighing 4 stones, but there's one problem. These are **gibbering pears**. Their "mouth" is not easily visible when they are dormant, but they do mumble constantly, hence the strange murmuring sound that pervades this entire area. If a pear is knocked loose or is being carried away from its forest, it will open its mouth and begin to gibber, causing disorienting effects to those nearby. See stat block below.)

Small Hut - (The home of **Timber-Shroom Tandridi**. The door is a swinging push door and has no lock.)

TIMBER-SHROOM TANDRIDID - *Resident mushroom man who cultivates these pears and the trees they grow upon for sale and for personal use. Walks on 4 stubby legs, has no arms or eyes, has a mouth full of serrated teeth that whirl into action and can saw through wood with ease.*

HD4 AC13 SPD6 ATT#1 3d6dmg

62 x GIBBERING PEAR - *A large, glowing pear-like thing with thin lips that jabber endlessly in gibberish, filling the air with that eerie, disorienting noise.*

HD4 AC10 Immobile

Gibber: The murmuring increases sharply in volume, and those nearby who can hear it must **SvSpells** or be struck by confusion lasting for 1 turn. Each round, every confused creature must roll a d6 to determine their action. If they roll 1-2 they attack themselves; 3-4 they attack an ally; 5 they will do nothing; 6 they attack the **Gibbering Pear**. *Music Suggestion: Bathtime in Clerkenwell (2002).*

Value: Worth nothing dead, worth 400gp alive as alchemical reagents.

39: Smaller **glowing pears** sit on shelves along the walls, and in the center of the room is a cauldron in which several pears are undergoing an **alchemical reaction** with soil. Bolted to the back wall is a steel ladder that leads downwards to a **lower chamber**. It is damaged by many teeth marks, but remains strong.

Glowing Pears - (They're **Gibbering Pears**, see room 38 for details. However, there are 30 in this room, each worth merely 100gp each due to size.)

Alchemical Reaction - (This is the reaction used by **Timber-Shroom Tandridi** to create his **Miracle Grow**. If an alchemist studies it carefully, they'll be able to replicate the process.)

Lower Chamber - (In the basement of this domicile is a great pile of blue-caps from the white trees above, as well as a heap of furs of

various animals, and 12 crates of glowing soil. The heap of furs weighs 5 stones in all, but is worth 2000gp total. The crates are full of **Miracle Grow**, and each crate of the stuff weighs 10 stones but is worth 500gp to the right buyer.)

Miracle Grow - (This wondrous material can be spread on a sapling or other plant, causing it to grow instantly. If more soil is used, a plant can be grown far larger than it would ever naturally be.)

Timber-Shroom Tandrudi - (If he is still alive, he will try to kick the party out of his house or die trying.)

TIMBER-SHROOM TANDRIDI - *Resident mushroom man who cultivates these pears and the trees they grow upon for sale and for personal use. Walks on 4 stubby legs, has no arms or eyes, has a mouth full of serrated teeth that whirl into action and can saw through wood with ease.*
HD4 AC13 SPD6 ATT#1 3d6dmg

40: You see a large **red tree** and a large **green tree**, across the room from each other. There is a small stump in between with a **metal tap** sitting on it.

Metal Tap - (The sort that can be jabbed into a tree to get sap or liquid from inside. Either tree produces liquid of a color to match the tree.)

Red Tree - (Produces red liquid which if drunk will give the drinker the ability to fly for 1d6 rounds. When it expires, the drinker suffers the after-effect of being stunned for 1d6 rounds, as their body feels heavy as a boulder. Indeed, if someone tires to lift them, the drinker will be 3 times as heavy as normal. Red liquid can be **mixed** with green liquid.)

Green Tree - (Produces a green liquid which if drunk, the drinker must SvPoison or become extremely intoxicated for 1d6 turns, their AC reduced by 10, attack rolls reduced by 10, and

unable to move at greater than 3 speed. A successful save means the drinker is only effected for one turn. The green liquid may also be lit and thrown like a firebomb, dealing 2d6 damage in a 10' radius area. Green liquid can be **mixed** with the red liquid.)

Mixed - (The mixed concoction can be drunk giving the drinker drunken flight for 1d3 turns, where they can fly but with -10 to AC & attack rolls. There is no after-effect. The mixed concoction may be lit & thrown like a firebomb, only now exploding for 2d6 damage in a 20' radius.)

41: In the southwest corner, a **gentle waterfall** empties into a small pond. There are **three trees** in the room, each of them colored a dull yellow, with bright red apples hanging from their boughs. They have no leaves. (Room has a **secret door**.)

Gentle Waterfall - (If the pond or waterfall is approached by a character, the waterfall will form a mouth and say in a kindly voice "Are you thirsty dear? Drink up then." The water is pristine, and quite refreshing. If a person or item is thrown into the water, the waterfall will scream "POLLUTERS! DEFILERS! I'LL HAVE YOUR ARMS!" Waterfall will then shoot blasts of water at the offending person which may knock them off their feet, dealing no damage, but the screaming of the waterfall will prompt a wandering monster check. The waterfall will continue spitting water at people until they leave the room, at which point the waterfall will calm down and the players may return. The waterfall may be dispelled with dispel magic.)

Three Trees - (If an apple is plucked, the tree itself will bend back and snap down at the plucker in an attempt to kill them. The other two **yellow trees** will also become hostile and not allow anyone to approach until several turns have passed. The apple is ordinary, but with a lemony aftertaste.)

Secret Door - (Partially hidden in the roots of the south-most **yellow tree** is a crank. As it is cranked, the grating of stone can be heard from behind the **waterfall** as a stone bridge extends outwards and downwards to the edge of the pond. Behind the waterfall 10' up is a small stone door with a handle. The **waterfall** will not spit at those who cross using the bridge.)

3 x YELLOW TREE - *A leafless dull yellow tree that grows apples that it'd like to keep to itself.*
HD8 AC10 Immobile 1d6+4dmg

42: (Door is narrow allowing one creature through at a time. If the door was accessed via the stone bridge, the **Blue Bear** on the other side will be ready to surprise the invader with a sleep dart attack.)

There is a small table with a steak dinner, and a crackling firepit above which simmers several more steaks. Luxurious furs decorate the walls. There are 8 of them, each other 400gp. Other little knickknacks decorate this cozy chamber.

BLUE BEAR - *A lightly armored bipedal blue bear who wears a tam o'shanter. Attacks with claws and sleep darts and enjoys hunting humans and other creatures for sport.*

HD4 AC14

Attack Actions

Claws: ATT#1, 1d6+2dmg

Sleep Dart: ATT#1, no damage, target must SvPoison or fall asleep for 1d6 turns.

43: There is a cozy bed and beside it a small table with a lit lantern upon it, as well as a turquoise-encrusted **golden collar** with a green bow. The bed has many little blue hairs stuck to it, and the walls are decorated with cheap baubles.

Golden Collar - (The collar minus the bow looks to be worth 2800gp.)

44: Two naturally formed stone bridges form a crossroads in this chamber. Below these bridges is a pool of life-teeming water. It is warm, and the chittering of birds and small creatures can be heard. Vines, stems, branches, leaves, lily pads, and flowers clutter the area. You see a small **ball of feathers** with a beak compress itself and launch to another patch of foliage. The southern door is unlike the rest of the area; it is a large white stone door, embedded with **6 brass plates** arranged in a near triangular pattern. Above this door the stone is marked with the words: **Gallery of Wondrous Sundries**.

Ball of Feathers - (This is a resident bird that ate the sphere-fruit and turned into this strange creature. There are about 12 of them roosting in this room.)

6 Brass Plates - (These are unmarked buttons. Pressing a button will make it glow, each one glows a different color and emits a unique tone. Tapping them in the order 5-1-3-2-4-3 will cause the door to slide open, opening the way to the **Gallery of Wondrous Sundries**.)

Gallery of Wondrous Sundries - (A museum of strange, magical, cursed, or peculiar objects, people, and creatures. The head curator is a spectral beetle, and his alabaster knights keep the place secure. Visitors are welcome, but are warned of the dangers that may befall them in the Gallery of Wondrous Sundries. **Separate module, see 'Descent into Madness: Gallery of Wondrous Sundries'.**)

45: The air is steamy and warm, as there are several steaming thermal vents in the chamber. Huddling close to them are eight **large lizards**, whose eyes lazily roll over you but the **lizards** do not move.

Large Lizards - (Will hiss if anyone enters the room. However, they will not attack, or move

from the geysers unless attacked. If attacked, they will seek to flee unless cornered.)

8 x LARGE LIZARD - *A large lizard fond of moisture and warmth. Bit of a coward which fears direct confrontation.*

HD3 AC12 SPD9

46: There are three yellow **mushroom-trees** as well as two large brown-furred balls which lazily roll around the room.

Mushroom-Trees - (Only special in that they seem to sweat a substance similar to cooking oil.)

Brown-Furred Balls - (Merely bears who ate a special fruit that turned them into balls. If someone looks closely, they'll see a bear snout on each of the balls. If they notice the party, they'll both stop and begin growling, and will attack if the party doesn't back off.)

2 x BEAR BALL - *A bear that ate the spherical fruit and became a ball. Moves by bouncing around, and bites with its teeth.*

HD4 AC12 1d6+2dmg

47: From the back wall pours a waterfall which empties into a **pond**, near which 3 **spherical bears** bounce about chasing **fish** that are swimming through the air around the chamber.

Pond - (At the bottom of the pond against the near wall is a rotting locked chest with a missing key. Inside is 800 gold coins and a ruined scroll of teleport.)

Spherical Bears - (These once-bears ate the spherical fruit and transformed into this form. They are preoccupied with their pursuit, but if they notice the group they will mirthfully attack them instead.)

Fish - (Eating a fish will grant the eater the levitation power for 1d3 rounds, after which they'll fall back to the ground. There are 5 fish currently floating about the room, but every turn or two another floating fish will pop out of the waterfall.)

3 x BEAR BALL - *A bear that ate the spherical fruit and became a ball. Moves by bouncing around, and bites with its teeth.*
HD4 AC12 1d6+2dmg

48: There is a **large tree** dominating this room from which dangle strands at the end of which are little vines resembling grabby hands. It's upper branches glow with a whitish-blue light.

Large Tree - (This is the duplication tree. Any item placed within a grabby hand will be duplicated at another grabby hand. Cannot be used to successfully duplicate magic items or people, as such duplicates will function in unexpected ways or a person will be comatose. The tree can be used to duplicate treasure items, but after the first use further duplicates become smaller and smaller as the tree takes more and more damage. The tree starts at 30 hit points, but each time it is forced to duplicate treasure, it takes 1 point of damage for every 1000gp worth of treasure

duplicated, and it struggles to produce more, and will eventually die. Mundane objects are no problem.)

49: There are 4 **purple birch trees** with yellow leaves, and in the boughs of each is a **spherical bear**. The **spherical bears** appear to all be grunting at each other in some mysterious game. On the western wall is a large stone passage blocked off by a thick barred **portcullis**. The stonework is tight and masterful, but very old and covered in moss. The bars are scratched, but not bent.

Purple Birch Trees - (If damaged, will emit a sleeping gas. SvPoison or fall asleep 1d6 turns.)

Spherical Bear - (These are the **Bear Balls**. Effectively barking at each other. Will not notice the intruders unless they're noisy or walk into the middle of the room. Will begin grunting at the intruders instead. If any bear is attacked, they will all respond violently against the party.)

Portcullis - (Portcullis is very heavy, and must be raised either by a knock spell or by a creature with superhuman strength. Otherwise it is too heavy for the party to lift. There is no mechanism to raise this gate.)

4 x BEAR BALL - *A bear that ate the spherical fruit and became a ball. Moves by bouncing around, and bites with its teeth.*
HD4 AC12 1d6+2dmg

50: This chamber looks like a den of sorts, and sleeping gently in it are 8 mostly spherical **mounds of fur**. Foliage and other scavenged material have been made into bedding.

Mounds of Fur - (There are the **Bear Balls**. They are fast asleep, but will be alerted if any of them take damage and cry out in pain. Will defend the

nest. The players can see that each has a bear snout if closely investigated.)

8 x BEAR BALL - *A bear that ate the spherical fruit and became a ball. Moves by bouncing around, and bites with its teeth.*

HD4 AC12 1d6+2dmg

51: There are three trees resembling **spruce** standing in the chamber, and there are two **balls of fur** with snouts rolling lazily about the room, giving the trees a wide berth.

Spruce - (These trees, if touched, will attempt to stab at the offending creature using their branches. In the northwest tree is a skeleton approximately 20' up, penetrated by branches. From his old bones hangs a satchel, inside of which is a bejeweled ring worth 500gp as well as a red potion which smells of cherries that restores 2d6Hp when drunk.)

Balls of Fur - (These are the **Bear Balls**. They will attack if they notice the players making noise or walking through the room.)

2 x BEAR BALL - *A bear that ate the spherical fruit and became a ball. Moves by bouncing around, and bites with its teeth.*

HD4 AC12 1d6+2dmg

3 x SPRUCE TREE - *Looks like a spruce, smells like a spruce, stabs like a murderer.*

HD6 AC10 ATT#3 1d6dmg

May use an attack action to grapple instead. Can hold 3 creatures at once.

52: Dangling in clumps from the three pure-white trees with pure-white leaves are small perfectly spherical **orange fruits**. A variety of **forest creatures** are in the room, all spherical versions of themselves. Although there are predators and

prey, they all seem to be **passive** towards each other, and towards you.

Orange Fruits - (If eaten, the imbiber will turn into a ball-shaped version of themselves for 1d6 days. They move about by bouncing, but their equipment and weapons may no longer be usable. A 'remove poison' or 'cure disease' spell can fix this.)

Forest Creatures - (2 **bear balls**, several birds, a couple squirrels, a handful of chipmunks, and a fox.)

Passive - (The creatures are passive, but if angered the 2 **bear balls** will attack, while everything else runs.)

2 x BEAR BALL - *A bear that ate the spherical fruit and became a ball. Moves by bouncing around, and bites with its teeth.*

HD4 AC12 1d6+2dmg

53: A **terrifying creature** has made this chamber its lair. Three bear heads, and an oversized body of some fur-less mammalian creature. It is digging its teeth into what once was a stag, with its 3 massive heads. Your eye catches a glint of treasure, as indeed, this creature is sitting on a hoard of **treasure**.

Terrifying Creature - (This is Bearmira, the bear-chimera that lords over the local bear-balls. It is content to continue consuming its kill, but if interrupted or disturbed, it will attack. There's always room for seconds.)

Treasure - (It's a hoard of 15,000gp, 8000gp worth of jewelry, and a magical Belt of Vigor that increases all healing received by 1 point.)

BEARMIRA - *A monstrous creature with a hair-less mammalian body and three bear heads with sharp fangs and claws.*

HD8 AC14 ATT#3 1d6+2dmg

54: Foliage has been dragged into this room to create a den for bear balls, but this chamber is clearly not for sleeping, as more than a dozen bear-ball **cubs** are bouncing all about the room without a care in the world. However, there is one over-sized bear ball in the room, and **she** looks angry.

Cubs - (Can be kidnapped, but unfortunately the spherical effect wears off after several days and they return to just being ordinary bears.)

She - (An extra-large **matriarch bear ball**, here to defend the cubs against intruders. Quite ferocious.)

1 x MATRIARCH BEAR BALL - *Bigger and meaner than the others, but still just as ridiculous.*
HD5 AC12 1d6+3dmg.

55: A **muffled murmuring** sound fills the air. Before you is a grove of twisted, **man-shaped trees**. There are dozens of them, and about half are wearing **jewelry**. One of the trees is tightly grasping a **scroll**.

Muffled Murmuring - (It's coming from the **man-shaped trees**.)

Man-Shaped Trees - (24 total. If anyone enters the room, the trees begin to gibber; see stat block below. Once the gibbering begins, a **pile of mud and leaves** will creep towards the party, seeking to engulf them one at a time to turn them into more gibbering man-shaped trees. Anyone who is under the effect of gibber will not be able to notice it.)

Jewelry - (12 trees are wearing jewelry. Each piece of jewelry is worth 1d6 x 200gp.)

Scroll - (This is a scroll of 'dispel magic', which is a remedy for the tree-curse that has befallen the victims in this room.)

24 x MAN-SHAPED TREE - *Hapless adventurers turned into trees and forced to gibber.*

HD2 AC10

Gibber: Targets who can hear it must SvSpells or become confused for as long as they can hear the gibbering. Roll a d6 to determine each confused creature's action for the turn: 1-2, they will attack themselves; 3-4, they will attack an ally; 5, they will do nothing; 6, they will attack the nearest gibbering tree.

PILE OF MUD AND LEAVES - *Some forest detritus has been animated and given the power to create trees from flesh. To some, this creature is an ethical sort.*

HD6 AC14

Arborfication: On successful grapple (automatic grapple success vs gibbered targets), target must SvSpells or be instantly transformed into a gibbering tree that resembles themselves but twisted into tree form. All non-treasure or non-magic items with morph with them, being trapped inside the spell. Can be dispelled via 'Dispel Magic'.

56: You see a large tree, pock-marked with **beautiful amber**. From its boughs hang 7 large **silver pineapples**.

Beautiful Amber - (It would take 6 turns to harvest all of it, but it'll yield 174 'gems' worth 30gp each. Any attempts to extract the amber will cause the 7 **silver pineapples** to detach from the boughs and begin attacking the party by bludgeoning them to death.)

7 x SILVER PINEAPPLE - *Clearly not naturally grown... right?*

HD2 AC15 SPD12 Flying 1d6+1dmg

\$ - Worth its weight in silver, 2 stone or 300sp.

57: Dozens of **miniature trees**, roots and all, float about this room, hovering and drifting through the air.

Miniature Trees - (34 total. If anyone enters the room, the trees will attempt to attach themselves to people's head, wrapping their tendrils under their chin and refusing to relinquish their grip. They will not attack unless they are directly attacked, and attacking a tree wrapped around someone's head has a 50% chance to hit that person instead. If a tree remains attached to someone's head for 1 hour, the host will lose 1d6 from their maximum Hp, and the tree will turn into a precious material such as amber or pearls, and will be worth 800gp if sold.)

34 x MINIATURE TREES - *Twirling and spinning through the air, light as a feather, free as can be!*
HD2 AC14 1d6dmg

58: You see a small grove of **mushrooms** here, collected all upon a mound. The air is musty.

Mushrooms - (12 of them, roughly half-man sized. If anyone enters the room, they will begin speaking saying things such as "Ooohhhh! I know you! Adventurers! Helloooooo!" They are very talkative and very loud. Each round of them talking prompts a wandering monster check, but these mushrooms may be spoken with and they will share knowledge about the Gibbering Forest. Their knowledge is fuzzy on the details, but they are otherwise quite well informed. If attacked, they are defenseless, but will scream bloody murder, prompting two wandering monster checks per round. Each has 3 hit points.)

59: There is a grove of **small trees** with red leaves submerged in a **pool of water** which fills the entire room. It is clear, and approximately 6'

deep. You can see bones scattered at the bottom of the pool, picked clean of flesh.

Small Trees - (These are **Piranha Trees**. There are 28 total. If a flesh & blood creature enters the water, these trees will rapidly uproot and swarm the creature, digging their roots into them like talons. The blood and the guts will be tugged into an unseen orifice at the bottom of the tree until naught remains but white gleaming bone. If someone attempts to fly over, the trees will use their leap attack.)

Pool of Water - (An unseen aquifer current refreshes the water here. Ranged attacks made in the water will have their damage reduced by half.)

28 x PIRANHA TREE - *A small tree, more like a bush, with bright red leaves. It uses its "roots" as talons, and has a mouth on the bottom. Loves flesh & blood.*

HD2 AC13 SPD9

Root Talons: ATT#2, 1d6dmg

Leap Attack: Leaps out of water, allowing it to make a single root talon attack.

60: There is an open-topped bin in the middle of the chamber. A **brown powder** can be seen within. The room reeks of **cinnamon**.

Brown Powder - (If someone examines it, they'll see 2 beady eyes poking out, but it'll be too late; a small **impish creature** will burst out of the cinnamon screaming "Surprise!" and begin attacking with its tail. Players must SvBurst if they're not actively holding their breath, or spend 1d3 rounds choking on cinnamon, unable to act.)

Cinnamon - (The crate contains 10 stones of cinnamon, worth 2500gp in all.)

IMPISH CREATURE - *A fishlike face and body with legs and a barbed tail coated with a purple substance. Attacks using its tail.*

HD3 AC17 SPD12 1d6dmg

Polyfish strike: Targets struck must SvSpells or be polymorphed into a fish for 1d3 rounds, during which time they will suffer 1d6 suffocation damage if they are not in water.

Cowardice: If the imp is nearly dead, it will flee through the water archway in the room to the north.

61: Standing before you are 8 **cinnamon trees**. The northern wall has an ornate **pearly stone frame** built into it, and just beyond it is what appears to be a wall of water, held back by nothing. A faint murmuring fills the air.

Cinnamon Trees - (Each of the 8 trees can be harvested for 350gp worth of cinnamon. It takes 12 months to regrow. However, these trees gibber when harvested: all who can hear must SvSpells or become confused. Roll a d6 to determine each confused creature's action: 1-2, they will attack themselves; 3-4, they will attack a friend; 5, they will do nothing; 6, they will attack a cinnamon tree. Each tree has 10 hit points and will not grow back.)

Pearly Stone Frame - (It's magic, it holds back the water. This is the entrance to the Aqua Temple zone.)

62: An unnatural quiet fills the air. You see a grove of **large trees** that are completely black, as if shrouded in **absolute shadow**. Above them is a **brilliant orb** of light that wanders through the room as if bouncing off walls, sometimes dipping under the trees. This movement causes shadows to lance outwards, perfectly dark, and at the edges of those shadows can be seen hundreds of quivering dark claws. Your lights do not pierce the shadows. (Past the shadowy area is a massive **stone door**.)

Large Trees - (These trees and their foliage are but shapes; whatever properties they once had as trees are gone. They are wrought from an unbreaking stone and are the playthings of **absolute shadow** now.)

Absolute Shadow - (Detects as evil. It is possible to traverse the room without being bathed in this evil shadow, but it requires speed, dexterity, and patience. Someone at 12 speed must pass a dex check with a +1 bonus and spend 1 turn to cross to the other side of the chamber. With speed 9, make a dex check with a -1 penalty. Speed 6, -2 penalty. Speed 3, -3 penalty. Rushing this process will result in failure. If someone fails, the shadows will swipe over them, dealing 8d6 damage through armor. Even if someone is a corpse, each round the shadows roll by, they continue taking 8d6 damage until nothing remains but magic items. Even treasure and bones will be destroyed in this manner. Note that attempts to just fly over will be cut short, as when the orb dips under the trees, the entire area above the trees goes dark. The absolute shadow can be pushed back with a 'dispel evil' spell, but it will fully recuperate after a few rounds.)

Brilliant Orb - (Made of metal, and has two enchantments. The first is that it glows with bright light that repels 'evil' type entities, such as the **absolute shadow**; nearby undead or demons will feel pain in its light. The other enchantment is what makes it move about this specific chamber in a random pattern to throw shadows

unpredictably every which way. If someone attempts to remove it, it will pull itself towards the room with greater and greater force the further it gets. While not in the room, the room will be bathed in **absolute shadow**. Enchantments are level 20.)

Stone Door - (A massive stone door that glows, holding the **absolute shadow** at bay. This door is Wizard-Locked, requiring a magic spell to open. The Wizard lock is a 20th level enchantment, but if dispelled the glow will also be dispelled allowing the **absolute shadow** to strike.)

63: The walls of the chamber glow slightly. In the floor is a **swirling pool of shadow**, and above it hovers a large **shadow gem** in the shape of an anatomical heart which glows with raw magic.

Swirling Pool of Shadow - (Detects as evil. If anyone attempts to take the **shadow gem** or if the gem is nudged, the swirling pool of shadow will rise up to clutch the gem, forming a **humanoid figure** around it. As it forms, it hisses the words, "Die, mortals..." Takes a full round to form, giving the characters a chance to escape. It'll then attack, but will not venture beyond the entrance to room 62. Once the pool of shadow depletes, it will reveal a small **octahedral device**.)

Shadow Gem - (This 'Heart of Shadow' is a tier 1 rare magical component that can be sold for 20,000gp or used to create a Magic Item.)

HUMANOID FIGURE - *Completely black, with the undefined edges of a shadow made solid. It wraps itself around the heart of shadow, which pulses with a dark beat.*

HD14 AC16 SPD9

Shadow-wrought: *Only harmed by magical items and effects. Weapons enchanted with a light spell deal half damage.*

Attacks - ATT#3, deals 1d6 damage to maximum Hp on hit, and target must SvCorruption or gain a point of corruption.

Octahedral Device - (This object has a spinning top and a flickering green light. It allows a creature to phase into an adjacent shadow realm, where they may observe the real world without being seen as more than a vague shadow. All they must do is hold the top to prevent it from spinning. **Only the person phased may witness what happens next, so kick everyone else out of the room.** They see their world but without darkness, colors washed out and very white. The only color is the flickering green light on the device. Excellent scouting tool, but on after a failed wandering monster check, things change. The light begins to slowly pulse red. After

another turn, the light will rapidly pulse red.

After 2 more minutes, the character using the device will hear the most horrible scream they have ever heard and must roll for surprise with a -

1. A **creature too terrible to describe** will wriggle towards them at an incredible speed, passing through any barrier with ease, and will rend their soul if it gets a chance to attack. Their soul will be obliterated, unable to be resurrected. The only escape is to deactivate the device. The octahedral device will fall to the ground along with their body and the rest of their gear at their new location in the real world. The light will remain red for a short time, but will eventually return to green. Nobody will know what happened.)

CREATURE TOO TERRIBLE TO DESCRIBE - *It wriggles. It disobeys the geometry of reality. It doesn't care about gravity, or your AC, or your magical protections. It doesn't even have a name.*
HD100+100 AC25 SPD30

Out of phase: Weapons of the real world cannot hit it. It simply decides it is not where your weapon is. Automatic hit attacks will be bent off course and disappear as if they popped out of reality altogether. Area effect attacks will only deal damage if they are divine in some way.

Soul Rend - Rends the target's soul. Eats the scraps. Leaves.

If somehow slain: Disperses into nothing, leaving behind... nothing. Grant Hallow where appropriate, up to 15 permitted, but this creature is but a feeble extension of a greater horror lurking behind the curtain of reality, and it will return.

64: The **trees** in this room are made of metal: 9 of them are iron, 2 are silver, and one is gold. Flying about the room are 8 disembodied **wolf heads**. In the back right corner of the room is a well-crafted **oaken double-door**.

Trees - (They are smallish trees, being only 15 feet tall, thin, and not particularly attractive. The two silver trees are worth their weight in silver, granting 2000 silver coins each, and the gold tree holds 2000gp worth of gold. The iron trees would grant 2000 iron pieces each, but do you really want those?)

Wolf Heads - (These **flying wolf heads** are patrolling the room, looking out for invaders. Upon spotting invaders, they will immediately attack.)

Oaken double-door - (Serves as the front door for the cabin, and is *not* locked.)

8 x FLYING WOLF HEAD - *The brutally decapitated head of a wolf, given the ability to fly and endowed with hatred of all things not decapitated.*

HD1 AC13 SPD12 Flying 1d6dmg

On Kill: The heads of slain targets will rip themselves off the cadaver after 3 rounds, and join the Wolves in their objective of killing things with bodies. Shares the hitdice of the original creature.

65: **Piles of bones**, animal, humanoid, and otherwise rest throughout the room. In the center, a **dead-looking tree** waves its branches about as a chanting is heard - it looks like it is casting a spell. The back wall is made of stacked timber logs, and in the center is an **oaken door**.

Piles of Bones - (Currently about 150 hit dice worth of material here. These piles are periodically replenished by the Headsman so that the **Timbermancer** can continue his work.)

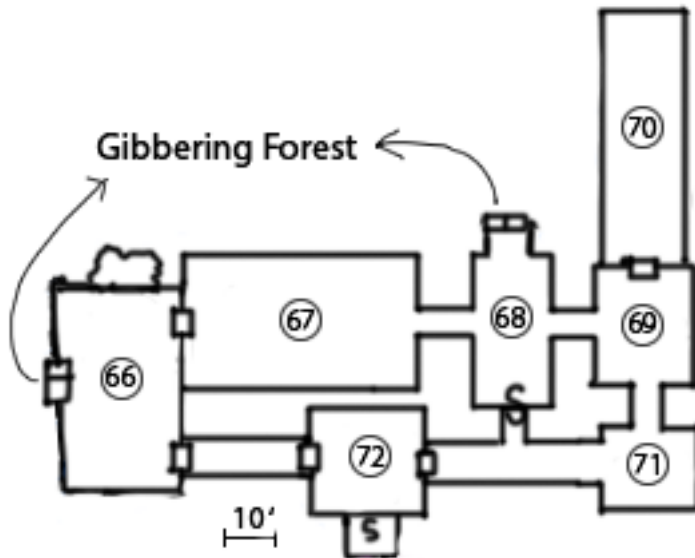
Dead-looking Tree - (This is the **Timbermancer**, an undead necromancer-tree. It turns the bones into wood which then forms into oddly shaped **wooden skeletons**. The skeletons will exit the room to patrol the area, or will attack the invaders looking through the doorway. The **Timbermancer** will create 3 with the first spell and begin casting it again for the next round. Tree itself has HD3 AC10 SPD3.)

Oaken Door - (This door is locked with a mundane lock. Functions as a side door for the Headsman who lives inside the cabin.)

TIMBERMANCER - *This is what a necromancer would look like if they were a tree. Probably.*
HD3 AC10 SPD6

Create Wooden Skeleton: Spellcast which turns bones into wood and then animates that wood into loyal Wooden Skeletons. 1d6+1 are created with each spellcast.

WOODEN SKELETON - *A humanoid-looking skeleton crafted from stray bits of wood. The wood doesn't quite match human anatomy, resulting in a very funky looking skeleton. Hostile.*
HD1 AC10 SPD9 1d6dmg



Cabin in the Woods

This area is set in an underground cabin sort of environment. The walls are covered with wood panels behind most of which is stone. The cabin's master, the Headsman, is fond of his various furniture mimics and his flying trophy heads he made himself.

Wandering Monsters - 1 on d4; increase threshold each turn.

d4	# of Monsters that appear	Monster Description	Population
1	1d3 Furniture Mimics	FURNITURE MIMIC - <i>It could be a lamppost, a side table, a chair, or even a ceiling lamp, and still want to kill you. Not technically a mimic, as they seek to maintain their original form as much as possible.</i> HD2 AC12 1d6dmg	12 remain
2	1d6 Flying Trophy Heads	FLYING TROPHY HEAD - <i>The decapitated head of a person or creature, cleaned up and made ready for display. Still ferocious and bitey.</i> HD1 AC13 SPD12Flying 1d6dmg On Kill: The heads of slain targets will rip themselves off the cadaver after 3 rounds, and join the Trophy Heads in their objective of killing invaders. Shares the hit dice of the original creature.	8 remain
3	2d6 Wooden Skeletons	WOODEN SKELETON - <i>A humanoid-looking skeleton crafted from stray bits of wood. The wood doesn't quite match human anatomy, resulting in a very funky looking skeleton. Hostile.</i> HD1 AC10 SPD9 1d6dmg	*Infinite so long as Timber-mancer lives.
4	The Headsman	THE HEADSMAN - <i>A headless humanoid figure wrapped in black leathers who drags an enormous executioner's axe behind him. Has nothing to say. Animated by magic; undead.</i> HD8+8 AC16 ATT#2 Aim+1 1d6+2dmg Axe: Wields magical +1/+1 Axe which increases aim and damage by 1. Axe also deals bonus 1d6 damage to plantlife. Wealth - Under the leathers, he wears 3000gp worth of jewelry. On Kill: Will chop off the heads of slain targets, which will animate to do his bidding. Heads retain Hit Dice of original creature.	Just the 1

66: A great pile of rotting flesh sits in the middle of this room as if animals were chopped up and the bones and teeth removed. (**Secret** with no hints.)

Secret - (A panel on the north wall can be removed/broken to reveal a carved out area with three small chests sitting on shelves. Each holds 1500gp worth of jewelry.)

67: (20% chance the **Headsman** is in here admiring his collection.)

This is an impressive trophy room. There are countless **heads of animals**, big and small, decorating the walls. A plush forest-green rug decorates the floor.

Heads of Animals - (These **Trophy Heads** have value as taxidermied art objects, at 400gp per head on average. However, touching a head will cause it to animate and attack. Different heads are different sizes and strength: Roll 1d100; 1-40 the head has HD1; 41-60 head has HD2; 61-80 head has HD3; 81-95 head has HD5, 96-100 head has HD8. 'Dispel Magic' will de-animate a head.)

100 x TROPHY HEAD - *All manner of stuffed animals, exotic or mundane, taxidermied and mounted as art in this marvelous collection.*

HD*(See above) AC13 SPD12Flying 1d6dmg

On Kill: The heads of slain targets will rip themselves off the cadaver after 3 rounds, and join the Trophy Heads in their objective of killing invaders. Shares the hit dice of the original creature.

THE HEADSMAN - *A headless humanoid figure wrapped in black leathers who drags an enormous executioner's axe behind him. Has nothing to say. Animated by magic; undead.*

HD8+8 AC16 ATT#2 Aim+1 1d6+2dmg

Axe: Wields magical +1/+1 Axe which increases aim and damage by 1. Axe also deals bonus 1d6 damage to plantlife.

Preferred -Awaken Head: Full round action which awakens 1d3 trophy heads.

Wealth - Under the leathers, he wears 3000gp worth of jewelry.

On Kill: *Will chop off the heads of slain targets, which will animate to do his bidding. Heads retain Hit Dice of original creature.*

68: Carved wooden pillars support the arched roof in this room. A beautiful **green rug** runs down the center of the room to a grand stone **fireplace** with a green flame.

Green Rug/Fireplace - (They are connected, and they are a mimic. If someone steps on the rug, they'll get rolled up in the carpet with a successful grapple by the **Fireplace Mimic** and be held in the green fire where they'll begin to roast. The secret passage behind the mimic is revealed upon its death or departure.)

FIREPLACE MIMIC - *A warm heart to greet the guests. Made of faux stone, with a very long rug-tongue. A green flame burns in the hearth. Forms spikes on its rug-tongue to attack.*

HD8 AC18 SPD3(prefers not to move)

Spiky Tongue Smack - ATT#2, deals 1d6+1dmg

Roll n' Roast - Grapples a target and rolls them up into the fire, where they take 1d6dmg/rd automatically. Cannot make spiky tongue smacks during this time.

69: (20% chance the **Headsmen** will be in this room lounging and eating.)

This lounge has several beautiful pieces of **furniture** that are crafted from hide and bone. There is a warm **fireplace** against the east wall, with an iron poker and stack of logs beside it.

Furniture - (These are **furniture mimics**, and there are 5 total. They are very skittish and will only attack if the players seem vulnerable. Otherwise, they will pretend to be furniture, but will run away in fright if the party realizes the furniture are mimics.)

Fireplace - (At the top of the fireplace is a small tube. At the back of the fireplace is a brick, which if pressed, will cause fire to shoot out of the tube, igniting whatever is in the fireplace. Hopefully the iron poker was utilized to push this button, but otherwise creatures take 1d6 fire damage and must SvBurst or catch fire, taking 1 damage per round for 1d6 more rounds.)

5 x FURNITURE MIMIC - *These are the lounging cozy sort. Skittish and cowardly.*
HD2 AC12 1d6dmg

THE HEADSMAN - *A headless humanoid figure wrapped in black leathers who drags an enormous executioner's axe behind him. Has nothing to say. Animated by magic; undead.*

HD8+8 AC16 ATT#2 Aim+1 1d6+2dmg

Axe: Wields magical +1/+1 Axe which increases aim and damage by 1. Axe also deals bonus 1d6 damage to plantlife.

Wealth - Under the leathers, he wears 3000gp worth of jewelry.

On Kill: *Will chop off the heads of slain targets, which will animate to do his bidding. Heads retain Hit Dice of original creature.*

70: (If someone listens at the door, they will hear faint thumping and scuffling sound, as the **furniture mimics** within rearrange themselves)

Dozens of pieces of **furniture** litter this room, most in good condition. The styles vary dramatically, and they don't seem to be organized at all. Near the back of the room where the **furniture** is more dense, there appears to be a couple **chests**.

Furniture - (All 36 of the furniture pieces are **furniture mimics**, including the two chests. They prefer to play the part of furniture as they are shy and cowardly. The two chest mimics have 2000gp in each of them, but instead of outright biting whoever tries to open them, they will simply resist, making the lids feel stuck. Have players roll grapple to open the box, as they feel it continue to strain against them. Visiting violence upon furniture or chests will cause 50% of the furniture to flee, 30% to panic in a corner, and the remaining 20% to fight.)

7 x FURNITURE MIMIC - *No sense of organization. They try and fail. Not great fighters, as half of them are cowards.*
HD2 AC12 1d6dmg

71: A sort of kitchen, except the **cooking implements** are very clearly alive and preparing several meals from meats and veges.

Cooking Implements - (There are 8 **cooking implement** mimics in here preparing food for the headsmen and the other mimics. It's what they do. Once they notice the players, they will be terrified and run away, and try to pose as misplaced props throughout the house.)

8 x COOKING IMPLEMENT - *They know how to slice and dice, but don't want to risk their skills in a fight. Includes a knife, cheese grater, masher, cutting board, bowl, tongs, skewer, and a dicer.*
HD1 AC10 1d6dmg

72: In the middle of this room is a 10'x10' **pit** with a ladder coming out of it. (**Secret wall**)

Pit - (20' deep. At the bottom are 3 animal-hide **sleeping rolls**. These are mimics that'll attack anyone who enters the pit. They do not climb the ladder.)

Secret Wall - (The southern secret door is really just a swiveling wall. If a character is nearby it, they will notice the seams as they are more obvious than most secret door seams. 30% chance the **Headsmen** is in here, sleeping in a **grandiose bed** with lavish cushions and thick sheets. The 4 **Bed Cushions** are mimics, as well as the bed itself, and they are purely hostile if anyone enters. Underneath the **grandiose bed** is a trapdoor which leads to a small chamber where there are barrels full of silver and gold. They contain 26,000 silver pieces, and 8,000 gold pieces.)

3 x SLEEPING ROLL MIMIC - *Pretty convincing sleeping rolls. But why three, and why in a pit?*
HD2 AC12 1d6dmg

4 x BED CUSHION - *Totally hostile, totally brave and fearless. Will protect master!*
HD1 AC10

GRANDIOSE BED - *Four thick wooden legs, flapping sheets, and a box full of springs, ready to jolt into mortals, their blood splattered against the head board. Four decapitated heads adorn the 4 bedposts, taxidermied to look angry or scared.*
HD6 AC14 1d6+1

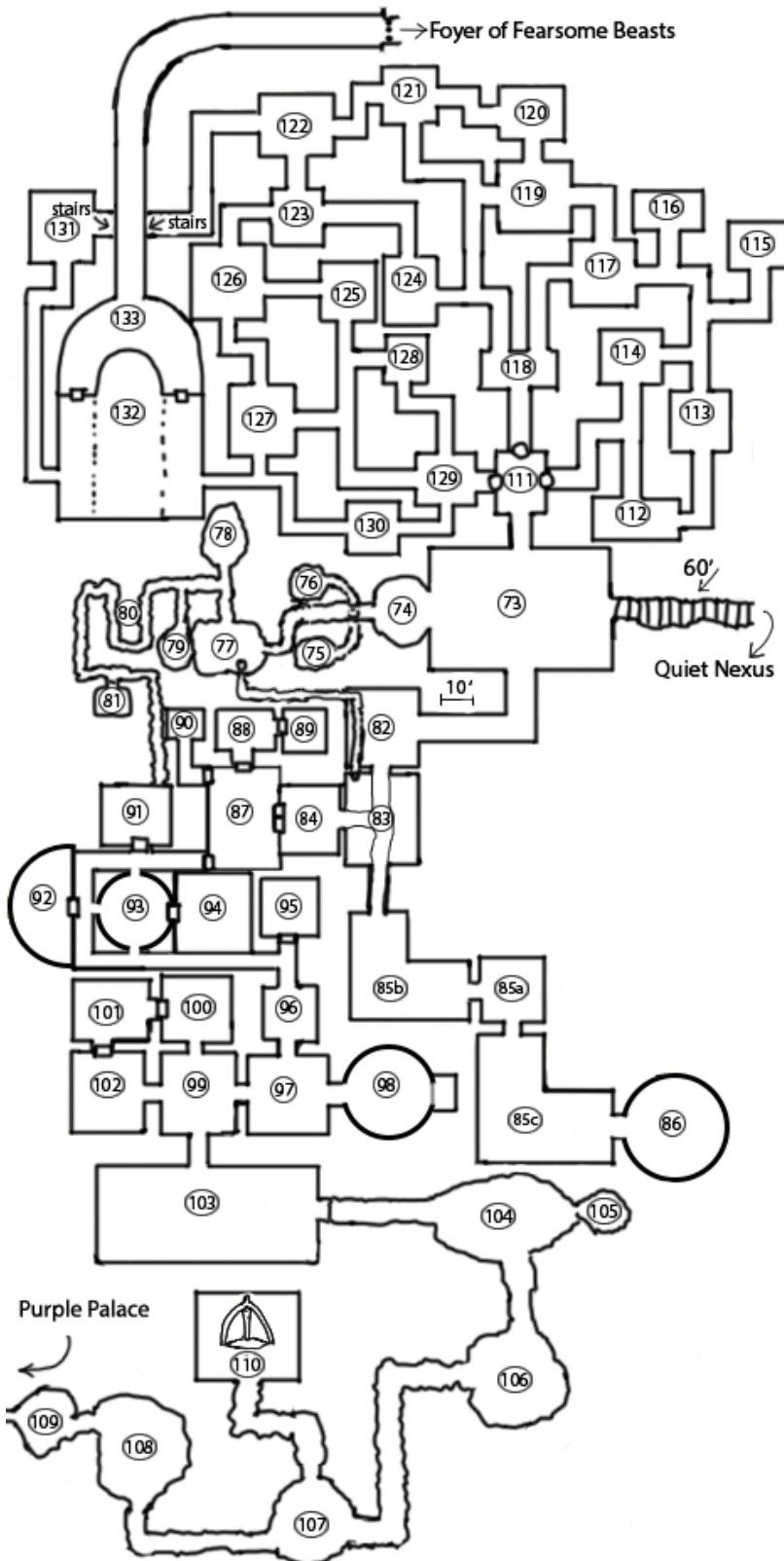
THE HEADSMAN - *A headless humanoid figure wrapped in black leathers who drags an enormous executioner's axe behind him. Has nothing to say. Animated by magic; undead.*

HD8+8 AC16 ATT#2 Aim+1 1d6+2dmg

Axe: Wields magical +1/+1 Axe which increases aim and damage by 1. Axe also deals bonus 1d6 damage to plantlife.

Wealth - Under the leathers, he wears 3000gp worth of jewelry.

On Kill: *Will chop off the heads of slain targets, which will animate to do his bidding. Heads retain Hit Dice of original creature.*



The Horror

In this place, the walls are made of acidic blood and the floors are an odd, slightly spongy yellow. Attacking the spongy floors will cause the area to quiver, and wandering monsters to attack; attacking the walls will cause acidic blood to spray out, attacking whoever did it with a +4vAC dealing 1d6 acid damage. Non-magical armor which blocks the acid will degrade in value. The horrible creatures here detect & qualify as evil.

A deep pulsing can be heard far away, somewhere. Whispers cling at the back of everyone's mind, slowly driving them insane: Every 3 turns, everyone must SvParalysis. On fail, they gain a point of madness. Once they get to 3 points, they will hallucinate, causing them to attack their allies, thinking they are monsters. They can resist this effect, but in actual combat they cannot tell the enemies and allies apart. At 5 points of madness, they lose control, going berserk or running off into the dungeon, frothing mad.

Wandering Monsters - 1 on d12; increase threshold each turn.

d6	# of Enemies that appear	Enemy Description	Population
1	A Column of Acidic Blood	COLUMN OF ACIDIC BLOOD - A warbling column of blood that glides across the ground. Strikes by smacking itself into enemies. HD6 AC14 SPD6 Acid Form: Attacks against this creature will damage non-magical weapons, reducing their damage rolls by 1. Acid Smack - ATT#1, Deals 1d6 acid damage and reduces AC value of non-magical armor that blocks the attack. \$ - On death, a blood gem worth 1000gp can be found in its remains.	3 remain
2	1d6 Meatmen	MEATMAN - A wobbling humanoid of stitched together bits of meat with humanoid teeth and eyes pressed into where its face should be. Hits hard enough to damage itself, ripping meat and stitches. HD1 AC10 1d6dmg Self Damaging: On successful hit, damages self for 1 damage.	24 remain
3	1d6 flying Ravenous Mouths	RAVENOUS MOUTH - A set of lips and teeth and little else that flies through the air, seeking hostile flesh to sink its teeth into. HD1 AC13 1d6dmg	50 remain
4	A Large Ravenous Mouth	LARGE RAVENOUS MOUTH - Just like the above ravenous mouth, but much larger. HD4 AC15 1d6+2dmg	5 remain
5	An Undulating Mound of Organs	UNDULATING MOUND OF ORGANS - A stinking pile of organs coated in lethal acid. Launches itself at enemies to deliver its acid to them. HD3 AC10 SPD6 Acidic Form: Attacks against this creature will damage non-magical weapons, reducing their damage rolls by 1. Organ Smack: ATT#1, deals 2d6 acid damage on hit and reduces AC value of non-magical armor that blocks the attack.	8 remain
6	1d4 Golgatha Fece Demons	GOLGATHA FECE DEMON - It's a demon, and it's made of poop. HD1 AC12 1d6dmg Viscous Form: Takes half damage from non-magical attacks. Regeneration 1hp/rd	18 remain

73: Ten large man-sized **tusks** poke out of the floor, flanking this chamber like soldiers at attention. Five on each side, they face inwards towards the center. The opposite doorway is framed like a **giant mouth** with humanoid teeth. It is flanked on either side by **inhuman eyes** that stare straight at you.

Tusks - (If someone walks through the room without regard to the **tusks**, they will be attacked by the **tusks**. Someone can walk up against the wall to get around the **tusks** without being attacked.)

Giant Mouth - (Doesn't actually do anything. Revel in the paranoia.)

Inhuman Eyes - (They follow the party around the room, but never do anything. If attacked, they are defenseless, but upon taking damage wandering monsters will arrive & attack. Each has 7Hp, but grows back after a day.)

10 x TUSK - *A cracked and gory tusk, ready to stab.*

HD5 AC14 1d6+1dmg

Retreat: *Once a tusk has received 15 or more damage, it retreats into the floor, where it remains until healed. Regenerates 1 Hp per turn.*

74: The walls and floors in this chamber are **fleshy** instead of bloody and spongy. Nestled into the 'floor' is a large slender **tongue** about the size of a person.

Fleshy - (Rooms 74 through 81 are made of this fleshy material as opposed to acidic blood and spongy yellow floors. Slicing into a wall will still causing wandering monsters to attack.)

Tongue - (If someone tries to pass through the mouth, this **giant tongue** will grab them and squeeze the life out of them.)

GIANT TONGUE - *A large tongue, about the size of a person. Guards the fleshy rooms beyond.*

HD4+2 AC10

Grapple Squeeze - Grapples a target, then squeezes the life out of them, dealing 1d6dmg/rd.

75: On the ends of stalks sprouting from every surface are **fuzzy sacks** that slowly inflate and then deflate, and interspersed amongst them are small **spider-like creatures**.

Fuzzy Sacks - (The fuzzy sacks are full of deadly spores. If one is damaged, it will burst forcing anyone in a 10x10 area to make a SvPoison or take 2d6 damage and be stunned for 2 rounds as they try to clear their lungs, spitting up blood.

Lung spiders are immune.)

Spider-like creatures - (These **lung spiders** are immediately hostile. There are 14 of them total.)

14 x LUNG SPIDER - *Small yellow and fuzzy, with only 7 legs. Close enough to spiders.*

Hp2 AC12 SPD9

Deal only 1 damage on hit.

76: On the ends of stalks sprouting from every surface are **fuzzy sacks** that slowly inflate and then deflate. Tucked away in the back is a glob of a black **tar-like substance**.

Fuzzy Sacks - (The fuzzy sacks are full of deadly spores. If one is damaged, it will burst forcing anyone in a 10x10 area to make a SvPoison or take 2d6 damage and be stunned for 2 rounds as they try to clear their lungs, spitting up blood.)

Tar-like Substance - (Can be dug into to reveal a gem worth 500gp.)

77: The entire chamber is filled from wall to wall with semi-transparent **yellow liquid**, on top of which are 5 **water-skimmers** with human faces.

Yellow Liquid - (10' deep. The liquid is acidic. Deals 1d6 acid damage per round, damaging equipment as well. At the bottom of the pool is a tunnel the size of a crawl space; area map shows where it leads.)

Water-Skimers - (These **blood skimmers** stare at anyone in the entrance, but won't attack. If anyone enters the room or attacks a **blood skimmer**, the skimmers all scream and a gout of acidic blood shoots from their mouths, more than they could have possibly held inside their small bodies.)

5 x BLOOD SKIMMER - *Shaped like an oversized water skimmer, except with a human face. Able to spew more blood than its body-weight would imply. Doesn't seem to be a limit.*

HD2 AC14 ATT#1 2d6dmg

Acidic Strike - *Attacks damage equipment as well as health.*

78: A **humanoid figure**, overgrown with meat, stuck to the ground. He moans in pain.

Humanoid Figure - (He will moan and spit bile at people. The bile does no damage, but it is very gross and counters acid. If killed, a small bile fountain will form.)

79: Small folds in the fleshy walls support fist-sized **white stones**. There are dozens of them. The air smells rancid.

White Stones - (These are over-sized tonsil stones, and smell even worse. There are 37 of them total. If broken open, they release a toxic gas in a 10x10 area for 1d6 damage to any creature that breathes.)

80: This **narrow hall** has wet-looking **sacks** sticking out of the walls that would have to be pushed aside to traverse the hall.

Narrow Hall - (Hall is 160' long. Travelers must go single file. About 3/4 the way through, the wall on the right has no sacks and is covered in scar tissue. Removing the scar tissue reveals room 81.)

Sacks - (Covered in a sort of acidic goo. If someone walks through the hall, they will take 1 damage per 10' of hall traversed once their armor has disintegrated. Each sack has Hp1 AC10, and can be destroyed prior to moving through, but the acid will damage non-magical weapons. Roughly 20 sacks per 10' segment. They grow back after a day.)

81: A **large urn** overgrown with flesh rests in the middle of the chamber.

Large Urn - (Inside this ceramic urn are 2500 reddish-gold coins. Each is worth a gold.)

82: You see a grinning **fleshy creature** standing behind a large fleshy column covered with sharp fangs. The creature is like a pile of meat sewn together, his only human feature the teeth pressed into what might be its head. The column is also meaty but looks tougher, and is parallel to you. 20' up, a **fleshy pipe** runs from the northwest to the southwest corner.

Fleshy Creature - (This is the **plinth goblin**. He attacks by rolling the fanged column into his opponents. The **plinth goblin** itself is a pushover so if someone gets on the other side of the column, he won't be able to attack them.)

Fleshy Pipe - (Brings acidic liquid from room 77 to 83. If this pipe is torn open, it will drain acidic liquid into this room, and the **plinth goblin** is vulnerable.)

PLINTH GOBLIN - *A pile of meat sewn together, humanoid teeth pressed into the glob of flesh that should be its head.*

HD6+3 AC12

Column Tumble: Rolls the fanged column at a group, getting 1 attack roll against all creatures hit by the column, dealing 2d6+2dmg on successful hit. Creatures are forced out of the room if they aren't squashed, and he will rapidly retreat with the column in the same round.

83: A **narrow bridge** spans the chamber, leading to the other exits. Just below the bridge is a shallow pit of **yellow liquid**, and sitting very still on this liquid are 5 **water-skimmers** with human faces. A fleshy pipe on the north walls pours yellow liquid into the pool.

Narrow Bridge - (A fleshy construction that spans the room. Travelers must go single file.)

Yellow Liquid - (It's acidic, but only 2' deep so if someone falls in, they can get out again after taking some damage. Acid deals 1d6dmg/rd. The pool does not overflow.)

Water-skimmers - (These **blood skimmers** stare at anyone in the entrance, but won't attack. If anyone enters the room or attacks a **blood skimmer**, the skimmers all scream and a gout of acidic blood shoots from their mouths, more than they could have possibly held inside their small bodies.)

5 x BLOOD SKIMMER - *Shaped like an oversized water skimmer, except with a human face. Able to spew more blood than its body-weight would imply. Doesn't seem to be a limit.*

HD2 AC14 ATT#1 2d6dmg

Acidic Strike - *Attacks damage equipment as well as health.*

84: Before you stands two large double doors wrought of **sinew and bone**. Embedded in the left and right fleshy walls are the naked corpses of humans, 19 total. Their eye sockets and mouths hang open, showing that their eyes and teeth have been removed.

Sinew and Bone - (Rooms 87 through 103 are a sort of structure wrought of this same material, being crafted of bones stitched and held together by sinew.)

85a: On a fleshy pedestal is a **golden statue of a tentacle**, carved elaborately and bejeweled.

Golden Statue of a Tentacle - (Worth 3200gp. If removed, the fleshy pedestal sinks into the ground, and a faint growling sound is heard. While removed, the tentacles in the mud pits in rooms 85b & 85c become aggressive.)

85b: **Bubbling mud pits** are scattered throughout the room. They rest in gaps in the spongy floor like giant blackheads.

Bubbling Mud Pits - (9 total. Within each is a **ravenous tentacle**, laying dormant. They become aggressive once the golden tentacle statue in room 85a is removed. They only attack when someone is in range of their pit, and have a 10' range. They are arranged such that at least 5 will get to attack if someone runs through the room. If no one is in range, they retreat into the mud. Regenerate fully within 1 day.)

9 x RAVENOUS TENTACLE - *A fleshy brown tentacle studded with sharp spikes. Swishes about angrily.*

HD2 AC13 ATT#1 1d6+1dmg

85c: **Bubbling mud pits** are scattered throughout the room. They rest in gaps in the spongy floor like giant blackheads.

Bubbling Mud Pits - (9 total. Within each is a **ravenous tentacle**, laying dormant. They become aggressive once the golden tentacle statue in room 85a is removed. They only attack when someone is in range of their pit, and have a 10' range. They are arranged such that at least 5 will get to attack if someone runs through the room. If no one is in range, they retreat into the mud. Regenerate fully within 1 day.)

9 x RAVENOUS TENTACLE - *A fleshy brown tentacle studded with sharp spikes. Swishes about angrily.*

HD2 AC13 ATT#1 1d6+1dmg

86: A single pillar stands in this room. At first it is flesh, but quickly turns into a hazy white-outlined shadow of a squirming mass of tentacles and claws with eyes felt but unseen just below the

surface. It is maddening to look at, and you are forced to **look away**.

Look away - (If a character insists they stare at it, they gain a point of madness. This is the madness generator for the area. It has 34 HP, but can only be damaged by magical attacks. Any attack against it will inflict a point of madness against the attacker upon a failed saving throw. If destroyed, the party will no longer have to make occasional saves against madness, and any previously induced madness will disappear, as this pillar was the source of the madness.)

87: The entire chamber is wrought from bone and sinew. Many chairs and tables of the same material are about the room, and sitting at them are **humanoids** wrought from stray bits of meat stitched together, with human eyes and teeth stuck into where the face should be. On the west wall is a grand portrait with a silver rimming of a hideous meat person wearing a hat made of skin. The art is disgusting, but the ornate frame looks to be worth 1200gp.

Humanoids - (These 12 figures are the **meatmen**. They simply stare at anyone standing in the doorway, until an offensive action is made or someone enters the room, and then they will all attack. They cannot speak, and are completely hostile.)

12 x MEATMAN - *A wobbling humanoid of stitched together bits of meat with humanoid teeth and eyes pressed into where its face should be. Hits hard enough to damage itself, ripping meat and stitches.*

HD1 AC10 1d6dmg

Self Damaging: *On successful hit, damages self for 1 damage.*

88: You see a **wardrobe** and a table made of bone and sinew. On the table is an entire **cutlery set** made of carved bone, lain out for display. It is quite exquisite. There are some chairs around the table.

Wardrobe - (The wardrobe contains many sets of meat clothing including cloaks and capes. One of the cloaks has a pocket within which is a silver pocket-watch worth 400gp.)

Cutlery Set - (Worth 500gp for all 5 stones of it; there's quite a lot.)

89: A bed, side table, and a crib, and made from sinew and bone stitched together. Inside the crib is a **miniature meatman**, the size of a baby, embedded with adult eyes and teeth. A set of **golden dentures** rests on the side table.

Miniature Meatman - (If anyone enters the room, this meat baby will scream in a sloppy, guttural voice that emanates not from its face for it has no mouth, "Bury the baby! Bury the baby!" It continues to repeat this phrase, rapidly filling the room with a disgusting miasma that deals 1d6dmg to anyone who fails the SvBurst to cover their mouth. It has 1 hit point. Even after it is destroyed, the room will still stink so terribly that anyone who breathes it will take 1 damage.)

Golden Dentures - (Worth 300gp.)

90: There are four **metal crates**, in stark contrast to the bone and sinew that makes up the chamber itself.

Metal Crates - (Inside each crate is a creature called a '**fast meat**'. These creatures are hostile, and have the unique ability to convert a slain enemy into a creature like itself. They deal damage to any flesh they touch, but they're relatively easy to handle due to their small size.

Each crate + **fast meat** weighs 6 stones and are worth 400gp to the right buyer.)

4 x FAST MEAT - *A blob of meat. Reeks of evil magic.*

HD1 AC12 SPD12 1d6dmg

Conversion: *Slain targets spend 1d3 rounds convulsing, transforming into another fast meat. Fast meats prioritize killing unconscious targets.*

91: A study as you'd expect to find in a manor built of sinew, bone, and meat, complete with **bookshelves**, a **desk**, and a potentially comfy chair. Sitting in the chair is a **meatman**, staring down at a meaty book. He's wearing a silver spectacle. (Secret exit has no clues from this side.)

Bookshelves - (Full of angry **meat books** that'll attack if touched. About 300 of them total, but only the ones actually touched will attack. Wedged in the sole non-animate **meat book** is a scroll of 'Raise Dead', which can be found by detecting magic; it's more magical than the meat books.)

Desk - (The drawers are sealed tight, they need to be cracked open with a crowbar or similar. Inside is a noxious gas, which when released everyone in the room must SvPoison or take 3d6 poison damage. There are six vials of green liquid in the desk, each with a potent poison. If ingested or injected, target must SvPoison or take 3d6 poison damage.)

Meatman - (The book he's staring at is blank, like the others. spectacle is worth 100gp. Non hostile, but will throw books if he's attacked.)

MEATMAN - *A sitting & studious humanoid of stitched together bits of meat with humanoid teeth and eyes pressed into where its face should be.*

HD1 AC10

Bookthrow: Throws a **meat book** from the pile next to him, which will itself begin attacking.

MEAT BOOK - *Flappy pages, sharp teeth, bound with leathery meat.*

Hp1 AC10 SPD3 Flopping 1d6dmg

92: Standing **mirrors** line the far wall of this semi-circular room.

Mirrors - (9 mirrors total. People's reflections will be a meat man that vaguely resembles them. If a

mirror is broken, everyone who was visible in the mirror takes 1d6 damage, and if this kills anyone, they will immediately transform into a meat monster with their same Hit dice, AC, and attacks. The mirrors can be moved and used offensively, but each weighs 5 stones.)

93: A birdbath stands in the middle of this room, a **yellowish-red liquid** resting inside. From an **aperture** the ceiling hang **tendrils of flesh**.

Yellowish-Red Liquid - (This is blood plasma, and if someone drinks it, they must SvPoison or spend 1 full turn vomiting.)

Aperture - (Once the **tendrils of flesh** are removed, someone can climb into the aperture 20' up to discover a ledge in a small chamber. On that ledge will be a boot. Inside the boot is an extravagant sapphire worth 3800gp and a note that reads "I am Tabolian the Great, and you have found a crown jewel! Reunite it with its fellows and you shall have an Artifact of great power!" **The other 3 pieces of the Crown of Tabolian the Great are located in 'Descent into Madness: Gallery of Wondrous Sundries'.** *No this isn't a marketing ploy, damn you! This is just what happens when I split a 500+ room mega dungeon into several modules!*)

Tendrils of Flesh - (They will attack and paralyze anyone who enters the room. 3 of them total, HD2 AC13, SvPara or stun for 2 rds)

3 x TENDRIL OF FLESH - *Like meat, but more tentacle-y. Attacks by whipping, makes whipping noises.*

HD2 AC13 1d6dmg

On hit: SvParalysis or be stunned for 2 rounds as they continue to beat on you.

94: An **ivory statue**, size of a man, stands out against the meaty backdrop of this room. It looks quite valuable at 2500gp.

Ivory Statue - (If approached it will animate and say "Ho there, you are yourselves not of the tainted meat. I require such untainted meat, but you are still using yours. Bring me 10 stones of untainted meat, and you shall have a reward." If it is brought 10 stones of meat from outside the Horror, the statue will increase every character's maximum hit point value by 1d6. This is not an additional hit dice, this is extra Hp that the characters will surpass as they level. The statue wears the meat like a coat. If the statue is removed it will not fight, but it will lose all magical properties once it leaves the meat mansion. Returning it will not re-enchant it.)

95: This is a music room! There are 3 **instruments**: a bone tuba, a bone lute with sinewy strings, and a grand sinewy piano with ivory keys and tusks. Yes, tusks.

Instruments - (Bone tuba is worth 500gp, bone lute is worth 400gp, but the **sinewy piano** will become hostile if anyone comes near it, potentially surprising its victims. The ivory tusks and keys are worth 1200gp in total.)

SINEWY PIANO - *Made of latticed sinew and bone, with ivory keys and ivory tusks.*

HD5 AC12 ATT#2 1d6+1dmg

\$ - On death, the Ivory keys & tusks can be harvested and sold for 1200gp total.

96: In this room are two large **meat-men** clad in bone armor who wield greatswords carved from bone.

Meat-men - (These **Bone Guards** guard the opposite exit. Upon seeing enemies, they will

raise their weapons and attack. Will not pursue beyond the door to room 95, unless forced to.)

2 x BONE GUARD - *A horrible meat man, but clad in bone armor, so it's much less horrible to look at.*

HD3 AC14 1d6+1dmg

Cleaving: *Their attacks will strike 1 additional target adjacent to primary target.*

97: Lining the walls are tall shelves with **fleshy scrolls**. Against the far wall is a desk from behind which stares a **meat man**. Upon the desk is an **enormous ledger**, covering most of the desk's surface.

Fleshy Scrolls - (Nearly all of them are blank, but high up on a shelf one of the scrolls detects as magic, for it contains a spell of 'Flesh to Stone'.)

Meat Man - (Will not attack until the group makes a bunch of noise, at which point he will pick up the **enormous ledger** and throw it. It comes alive and unfurls its teeth before attacking the noisiest party member.)

MEATMAN - *A disgusting meaty thing with eyes and teeth that shouldn't be.*

HD1 AC10 1d6dmg

Self Damaging: *On successful hit, damages self for 1 damage.*

ENORMOUS LEDGER - *Real big, real meaty, real toothy. Hates the noisy.*

HD3 AC12 SPD3Flopping 1d6+2dmg

98: On the far side of the room is a **golden-glowing window**. Five arm chairs face it, within each sits a **meat man** (HD1 AC10) who stares at the window. Bits of gold can be seen seeping out of the cracks around the window's frame.

Golden-Glowing Window - (If broken, two things occur. The **meat men** will attack the invaders, and a small swarm of 12 **golden spiders** will pour out and attack. The **meat men** prioritize attacking the players for destroying their window, but the **golden spiders** will attack everything. Behind the window is a small area with the walls gummed up with gold. If this is all collected, along with the spider bodies, it'll be worth 1400gp in total.)

Meat man - (Fully focused on window. They will only attack if the window is broken, or if they are attacked.)

5 x MEATMAN - *A disgusting meaty thing with eyes and teeth that shouldn't be.*

HD1 AC10 1d6dmg

Self Damaging: On successful hit, damages self for 1 damage.

12 x GOLDEN SPIDER - *Golden spider, body about the size of a softball.*

HD1 AC14 SPD9

Flesh to Gold: On hit, target's blood is magically converted to gold, totaling in 1gp per hit point of damage. This damage cannot be healed until the next day.

99: There are six sinewy chairs arranged in a rough circle, and sitting in them are **meat men** who stare intently at wordless **meat books**.

Meat Men - (They are non hostile, unless perturbed either by a noisy group, or if attacked. If they are perturbed, they will throw the **meat books** which will attack in their own way, before joining the fray themselves.)

6 x MEATMAN - *A disgusting meaty thing with eyes and teeth that shouldn't be.*

HD1 AC10 1d6dmg

Self Damaging: On successful hit, damages self for 1 damage.

6 x MEAT BOOK - *Flappy pages, sharp teeth, bound with leathery meat.*

Hp1 AC10 SPD3Flopping 1d6dmg

100: There are five **meat tomes** flying about the room, flapping their pages like wings.

Meat Tomes - (Unlike the meat books, these creatures are each capable of casting a spell. They are highly hostile, and will attack anyone who enters the room, attacks, makes a threatening comment, or sings nicely. Once defeated, a random book of the five will survive, allowing its spell to be used in the future. All spells are 1st level spells.)

5 x MEAT TOME - *A slightly fancier version of a meat book with a spell! Each book only knows one spell, all listed below.*

HD2+1 AC14 SPD9Flying

Meat Spell 1: Conjure Meatling: Creates a Hp1 AC10 creature that deals 1dmg on hit. Meatling lasts for 1 turn.

Meat Spell 2: Rend Meat: Inflicts wounds on a fleshy target at range, dealing 1d6 damage automatically.

Meat Spell 3: Bend Meat: target must SvSpells or be puppeted by the Meat Tome for 1 round; they will be forced to attack an ally.

Meat Spell 4: Meat Partition: Target must SvSpells or have their flesh split open, bleeding for 1d3 damage per round for 1d3 rounds.

Meat Spell 5: Meat Mend: Heals target for 1d6 hit points; will be cast upon allies.

101: Around this chamber are sinewy tables cluttered with meat and etching components. Presiding over a lectern is a **large meat man**, 8 feet tall, with four eyes and extra teeth.

Large Meat Man - (This is the **meat etcher**. He etches meat with gibberish-fueled evil magic using a special **quill & blood** derived ink that only he knows how to produce. He will walk over, and close the door when he sees it opened, even if there are people beyond. If anyone trespasses into the room, he attacks them.

Quill & Blood - (This magical quill & ink allow the user to inscribe 3 scrolls with spells of the third level or less for free. After that, the blood is used up, and it's unknown how to get more as the **meat etcher** would rather die than share his secret.)

MEAT ETCHER - *Four eyes, 8' tall, a toothier grin than the others.*

HD3+3 AC11 1d6+1dmg

Spellcaster

Spell of Fleshrend: deals 2d6dmg to target.

Spell of Fleshbind: Target must SvSpells with a -2 or be controlled by the Meat Etcher for 4 turns.

Spell of Revert Flesh: Will cast on self; target heals to full hit points. Cannot be healed again that day by any source.

Spell of Twisting Flesh: Target must SvSpells or be polymorphed to the caster's whims.

102: **Slabs of pressed bone** inscribed with apparent gibberish are set against the walls. There are 20 of them total.

Slabs of Pressed Bone - (Not worth anything, and weigh 30 stones. If pulled down, they make a loud noise which prompts a wandering monster check. One of 5 slabs on the west wall hides a button which if pressed, will cause part of the sinew in the west wall to part, revealing a small chamber with a sinewy chest, 1200 gold coins inside.)

103: You see an enormous dining table with a beautiful **crystal chandelier** hanging above it. The table is set with ornate **bone tableware**. Along the enormous table are many **meat man** dinner guests. At the wall to the left is a **fleshy flap**.

Crystal Chandelier - (Highly fragile and may need to be disassembled for transport. If successfully extracted, will be worth 3000gp.)

Bone Tableware - (Worth 1200gp total for all 10 stones of it.)

Meat Man - (On sight, will turn to the group and begin chitting, smacking their teeth together, before attacking. There are twenty of them.)

Fleshy Flap - (If pulled back, will allow a great fecal stench to surge into the room. All living creatures must SvParalysis or spend a round puking. The saving throw needs only be made once. Leads to the intestinal section of the area.)

20 x MEATMAN - *A disgusting meaty thing with eyes and teeth that shouldn't be.*

HD1 AC10 1d6dmg

Self Damaging: On successful hit, damages self for 1 damage.

104: (Rooms 104-109 take place inside a what may be a large intestine. Short or long rests are not possible here due to the god-awful stink.)

Disgusting **fecal creatures** muck about the room, leaving skidmarks in their wake. They look like poop, and smell like poop. The eastern wall has a tightly shut **sphincter**.

Fecal Creatures - (These five **poop sprites** won't allow anyone to pass through the room. Will attack is anyone who enters.)

Sphincter - (Tightly shut, but can be pulled open with a successful strength check. Beyond is room 105.)

5 x POOP SPRITE - *A pile of poop, animated by an evil spell. Smacks into targets to deal damage and sickness.*

HD1 AC12 SPD9 1d6dmg

Goopy: *Take half damage from non-magical attacks.*

Regeneration: 1Hp/rd.

105: This room is **empty**. There is nothing here.

Empty - (This is the one empty room in the dungeon. A lot of OSR modules have a ton of empty rooms and I despise them. "Blah blah spacing, blah blah structure" no, they're boring, just like this room. This room is also an appendix joke, because it's useless. Hah hah.)

106: Four man-sized **fecal monsters** sludge about the room, leaving immense stains wherever they go.

Fecal Monsters - (This **poop beasts** will attack party on sight, so long as they're in the intestinal area.)

4 x POOP BEAST - *A large pile of poop, animated by an evil spell. Smacks into targets to deal damage and sickness.*

HD2 AC12 SPD9 1d6+1dmg

Goopy: *Take half damage from non-magical attacks.*

Regeneration: 1Hp/rd.

107: Three massive **fecal monsters** tumult about the room, growling in gurgly fashion.

Fecal Monsters - (Will attack party on sight, and pursue until they leave the intestinal area.)

3 x POOP ARCHON - *A massive pile of poop, animated by an evil spell. Smacks into targets to deal damage and sickness.*

HD5 AC12 SPD9 1d6+2dmg

Goopy: *Take half damage from non-magical attacks.*

Regeneration: 2Hp/rd.

108: A terrifying fecal monster stands before you, wrought of bone, sinew, and poop. It is a **dragon**, and upon its talons are blood.

Dragon - (Well, it's hostile. Attacks on sight, and will pursue until the intestines are cleared.)

FECAL DRAGON - *An underlying skeleton of bone and sinew, with evil animated fecal matter adhered to it. Disgustingly terrifying. Terrifyingly disgusting.*

HD10 AC15 ATT#3 1d6+2dmg

Goopy: *Take half damage from non-magical attacks.*

Regeneration: 3Hp/rd.

Fecal Breath Attack: Full round action; Blasts a 30' cone for 15 poison/physical damage, SvBurst for half damage. This ability can be used every 3 rounds.

109: Before you is a grand sculpted golden turd with a smile upon it, standing at the height of a man. It is encrusted with jewels, but it is clear that no self-respecting individual would buy this "**treasure**" in its current form, given its appearance. (Opposite exit leads to **Descent into Madness: The Purple Palace** and the players can see an artificial cavern of swirling cut purple stones interspersed with purple fungal growths and flowers. Alternatively, this can be a dead end or lead to another dungeon or world of your choosing.)

"**Treasure**" - (Although worthless as art, it contains 7000gp worth of raw gold, and there are 40 jewels worth 300gp each.)

110: (The air here is pure, despite the wide opening to the intestinal area.)

In the center are 3 curved white pillars that meet at the top, forming a **triple-archway**. Their stone glows with purple and blue veins. From this triple-arch there comes a dribble of motes of light that fall into a shallow pool of shimmering light.

Triple-Archway - (This structure is a way-gate that allows a person to travel to other way-gates they have discovered. They do so by stepping into the pool of light, envisioning the other location, and then they'll appear at their destination. They may take allies with them.)

111: On each wall is a **large mouth**, the size of a passageway, its teeth tightly shut, the full red lips pulled taught.

Large Mouth - (These **guard mouths** cover the passageway to adjacent chambers. If the players wish to pass through, they must pull the teeth open with a strength check. Whenever a person passes through, they will be attacked by the teeth once, as they attempt to slam down on them. The

guard mouths cannot detach from the walls. They can be destroyed at range, and their hitpoints reduced to negative levels, but they grow back after 1 day as they are part of the walls. Being part of the walls, wandering monsters will attack when the **guard mouths** are killed.)

3 x GUARD MOUTH - *A large mouth that serves to guard a passageway.*

HD5 AC14 1d6dmg Immobile

Regeneration: 5hp/rd.

112: There is a **mouth** on the western wall which quivers slightly. All of its teeth are loose, and rattling slightly.

Mouth - (Walking through the room will cause the **tooth spitter** to attack by spitting teeth at the invaders.)

TOOTH SPITTER - *A large mouth with loose teeth that attacks by spitting teeth at the enemies.*

HD5 AC14

Tooth Spit - Spits a tooth at an enemy as an attack vs AC dealing 1d6 damage. The tooth animates and attacks as a creature with Hp1 AC12 1d6dmg. 12 teeth total.

113: On the left and right walls are **circular mouths**, but unlike the others these seem to have throats that go deep into the walls.

Circular Mouths - (These are actually large **mouth worms**. If they detect prey, they'll emerge from the walls seeking to grapple and swallow someone whole. When successful, they retreat to their walls holes where its safe.)

2 x MOUTH WORM - *A carnivorous worm with an all-too humanoid mouth.*

HD5 AC12

Bite - Attack vs AC, deals 1d6 damage and grapples the target.

Swallow - Full round action which swallows the target whole. The swallowed creature takes 1d6+2dmg/rd automatically, but is able to attack from within with a -4 penalty until they die.

114: There are **four small chests** in this room, crafted of a red-stained wood.

Four Small Chests - (Inside 3 of the 4 chests is an odd hole through which vision nor touch may penetrate. If the chest is picked up, the odd hole goes with it. If the chest is left open for 10 seconds, out of the hole will rise a pale disfigured humanoid head with a very long neck and a bleeding overbite as the lower jaw is missing. These **overbiters** may drag the chest across the ground with their teeth. Inside the fourth chest is a small sack full of a **red dust**.)

Red Dust - (An alchemist can identify this dust as having the ability to grant a person the effects of 'Haste' whereby their speed is doubled and they have an extra attack action for 2 turns, simply by throwing the dust in their face and breathing. There are 5 doses.)

3 x OVERBITER - *Disfigured humanoid head with no lower jaw, dripping blood. Its teeth are crooked and rotten. The flesh is pale. Bound to the chest.*

HD2 AC10 SPD3 1d6dmg

115: In the far wall is a small shrine, built of bone, that releases blood and other small bits of flesh into a **small pool** near the base.

Small Pool - (If someone stirs around in it with a stick or similar, they will feel small objects being pushed around. These objects are 25 small blood gems each worth 40gp. However, if any flesh makes contact with the pool, the acidic blood within will adhere to their skin revealing itself to be an **Acidic Blood Ooze** as it slowly engulfs the person. Others may slice at it, but it will pull the person in after 3 rounds of successful grapples. Once someone is fully pulled into the pool, they will be stunned and take 2d6 acid damage per round. Once they die, their body materials will be added to the fountain. Their slaked-off face will drift by once in the fountain, bereft of eyes or teeth, before finally disintegrating.)

ACIDIC BLOOD OOZE - *The blood is alive, or at least most of it. Just wants other creatures to join its mass.*

HD9 AC10

Adherence: *Sticks to organic matter, and damages it for 1d6/rd at the same time.*

Pull into Pool - Each round will roll grapple against the adhered target, and after 2 successful rounds of grapple, the person will be pulled fully into the pool.

116: There are four holes in the floor of this room, out of 1 sticks an **arm-like piece of flesh**, red of color, and it wears a small crown of onyx and sapphire that looks to be worth 1200gp.

Arm-like Piece of Flesh - (Any attempt to attack it or steal the crown and it will duck down appear at another of the holes, releasing a cloud of acidic gas where it fled from. Those immediately nearby must SvBurst or take 1d6 acid damage. It is extremely quick, having AC20 from its ability to dodge, even if anticipated. It only has one hit point. Note that overhead bop-swings may destroy the crown.)

117: A bulbous **fat corpse** of a woman stands in the middle of this room, her mouth torn open at the edges so it hangs loosely.

Fat Corpse - (When this **mad singer** makes eye contact, it will begin a sing a terrible melody that is tinged with madness. Everyone nearby must SvSpells each round or gain a point of madness. It's terrible enough to penetrate the flesh, making earmuffs ineffective. The singing stops when the fat lady dies.)

MAD SINGER - *Bulbous fat female corpse with torn jaw muscles allowing it to hang loose. Sings horribly.*

HD4 AC10

Mad Chant: All nearby must SvSpells or gain a point of madness.

118: There are two passages, but each is blocked by a giant glistening **uvula** that hangs from the ceiling.

Uvula - (Each is very sticky, so a person who touches one will get stuck, and the uvula will retract, bringing them off the ground. Stickiness has a grapple of HD3. If a uvula is tickled more, a torrent of vomit will wash down that hall, filling

the room ankle deep. Anyone within must SvPoison or be inspired to throw up losing 1d6 non-lethal Hp. The person stuck can be detached by pouring water on where they are stuck, or removing that piece of armor, or carving themselves off the uvula. However, if damage is done to the uvula, it will cause an enormous gust of wind to pass down that hall like a giant cough, blasting the person and anyone else against the far wall for 1d6 acid damage, as the walls are acidic. Each uvula has Hp15 and AC6, but if one is killed, bloody vomit will flow into the room causing the SvPoison as before in addition to everyone taking 1d6 acid damage per round until they leave the room. There is no identifiable source for the blood & vomit.)

119: There is a wheel with spokes embedded into the floor, which turns slowly clockwise. Crucified upon the wheel is someone who looks **familiar**. They are naked, very pale, and moaning in pain. Their chest appears to be **throbbing violently**.

Familiar - (Crucified on this wheel is the most recent person in the party to have died, even if they left behind no corpse. Inexplicable, I know.)

Throbbing Violently - (The throbbing gets steadily worse for 5 rounds, as blood comes out of the nose and mouth and eyes. Finally, a **black oily heart** bursts from their chest, splattering blood everywhere, killing the person immediately. The heart will turn to focus on another person, and they must SvDeath or be afflicted with the same issue. After 5 rounds, a **black oily heart** will burst from their chest too. This effect can be stopped with a cure disease/dispel evil/remove curse spell.)

BLACK OILY HEART - *A terrible thing, born of a curse. Can hardly be called a creature.*

Hp3 AC10 SPD3Hopping

Blacken Heart - Focuses on a target, who must SvDeath or be afflicted with the black heart curse, as described above.

120: The floor of this room is a pit with a churning mass of **silver coins** (50,000 to be exact) It looks to be extremely difficult to maintain footing upon.

Silver coins - (50,000 silver coins in total. Stepping into the silver will cause a person to sink like in quicksand. They may SvBurst to quickly back out, else they'll be sucked until where they'll find they're unable to breath, taking 1d6 suffocation damage per round. They're alive. Touching the silver in a greedy manner will cause a great **silver fist** to form from the coins and attack. It will not pursue beyond the room. It may be defeated by 'Dispel Magic', intense coin-fusing heat, or by the coins being hopelessly scattered, as ordinary attacks hardly effect the fist as it just immediately reforms.)

SILVER FIST - *Born to fight greed. Or more likely to kill hapless adventurers for fun. And profit.*

HD10 AC15 1d6+4dmg

Reformation: *Against ordinary attacks, it'll just reform, effectively having a regeneration of 12hp/rd.*

121: There is a small **pedestal** made of bone, and upon it rests a **golden leaf**. The **pedestal** itself is of quality make, with elaborate bone carvings of men holding up great weights while smaller architecture supports their feet. The top of the pedestal is adorned with fang-like spikes. Looks to be worth 1500gp as an art object.

Pedestal - (Weights 5 stones. If someone removes the **golden leaf** from the pedestal, the **bone pedestal** will begin snapping at the person until the **golden leaf** is retrieved. Can be sold so long as the **golden leaf** remains upon it; killing it will destroy it.)

Golden Leaf - (This is a magical consumable that can be applied to any weapon by rubbing it

against it, causing the weapon to deal an additional 1d6 radiant/magical damage on hit. This effect lasts for 6 turns.)

ANIMATED BONE PEDESTAL - *Elaborate carvings, sharp bone teeth. Guards the golden leaf.*

HD4 AC15 1d6dmg

\$ - Worth 1500gp if left intact.

122: A smooth **stone archway** stands in the middle room, its smooth white architecture very out of place amongst the blood and the muck. Wrapped around the archway is a tendril of slimy flesh that terminates with an **eyestalk**. The air within the arch shimmers slightly.

Stone Archway - (This is a dysfunctional archway to a distant realm. Roughly once an hour, a ghostly figure will walk through, look around, mutter something in seemingly gibberish, then return through the archway and vanish. They cannot be interacted with. This archway can be repaired using a Rare Magical Component.)

Eyestalk - (If anyone comes within its sight, the **focusing eye** will focus upon them. If there are multiple people and they split across the room, multiple pupils will form in the eye. Once it has 3 pupils, it will begin shooting lasers until the targets die or flee, reducing its pupil count.)

FOCUSING EYE - *Fleshy bits wrapped all around a smooth white arch.*

HD1 AC10 ATT#3 1d6dmg

123: The floor of this room is a mosaic that depicts a large **salivating mouth**.

Salivating Mouth - (If someone stands on the mosaic, the mouth will scream "FEED ME SIEGMEYER!" It will attempt to gobble up the trespasser. The mosaic is capable of leaving the room to chase its prey, but it'll be easily distracted by discarded scraps of meat. Tossing it meat will also keep it distracted long enough to get past without it caring.)

SALIVATING MOUTH - *A mosaic crafted from what are likely bone tiles dyed with red and white colors.*

HD4 AC14 SPD12 1d6+1dmg

124: Painful moans emanate from the room, and there are perhaps 2 dozen floating normal sized **mouths full of teeth**. They look to be rotten, with dried blood, and drooling saliva.

Mouths Full of Teeth - (These are actually 18 **zombies** who are invisible except for their mouths. Will attack upon smelling flesh. If a character dies, 12 of the zombies will be distracted eating the corpse.)

18 x ZOMBIE - *Only the mouth is visible, and it stays that way even when slain.*

HD2 AC15 SPD6 1d6dmg

125: The entire room is a deep **pit of water**, and bobbing up and down on this water are a dozen **obese goblins** on chairs. Whatever force drives the bobbing is not apparent.

Pit of Water - (At the bottom of the pit of water is a small chest with a sealed vial inside. The vial contains a gold liquid. If the vile is broken or unsealed, it will explode into golden spikes, causing 3d6 damage in a 10' radius and creating 800gp worth of raw gold.)

Obese Goblins - (Goblins will not respond to any stimulus. After 10 minutes they will all suddenly but gradually start screaming/yelling, causing 1d6 psychic damage per round to anyone whose ears are not covered.)

126: A giant tongue extends out from the western wall. Sitting on it is a **skeleton**. He has golden teeth.

Skeleton - (The instant anyone enters or peeks around the corner into the room, the skeleton will turn his head instantly and ask "What both chitters and glitters? What both jabbers and slathers?" The skeleton's head will launch at the first person to attempt an answer, attacking with a +4 to the roll dealing 1d6 damage. On miss, the skull will imbed into a wall. The teeth are worth 32gp in all. After the skeleton's head has launched, the tongue will roll up the skeleton into the wall never to be seen again.)

127: In the middle of the room is a small pool of blood. Sticking out of it is a **blade**, around which the blood coils.

Blade - (When someone is within view of the blade, it will rise out of the pool and attack them. This is the **blood seeker**, and will cease attacking once a person is drained of blood, returning to the blood pool to deposit its gains and wait for the next victim.)

BLOODSEEKER - *A sword with an evil curse that seeks blood to feed this pool.*

HD2 AC20 SPD12Flying

128: Lying on the floor is a skeleton of a minotaur. Inside the ribcage and wrapped about the bones of the limbs and head is an undulating mass of **orange worms**.

Orange Worms - (These worms are the **Wormitaur**. It is a hive-mind organism that utilizes the bones of the deceased to give it motile function. If the characters make significant noise, the **wormitaur** will stand up and attack.

WORMITAU - *A mass of orange worms infesting a minotaur skeleton.*

HD6 AC12 SPD12 ATT#1 1d6+2dmg

129: There is an empty **stone basin**. Circling the lip of the basin is a blue spark that goes round and round, uninterrupted.

Stone Basin - (Filling this basin with blood will cause the spark to become red after the blood drains into the stone. If someone touches the spark when it is red, it will be absorbed, granting +1 to strength and dexterity stats, but reducing charisma by 2 as mutations rip through their muscles, making them look more raw and alien. This can only be done once, and the spark will vanish.)

130: You see a large **red turtle**. On each of its shell-scales is the head of a wolf. The wolves begin snapping angrily as the turtle slowly crawls away from you.

Red Turtle - (The turtle is passive, but the wolf heads are not. They will bite anyone who gets into melee.)

RED TURTLE - *A red shelled turtle whose scales are adorned with vicious wolf heads. The turtle itself is not aggressive.*

HD3 AC18

Wolf Heads: 20 total, 4 can attack each target in melee. Each has Hp1 AC5 but deal 1d6dmg on hit.

131: You see a **red tree** made of meat, that has tiny human heads on the ends of its branches! Each and every one of them is sobbing, and there are hundreds of them. Below the tree is an **odd creature** with a football-shaped head and very long arms. It is extremely muscular. It reaches up and plucks a head, then takes a bite out of it like an apple.

Red Tree - (This is merely a strange growth from the dungeon. The human heads are not actual human heads, but the **odd creature** treats these fakes and the real ones both as delicacies.)

Odd Creature - (It likes to eat heads, and it likes to only get into fights its sure it'll win. If there are more than 2 potential enemies present, it will merely cock its head, looking curious. If there are two or fewer opponents, it will raise its arms like a praying mantis, and attack. Will hiss if anyone gets near it or its tree.)

ODD CREATURE - *Bulky, muscular, football shaped head, very long arms with extra joints. Its flesh is a mottled red and white. Dozens of tiny teeth, and four beady black eyes.*

HD8 AC17 ATT#2 1d6+2dmg

Head Eater: If there is one opponent, the odd creature will grapple it and on the following rounds make bite attacks for 2d6+2damage, as it enjoys the delicious flavor of heads.

132: (This chamber consists of two **upper balconies** and a **lower area**, with no stair access. the balconies are supported by sinewy beams. The dotted line indicates the edge of each balcony.)

Upper Balconies - On this balcony and at the one across is a large sturdy **door** wrought of bone, with a keyhole in the center.

Door - (These two bone doors are locked, but there is no key present. May be busted down, but each has 5 structural hit points.)

Lower Area - Looking down from the balcony, you see an area full of piles of meat, patrolled and tended to by **disembodied mouths**. Most of the mouths are small, but one is enormous, large enough to swallow multiple people at once, if it had any throat to speak of. At the end in the curved alcove is a great pile of **treasure**, separated from the meat, that includes gold, silver, gems, and jewelry.

Treasure - (8000gp, 12,000sp, 400 gems worth 20gp each, and 12 pieces of jewelry worth 1000gp each. There is also a magical circlet called the "Circlet of the Indomitable Mind" which grants +1 to Saving Throws against any mind altering or controlling effects.)

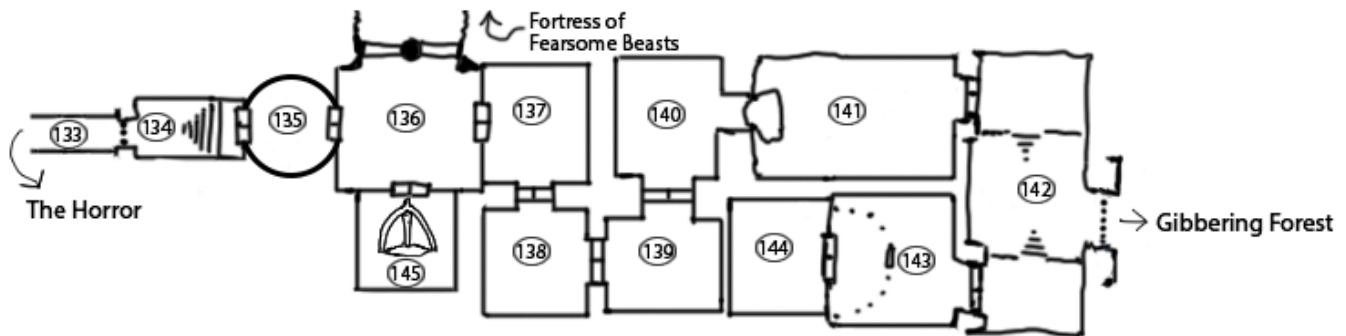
Disembodied Mouths - (The mouths will attack if anyone is loud, or descends into the **lower area**. There are 11 of the **small mouths**, and just the one **large mouth**.)

11 x SMALL MOUTH - *Floating lips and teeth and naught else.*

HD1 AC13 SPD12Flying 1d6dmg

LARGE MOUTH - *A mouth with lips and giant sharp teeth. Size of a shark's mouth.*

HD9 AC15 SPD12Flying ATT#2 1d6+1dmg



Foyer of Fearsome Beasts

This is a transitory area that leads into the Fortress of Fearsome Beasts, an area full of large and dangerous creatures, with a stronghold full of minotaurs. The walls are thick gray bricks, filthy with moss, as the floors have a thin cover of detritus from animals and plants and other unidentifiable bits.

133: This is a long, curved hallway of worn stone bricks that are a tinge mossy. Lining the walls of this long passage are little alcoves within which are dozens of stone **statues** of ferocious beasts.

Statues - (All manner of creatures. Some are recognizable, but most are not. 36 statues in all, worth only 50gp each but weigh 5 stones each.)

134: (Portcullis is very heavy, requiring superhuman strength to lift. Strength check of 9 on a d6.)

In this room you see wide **stone stairs** that lead up to a platform flanked by two hollow statues. One is a minotaur, the other is a goliath. Within their eyes and mouths burns a fire. The stairs are charred.

Stone Stairs - (If someone steps on a stone step, a loud metallic squeak will be heard and the statues with spew 4d6 of fire damage at everyone on the steps. SvBurst for half damage.)

135: In the center of the room is a pit of **murky water** with a narrow walkway around it. It is very still.

Murky Water - (Prodding the water with a pole will cause the **mini-kraken** within to yank the prodding object out of their hand with a grapple roll. Causing damage to the **mini-kraken** or walking halfway through the room will cause the **mini-kraken** to surface, and attack. Deep in the water is an assortment of clams with large pearls in them. There are 52 pearls worth 30gp each.)

MINI-KRAKEN - *Two tentacles, and a big head. Remainder of limbs remain below the surface.*
HD12 AC16 ATT#2

Attack Actions

Tentacle Slam - 50' range, 1d6+1dmg & grapples target.

Consume - Places a grappled target in its mouth, automatically dealing 2d6dmg/rd. Creatures in mouth cannot escape until Mini-Kraken is dead or disabled. Consumed targets may attack from within but with a -6 to their attack roll. Only one living creature may be in mouth at a time.

136: You see a **statue** of a giant man in heavy armor donned with the pelts of slain beasts. It stands between two **massive doors** on the north. A **stone sarcophagus** sits on a raised platform in the middle. Moss hangs from the walls and the doors, and covers the floor and the steps leading up to the sarcophagus.

Statue - (Statue is inert. The pelts are part of the statue.)

Massive Doors - (These doors require strength check of 8 to open. They lead to **Descent into Madness: Fortress of Fearsome Beasts.**)

Stone Sarcophagus - (Contains a powerful **Undead Soldier** who wields a magical 2-handed +3/+3 flint blade which grants immunity to all mind control effects. The sword will crumble to dust upon the wielder's death. This **Undead Soldier** has no name, and will not be immediately hostile unless someone deigns to trespass through the northern doors, or seeks to steal the treasure in the sarcophagus which includes 4000gp, 5 Jewels worth 400gp each, and a piece of jewelry worth 2000gp.)

KIKRIT, UNDEAD SOLDIER - *Old dusty humanoid bones with desiccated bits of flesh. Wears heavy armor.*

HD9+9 AC16 ATT#3 Aim+3 1d6+4dmg

Immune to Mind Control/altering effects

Upon death: Flintblade crumbles to dust.

137: There is an enormous **stag** with steel horns, as well as a **minotaur** in this room. The **minotaur** is sharpening his axe, and the **stag** eats from a feeding trough, sized to fit it.

Stag - (Defers to **minotaur** for instructions. Is the mount for the **minotaur**.)

Minotaur - (Immediately hostile to non beast creatures. Such invaders are not supposed to be in this area. Will hop upon the **stag** prior to attacking, if able.)

STAG - *Stands 8' tall at its back. Horns are wrought from steel.*

HD8 AC12 SPD18 ATT#2

Attack Actions

Trample - Targets in path must SvBurst or take 1d6 trample damage.

Horns - Attacks, dealing 1d6+3dmg.

MINOTAUR - *A standard bull-man with horns and an axe and a disposition to match.*

HD8 AC14(18 when mounted) ATT#2

1d6+2dmg(1d6+4 when mounted)

138: There is a grand fireplace in this room, impossibly large. The open area where the **flame** resides goes up to the ceiling, 30' in height. In front of this, in a much smaller chair, sits a **two-headed ogre** in a purple robe.

Flame - (When the **two-headed ogre** is defeated, a face will form in the flames and speak: "I never much liked him anyways." The face in the fire is wise, and can answer questions about the dungeon in exchange for 500 gold-value being thrown into the fire, wherein it will vanish. The more distant or secret the room in question, the more vague the response. Can answer anything about **Descent into Madness: First Steps**. Knowledge of other sections is vague at best. Only knows the original dungeon key, so cannot answer questions like "Where is the largest amount of treasure we haven't found?")

Two-Headed Ogre - (His senses are keen, and he hears the door open. He says "I'm warning you: Leave, NOW!" and if the party remains, he will begin casting two spells at once to attack. HD8+5 AC13. Each hit on him cancels only one spell. The ogre opens by casting Fire Wall & Boulder.)

TWO-HEADED OGRE - *Both heads probably smell bad. Wears a purple robe.*

HD8+5 AC13

Spellcaster: *Each head can cast a spell. Each hit on the ogre only interrupts one spell. Each spell can only be cast once, and afterwards he will punch things for 1d6+1dmg.*

Left Head Spells

Spire - Calls down stone to crash upon the enemy target. Deals 5d6dmg, SvBurst for half.

Boulder - Same as fire, but effects a 10' diameter area.

Fissure - The floor cracks open under a target who must SvBurst or fall in. The fissure clasps around them, dealing 4d6dmg and pinning them in the ground, effectively stunning them until carved out of the ground.

Gravel Rain - Gravels rains across the entire chamber, except for on the ogre. Grants 1 attack against every creature dealing 1d6dmg.

Right Head Spells

Fireball - Throws a ball of fire which explodes in a 10' radius. Deals 6d6dmg, SvBurst for half.

Incendiary Cloud - A 30' diameter cloud appears and will burst into flame after one round for 2d6dmg, no save.

Fire Wall - Forms a wall of fire around himself. Anyone who tries to pass through takes 2d6 fire damage. Arrows shot through the wall will be rendered ineffective.

Halo of Fire - On a failed SvSpells, puts a halo of fire on target creature, dealing 1d6dmg per round for 6 rounds.

\$ - Wears 8,000gp worth of jewelry.

139: 3 **over-sized ogres** sit in large chairs around a large table, playing some kind of **card game**. One of them smacks the table loudly and jeers at its peers.

Over-Sized Ogres - (If the door was opened quietly and the players creep quietly through the room, there is only a 1/3 chance the ogres will notice them due to them being focused on the card game. The Ogres are wearing leather armor and each has a giant maul.)

Card Game - (The cards are made of steel, mangled and bent but each is inscribed with little runes and the occasional art of humanoid royalty. The humanoids are depicted as having dark gray skin, wider than a man, and with long red beards. Even the queen card has a beard. There are stacks of gold and silver on the table, totaling 6000gp and 8000sp in all.)

3 x OVER-SIZED OGRE - *10' tall instead of 7' tall. Wear leather armor and have mauls leaning against the table.*
HD7 AC14 1d6+3dmg

140: Troll things. Troll rags, bread shaped like trolls, a little box full of troll figurines, with trolls drawn on the walls. Smells like troll too, probably because of the **two trolls** standing in the room grumbling at each other.

Two Trolls - (Although they're grumbling, they're not actually saying words. They will attack immediately upon seeing the invaders.)

2 x TROLL - *It's a big, dirty, stinky troll. Slouches, big underbite, long arms.*

HD8+4 AC12 1d6+2dmg

Regeneration: 2hp/rd.

Fire Vulnerable: Fire damage cannot be regenerated.

141: (Western passage blocked by a large boulder which has SHP10. If the boulder is destroyed, the two trolls from room 140 will rush through and attack. If the boulder is destroyed from room 140, the **Chaintus** will be immediately hostile and attack.)

A great **metal ball** with sharp fangs, a mouth, and eight eyes is chained to a large bolt in the wall. The chain and bolt are rusted.

Metal Ball - (This is the **Chaintus**. It will simply stare at any trespassers with its 8 eyes. If anyone gets close to the boulder, it will emit a metallic growl. Touching the boulder will make it growl louder. Harming the boulder inspires rage in the **Chaintus** which'll attack, snapping through the rusted chain.)

CHAIINTUS - *A blackened metal ball with sharp teeth and 8 eyes. Was put here to guard the boulder.*

HD9+5 AC22 ATT#3 1d6+3dmg

142: (Portcullis requires superhuman strength to lift. Strength check of 9 on a d6 to lift. No locking mechanism.)

An extra-large **muscular minotaur** with a large, **glimmering axe** leans against the wall, watching patiently.

Muscular Minotaur - (Guards the portcullis. Will tell those who attempt to raise the portcullis to leave. Will attack if the portcullis is raised. Is capable of lifting the portcullis himself. Will immediately attack anyone who enters from the other exits. Loves to taunt those who fail to lift the portcullis.)

Glimmering Axe - (It's a +1/+1 giant axe, but it requires superhuman strength to wield properly.)

MUSCULAR MINOTAUR - *Portcullis guard. Wields a giant magical axe.*

HD12+6 AC14 ATT#3 1d6+3dmg

143: Against the far wall is a **semi-circle of bars**, caging off a **black hydra** with 6 heads. It appears to be sleeping, its six heads all lodged inside the belly of a great beast it had been feeding upon.

Semi-Circle of Bars - (This cage is easy to open by anyone who has fingers. The **black hydra** does not have fingers. The door is extremely squeaky, which will awaken the **black hydra** which will attack immediately.)

Black Hydra - (If the party makes too much noise, the hydra will stir and roll on its back and yawn with all 6 heads. If the party continues to make noise, it will wake up and growl, before attacking by spitting acid.)

BLACK HYDRA - *Black scales, 6 heads, sleepy. Spits acid to digest its prey at range.*

HD8+12 AC15 ATT#6

Attack Actions

Acid Spit - 50' range for 1d6 acid damage.

Damages armor.

Bite - 1d6+2dmg

144: You see an immense **pile of treasure**! Thousands of gold and silver, with hundreds of gems scattered throughout with bits of jewelry here and there! There's even a shield that glitters with powerful magic! Problem is there is a huge stone-skinned 1-eyed **basilisk** sitting on top. Its eye is closed.

Pile of Treasure - (Includes 8000gp, 6000sp, 200 gems worth 50gp each, 10 jewelry worth 500gp each, and the 'Convalescent Shield', a magical shield that has 2AC more than a normal shield and grants the wielder a once-a-day power, where when an ally regains hit points, the shield may be used to grant them an extra 2d6+2 hit points.)

Basilisk - (If the door is opened or if anyone appears in the room, it will begin to stir and wake up. Takes a full round to wake up and attack, giving the party a chance to flee. The **Stone Basilisk** struggles to open its eye, but it is extremely potent in that it blasts the area with radiant damage in addition to regular petrification. Anyone who sees the flash must SvParalysis or be petrified. Cannot pursue past the bars in room 143.)

STONE BASILISK - *Big, lumbering, extremely bright eye.*

HD11 AC19

Elemental Resistance: 1/2 damage from elemental attacks.

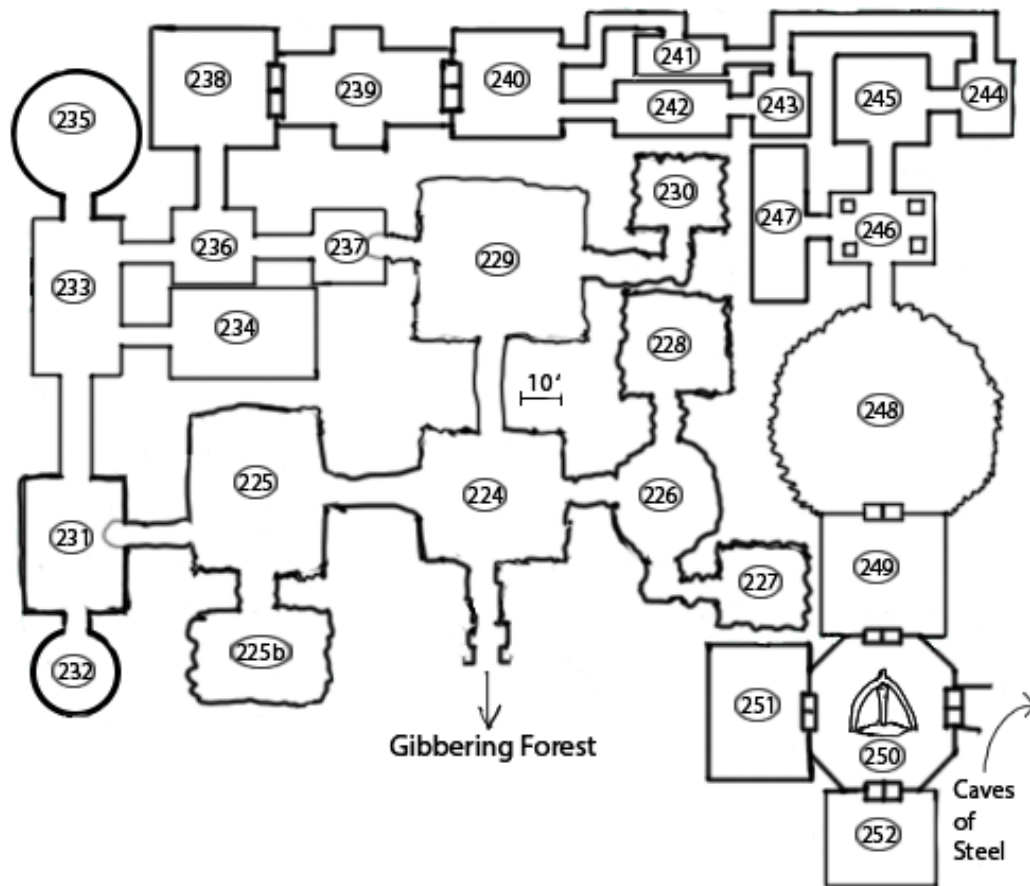
Attack Actions

Radiant Gaze - Full round action usable every 3 rounds. Blasts the area with radiant energy dealing 2d6 radiant damage. Anyone who sees the flash must SvParalysis or be turned to stone. Those who partially see the flash through covered eyes or a blindfold must still save, but get a +4 bonus. The petrification is permanent. May be reversed by 'Stone to Flesh' spell.

Claw Attack - -4 to its attack roll since it is blind. ATT#3, 1d6+2dmg.

145: In the center are 3 curved white pillars that meet at the top, forming a **triple-archway**. Their stone glows with purple and blue veins. From this triple-arch there comes a dribble of motes of light that fall into a shallow pool of shimmering light.

Triple-Archway - (This structure is a way-gate that allows a person to travel to other way-gates they have discovered. They do so by stepping into the pool of light, envisioning the other location, and then they'll appear at their destination. They may take allies with them.)



Aquatic Cave & Aquamarine Temple

The Aquatic Cave is filled with water and tunneled through a shimmering blue stone. The Aquamarine Temple is merely damp, and is built of smoothly carved chunks of that shimmering blue stone.

Wandering Monsters - 1 on d12; increase threshold each turn.

d6	# of Enemies that appear	Monster Description	Population
1-2	1d4 Magical Water Serpents	MAGICAL WATER SERPENT - <i>A serpent that swims through air or water, attacking trespassers.</i> HD2+2 AC10 SPD12Hover Aqueous Form: <i>Resists 5 damage from all non-magic attacks.</i> Magic Missile - Each round will cast a spell of magic missile which deals 1d6+1dmg to a target, hitting automatically.	Replenish from room 240; 24 remain
3	1d4 Drowning Orbs	DROWNING ORB - <i>A floating orb of water that seeks to drown its opponents. Not effective in the Aquatic Cavern portion.</i> HD1+1 AC10 SPD9Hover Aqueous Form: <i>Resists 5 damage from all attacks.</i> Drown - Attacks vs touch AC, dealing 1d6 suffocation damage and attempting to grapple to keep the target inside.	18 remain
4-5	1d10 Geometric Guardians	GEOMETRIC GUARDIAN - <i>An eye carved into a chunk of enchanted aquamarine. Decorative fins are attached.</i> HD2+2 AC18 SPD12Flying Beam Attack - +5aim, deals 1d6dmg.	Population tracked in room 236.
6	1d6 Slime Cubes	SLIME CUBE - <i>They just want to cuddle. Problem is, they're highly acidic.</i> HD1 AC10 SPD6hopping Obedient: <i>They follow commands like pets, wagging their rear ends like happy dogs.</i> Cuddle - snuggles up to those nearby whenever they can, dealing 1d6 damage.	24 remain

224: This submerged cavernous chamber is filled with **crystalline plants**, that shimmer slightly, illuminating the sparkling walls.

Crystalline Plants - (If eaten, will grant water breathing for 6 turns. Any plucked plant will decay in less than a day.)

225: **Water Imps** flit about, chittering to each other, enjoying casual spars with their tails. Their fishy faces stretched wide in glee, showing rows of pointy teeth. There are 8 of them.

Water Imps - (If the party is noisy or enters the room, the **water imps** will notice and attack.)

WATER IMP - *A fishlike face and body with legs and a barbed tail coated with a purple substance. Attacks using its tail.*

HD3 AC17 SPD12 1d6dmg

Polyfish strike: Targets struck must SvSpells or be polymorphed into a fish for 1d3 rounds, during which time they will suffer 1d6 suffocation damage if they are not in water.

225b: A large, **bulbous creature** rests in this room. It is vaguely humanoid, vaguely squidlike, and vaguely female. It wears a large **aquamarine pendant** that swirls with inner tides. Its two lumpy arms appear to be performing some kind of magical **ritual** on a fish.

Bulbous Creature - (This is the **Imp Mother**. She creates new water imps from fish that the water imps bring her. If she notices the invaders, she will cast offensive spells, and holler for assistance from the water imps in room 225, if they remain alive.)

Aquamarine Pendant - (Worth 5,000gp)

Ritual - (If the ritual is allowed to complete in 1 round, the fish will turn into a brand new water imp, gleeful and loyal. It will be sent out to cause chaos.)

IMP MOTHER - *Bulbous, squidly, and vaguely female.*

HD10 AC12 SPD6

Spellcaster: May cast spells as 8th lvl magic user: 4/3/3/2.

226: All throughout this room are **tiny bears** perhaps an inch or two long, swimming about in the water aimlessly. There are dozens of them.

Tiny Bears - (These water-bears are enchanted to be in the state they are in. They are confused, blind, and feel no hunger in this form as they have become purely ornamental. They can be scooped up harmlessly and moved about, but as soon as one of these **bears** is no longer submerged, the bubble will pop, ending the enchantment, allowing the bear to return to its full size startled and angry. Hopefully all 53 were not collected and simultaneously surfaced.)

53 x BEAR - *Brown fur, omnivorous appetite, little yellow boots.*

HD4 AC14 1d6+1dmg

227: The room is filled by a **giant hermit crab**, too large it can't leave the room.

Giant Hermit Crab - (If anyone enters the room and makes too much noise or bugs the hermit crab's shell, it will poke out its head and claws and start snipping at the invaders. Apparently this crab is carnivorous. Once slain, the depths of its shell can be explored whereupon 25 giant pearls can be discovered, worth 350gp each.)

GIANT HERMIT CRAB - *Greenish blue geometric patterns are painted on its shell.*

HD10 AC14 SPD3 ATT#3 1d6+1dmg

Hide: If the enemy attacks from range, the crab will retreat into its shell making it immune to normal weapons and take half damage from spells. Shell itself has AC25 and SHP10.

228: A blue glow washes over this chamber, as 5 beautiful blue **glowing stones** sit within 5 standing sconces, surrounding a disc-shaped indenture in the floor. The disc glows blue as well.

Glowing Stones - (A magic-user, upon handling a stone, will learn that they may consume one of these stones to regain the use of a spell. However, these stones are also keystones that hold the disc shaped prison closed. As stones are removed, the blue glow will diminish. If they are all removed, it will crack, and 1 full rounds later a muscular, black-glowing sea urchin will emerge... the **Doom Urchin**.)

DOOM URCHIN - *Real big for an urchin. Black of color, except for the tips of its black spines which glow deathly white. A throbbing sense of anger and despair emanates forth.*

HD10+10 AC15 SPD12Swimming/Flying ATT#3 1d6+1dmg

Lethal Poison: Targets struck must SvPoison or die.

229: **Giant jellyfishes** with maroon tendrils drift about the room, tending to small **orange pods** with itty bitty tentacles that scream gently as they approach.

Giant Jellyfishes - (5 total. These **Dire Jellies** are cultivating the orange pods for eventual use in a magical ritual that gives the Geometric Guardians their power. The **Dire Jellies** will defend this chamber with their lives. The orange pods, if harvested and sold to the correct buyer, will yield 8000gp worth of alchemical reagents.)

5 x DIRE JELLY - *Bulbous with many maroon tendrils.*

HD4 AC10 SPD9Swimming

Paralytic Sting: On hit, deals 2d6dmg and SvParalysis or be stunned for 1d6+2 rounds.

230: **Eight frogs** of different colors sitting on stones of different heights. Despite the water, you can heard sound in this chamber with great clarity. The frogs are emitting chirping sounds unlike what you'd expect from a frog, and they are chirping in relation to each other, forming a sort of melody.

Eight Frogs - (These are the singing sing-along frogs. Will reward players if they bring the frogs a song or tune for them to sing. They can't speak common, but if someone plays a song for them the frogs will begin chirping that song, and if they like it ((they'll like it)) they will reward the player by using their singing power to summon an amulet made of silver but bejeweled with solidified flowing water worth 8,000gp.)

231: In the middle of the room is a square hole in the floor that holds water, and in this water is a plume of **murky dust** that flits about, seemingly searching for something to no avail.

Murky Dust - (The dust is a magical **undead warrior** who cannot reform while submerged. If a creature enters the water, the dust will try clinging to them in a bid to return to land, and if the creature by choice pulls the dust out of the pool, the **undead warrior** will reform, agreeing to aid the party for the remainder of their adventure before going about his own business.)

ULRAT, UNDEAD WARRIOR - *Desiccated flesh pulled over weathered bones. Armored with studded leathers.*

HD7+7 AC14 ATT#3 Aim+3 1d6+4dmg

Flintblade: *Carries a +3/+3 Flintblade that'll shatter upon his death. Provides immunity to mind controlling or altering effects.*

Water Problems: *If submersed, will turn into dust along with equipment until able to reform in a dry place.*

232: In the middle of this circular room is a circular pit filled with **water**. At the bottom glitters a pile of gold. The pit looks approximately 100' deep.

Water - (The water is completely illusory. It is open air. If someone jumps in, they'll fall 100' and take fall damage. They'll land in a pile of 5,000 gold coins.)

233: This room holds 10 **large pots**, all full of mud.

Large Pots - (If someone enters the room, a **mudman** will rise out of each pot, and stare at the person who first entered the room. While they make no attacks, they act as sentries, and will cause a wandering monster to appear every turn. One of the **mudmen** will follow the party, so the encounters will keep happening until he is killed or lost.)

10 x MUDMAN - *A humanoid figure of mud. Doesn't leave a trail of mud.*

HD1 AC10

Sentry: *Will stalk invaders without being hostile, and will cause a wandering monster to appear to attack the group every turn.*

234: This room has 3' wide **spheres of water** floating all about the room, that shimmer with a hint of arcane energy. Against the far wall is a fountain that feeds into a hemispherical **basin**.

Spheres of Water - (May be gently pushed to maneuver them around, but if they are struck they will explode for 2d6 damage violently blasting water all around them. If they are near enough to each other, the kinetic force will cause a chain reaction.)

Basin - (There is a **ritual** circle on the basin which appears to have multiple functions. An **Alpha function**, a **Beta function**, and a **Gamma function**. There is also a small pouch beside the basin which contains 500gp worth of alchemical reagents which could be used to fuel the **ritual**.)

Ritual - (A magic user will be able to see that the ritual requires an input of 500gp worth of alchemical reagents in order to function, but won't be able to decipher what each function does without advanced arcana.)

Alpha function - (Will create one of the orbs present in the room, that allows a maneuverable water bomb.)

Beta function - (Will create a bowling-ball sized companion water ball that will follow the player around. It obeys all commands, and may be used for all sorts of things such as setting off traps or distracting enemies. It has HP3 AC10 and resist 4 damage.)

Gamma function - (Will create a hostile water ball that will seek out and drown living prey. They have HD1+1, AC10, and resist 5 damage. Cannot be controlled)

235: A ring of shallow water separates you from a central island upon which is a **pedestal**. On the pedestal rests a **glimmering crystal ball** with a skull imprinted on it.

Glimmering Crystal Ball - (Tier 1 Rare magical component, the crystallized imprint of death. Can be used to create a magic item or sold for 20,000gp.)

Pedestal - (If the **glimmering crystal ball** is removed, the ring of shallow water will become a portal into the plane of sharks. 1d6 sharks will pop out every round and will attempt to drag players back into their sharky plane. The portal will close after 10 rounds leaving any sharks behind. The portal may be reopened by placing the skull-crystal back on the pedestal and removing it again. Placing the skull on the pedestal does not close the open portal.)

SHARK OF THE SHARK PLANE - *Wet, slippery, and full of nasty teeth. Not fond of knitting.*

HD4+4 AC10(AC14 in water) SPD3flopping
SPD15Swimming 1d6+2dmg

Grabby Teeth: *Free grapple attempt on hit.*

236: Chunks of aquamarine carved into geometric shapes with a single eye and decorative fines rest in **alcoves** in the walls of this chamber. There are more than a hundred **alcoves**, but many are empty.

Alcoves - (This is the holding area for the **Geometric Guardians** who patrol the surrounding areas. There are 192 Alcoves total, but only 122 of them are filled at present. 28 **geometric guardians** patrol the halls, while 122 sleep here. Attacking any one of the guardians will guarantee a hit, but 1d10 other guardians will awaken and attack every round.)

150 x GEOMETRIC GUARDIAN - *An eye carved into a chunk of enchanted aquamarine. Decorative fins are attached.*

HD2+2 AC18 SPD12Flying

Beam Attack - +5aim, deals 1d6dmg.

237: This room is full of **large coral** that spreads across the floor and up to the ceiling. There is a carcass of a shark, or what's left of one as nearly all the meat and guts have been stripped away.

Large Coral - (The coral is all transplanted and dead. A swarm of **ravenous bugs** live within, preying on those who attempt to pass through the room.)

RAVENOUS BUG SWARM - *Love digging into skin and flying off little souvenirs of having visited you.*

Hp100 AC10 Aim10 1d6dmg

Swarm: *Takes quadruple damage from area attacks. Attacks every creature in the swarm once per round.*

238: You see 4 **basins**, each wrought from semi-precious stone and set into the floor. One is turquoise, another jasper, the third malachite, and the fourth moonstone. Each basin is filled with a liquid whose color matches the stones, but

they are all a mismatch. The Moonstone basin has **turquoise water**, the turquoise basin has **jasper water**, the jasper basin has **malachite water**, and the malachite basin has **moonstone water**. On the east wall is a **great door**, with a **small hole** next to it near the floor.

Basins - (If the matching liquids are restored to their matching basins, the **great door** will open. Problem is, each liquid has a dangerous property.)

Great Door - (SHP10 AC25. Locked until the basin liquids match the colors. Any damage to the door will alert the wandering Geometric Guardians. 1d6 show up every round the door is damaged. The door will be fully repaired within a 24hr period provided at least one Geometric Guardian remains alive.)

Small Hole - (Used by geometric guardians and other creatures to bypass the door.)

Turquoise Water - (On touch, creatures must SvParalysis or be transformed into turquoise-colored stone. Can be reversed with a 'Stone to Flesh' spell.)

Jasper Water - (Will light anything it touches on fire for 1d6 rounds, dealing 1d6dmg per round. This can be creatures or objects. Creatures get a saving throw. Even stone and metal will light on fire, metal will melt in time, and stone will crack. Flesh, of course, will cook.)

Malachite Water - (Highly acidic. Will sizzle through just about anything non-magical, except glass.)

Moonstone water - (Teleportive property, but only on non-living items. Any item that touches the moonstone water will be instantly teleported to a random room within the descent. The ideal way to move this water is to cup hands, and scoop.)

239: A wall of water, as tall as the ceiling, forcefully moves from the alcove on the right to the alcove on the left. The wall is 10' long and 5' thick. It looks like with **careful timing**, you may be able to dash through.

Careful Timing - (This room functions as a trap for characters who are fleeing. Without careful preparation, a creature must succeed a dexterity check to dash past the wall of water without being caught. On fail, the water wall will grapple the creature as if it were an HD10 creature, and trap them against the north wall where they will begin suffocating for 1d6dmg per round until they escape or die.)

240: A spinning **floor dial**, pushed by jets of water. There are magic **runes** upon the dial. Flitting about the room are 3 **water serpents**.

Floor Dial - (Every 30 minutes, the dial will speed up to briefly open a portal, summoning a **water serpent**. The floor dial can be destroyed, having effectively Hp50 AC18, but if damaged it has a defensive mechanism that allows it to summon 1 water serpent per round, but it can only do this 8 times per day. Counts as level 16 for 'Dispel Magic' purposes.)

Runes - (Can be read using 'Read Magic' to decipher the function of the **floor dial**.)

Water Serpents - (Will hiss at anyone they see, but they will not attack until someone enters the room or threatens the **water serpents** in any way.)

3 x MAGICAL WATER SERPENT - *A serpent that swims through air or water, attacking trespassers.*
HD2+2 AC10 SPD12Hover

Aqueous Form: *Resists 5 damage from all non-magic attacks.*

Magic Missile - Each round will cast a spell of magic missile which deals 1d6+1dmg to a target, hitting automatically.

241: An odd sight for sure, as you see 4 **sharks** viciously tearing into the corpse of a goat, but the **sharks** themselves all have the legs and horns of a goat.

Sharks - (These are **Satyr Sharks**. Distracted, but will be hostile towards trespassers if alerted.)

4 x SATYR SHARK - *A shark, but with the legs and horns of a goat. Breathes air and water equally fine.*

HD4+4 AC14 SPD12(land & sea) 1d6+2dmg

Grabby Bite: Free grapple attempt on hit.

242: The **walls** shimmer as if they were liquid. You can hear the faintest of **water-logged whispers**, too quiet to understand, but loud enough to feel tickling the back of your mind.

Walls - (May appear as liquid, but are still solid.)

Water-Logged Whispers - (If the party lingers for more than 1 turn, a charm spell will be cast on two characters at random. They must SvSpells. On fail, these players will want to serve the drown god. Their first objective would be to drown themselves, knowing they would be reborn as undead servants, entirely in the thrall of the drown god. Their objective would then become to drown others to indoctrinate them. Once their power has grown strong enough, they will find a means of drowning the world. They can be fixed up with a 'Raise Dead' spell.)

243: Eight oddly shaped **octopi** flit about the room, as if swimming through the air. Their hump has a vague resemblance to a brain, far larger than an ordinary octopus would need.

Octopi - (Upon sighting creatures with brains, they will squiggle forth with glee, and attempt to dominate their prey. Once the invaders are enthralled or chased off, the **Brainy Octopi** will have their thralls fight each other, and afterwards they will nibble on the corpses.)

8 x BRAINY OCTOPUS - *A floating octopus which can swim through the air. Has a massive brain.*

HD1+1 AC15 SPD9AirSwimming

Domination: Attack vs Touch AC and wrap itself about someone's head, even with helmets, and attempt to dominate the target, who must SvSpells with a -2 penalty. The octopus will then use its thrall to slay other undominated characters.

244: There are five **fountains** in the room of various shapes and sizes, most beautiful, some ugly. You see coinage and jewels glittering at their bottoms, and occasionally a skeletal forearm complete with a skeletal hand.

Fountain #1 contains 100gp and 250sp.

Fountain #2 contains 10 gems worth 40gp each.

Fountain #3 contains 1200gp and a forearm.

Fountain #4 contains a piece of jewelry worth 2,000gp.

Fountain #5 contains 3000sp and 1 gem worth 100gp.

Fountains - (These fountains grant the effects of a 'Bless' spell when any wealth is donated, but any item cast into a fountain cannot be removed. Thus, if someone were to reach in, not only would they not get any coinage, they wouldn't get their hand out either. A simple dispel magic can remove a fountain's effects, making the coinage retrievable.)

245: A narrow ledge wraps around the room, forming the longest possible path to the other exit. Just a foot below this ledge, is a **frighteningly blue liquid**. Indeed, looking upon it makes you uneasy and fearful. Your eyes cannot penetrate its blueness! The narrow ledge is merely a foot wide, enough space to get around if you take your time.

Frighteningly Blue Liquid - (Magically frightening. Characters with less than 5HD must SvSpells or be too fearful to attempt to cross the room. There is also a giant **lapis lazuli alligator** in the pool, hungry for mortal flesh. It will wait until a character is vulnerable on the ledge before attacking, as ledged characters effectively have -4AC due to being unable to maneuver. If anyone attempts to fly over the pool, it will leap out to bite them and drag them in. Pool is 50' deep and at the bottom are the corpses of many adventurers, long decayed, but their bodies are adorned with 8 pieces of jewelry worth 1200gp each.)

LAPIS LAZULI ALLIGATOR - *It's a big-ass alligator made from lapis lazuli, do you really need a description?!?*

HD8+8 AC16 ATT#3 1d6+2Dmg

Grabby Bite: free grapple attempt on hit.

\$ - On death, can be harvested for its lapis body. 80 stones worth of semi precious stone worth its weight in silver.

246: At each corner is a floor grate and through each reaches a **yellow tendril**. At the end of each tendril is a **humanoid hand**.

Humanoid Hand - (If anyone enters the room, the hands gesture to them, calling them over. If someone approaches, the hand will hold itself out as if to shake hands. If someone shakes a hand, a small humanoid mouth will rise out of the grate

and it will say: "The tidestone is the key! The tidestone is what anchors the sharks to this world! You must dive in, and you must take it!" They are referring to the center of the sharknado in the room to the south, and have cryptic knowledge of it.)

Yellow Tendril - (Attacking any of the tendrils will cause them all to flee under the grates, not to be seen until the next adventurers come through. Each has Hp6 AC12.)

247: Massive **red crystal** clusters are all about the room, formed like icicles, and spreading across the floor like ice. Yet, the air is warm.

Red Crystal - (This is the red ice. It freezes adjacent water in warm temperatures, converting it into more red ice. Dropping a shard of red ice into a lake will convert the entire thing into a solid chunk of red ice. However, when temperatures drop below freezing the red ice will become liquid again, and ordinary water ice will convert the red liquid back into ordinary ice. Naturally, holding such a crystal can be dangerous as it infests your flesh and can spread rapidly & dangerously through the body dealing 1d6dmg/rd. A cure disease spell can remove it, as will magically healing all health lost to the crystal. Otherwise, the person's water content will convert into red ice, making them a semi-grotesque yet beautiful statue.)

248: In the middle of this massive room is a churning **whirlpool** above which hovers a **sphere**. You can see tides of a massive ocean slamming against one another inside the **sphere**. It has a 2' diameter. The **far door** is rather tall at 50'.

Whirlpool - (15' wide. Don't fall in.)

Far Door - (It is unlocked, but takes a full round action by 3 people to shove open.)

Sphere - (This sphere is the **Tidestone**. If anyone comes within 10' of the **tidestone** or the far door, the **whirlpool** will violently burst upwards into a water tornado, protecting the **tidestone**. A moment later, **sharks of the shark plane** will begin swirling up the tornado, before being launched directly at the hapless adventurers below it. A **shark-nado** has formed.

Shark-nado - (Spits out 1d2 sharks per round at enemy targets. Spins above a portal to the shark plane. The shark-nado is dispelled once the **tidestone** is removed. Ideally, someone must dive in the base of the shark-nado and roll an attack roll totalling at least 20 to get a chance to grapple the orb, which effectively has an HD5+5 for grapple. Anytime someone drives into the sharknado, they'll be attacked 1d6+1 times before being thrown out of the shark-nado 1d6x10 feet in the air, potentially receiving fall damage.)

Tidestone - (This is a Tier 2 Rare Magical Component that can be used to make a magic item or sold for 40,000gp.)

SHARK OF THE SHARK PLANE - *A pretty standard shark. No sunglasses.*

HD4+4 AC10 SPD3 Flopping 1d6+2dmg

Grabby Bite: *Free grapple attempt on hit.*

249: Before you stands a massive, **mighty golem** of brilliantly colored **crystals**. It rumbles in a tiny metallic voice, "You shall turn back, for you are not welcome here!" (

Mighty Golem - (This is actually a **rock-candy golem**, not a walking fortune of crystals. Will dissolve if it touches water. A little robot about the size of a bowling ball has adhered itself to a massive avatar made of rock candy that it grew itself. This robot guards the entrance to the **Descent into Madness: Caves of Steel** and will not allow the party to pass. The robot's name is **Rikidandan** and he likes roleplaying games. He is of the Rabadan race, a spherical machine people with amplified emotions, technical brilliance, and a dash of psychopathy. Potentially friendly.)

Crystals - (The rock candy crystals are worth 12,000gp in all, but if they are submerged in water they will lose 50% of their apparent value per round. They are slightly sticky to the touch and very sweet. If the crystals are sold, and the new owners later find out they melt in water, they will likely demand their money back.)

ROCKY-CANDY GOLEM - *A sweet-tasting hard-hitting golem piloted by a little spherical robot who loves role-playing games.*

HD10+10 AC10(Shatters surprisingly easily?)

SPD12 5d6dmg

Does a lot of damage, but only has one attack per round.

Water Vulnerable: *Takes 1d6dmg/rd when submersed.*

Upon defeat: The tiny Rabadan Sphere named **Rikidandan** will pop out and say "... Ooohhh, Ahhh... errrr I am... I am defeated!" and then flop to the floor, playing dead. If attacked, it will attempt to escape.

RIKIDANDAN - *A little metallic sphere with big ambitions. If only he wasn't distracted all the time. Attacks by slamming into targets.*

HD1+1 AC20 SPD15Flying 1d6dmg

250: In the center are 3 curved white pillars that meet at the top, forming a **triple-archway**. Their stone glows with purple and blue veins. From this triple-arch there comes a dribble of motes of light that fall into a shallow pool of shimmering light.

Triple-Archway - (This structure is a way-gate that allows a person to travel to other way-gates they have discovered. They do so by stepping into the pool of light, envisioning the other location, and then they'll appear at their destination. They may take allies with them.)

*The eastern double door leads to **Descent into Madness: Caves of Steel**, a continuation of the Descent into Madness Mega-Dungeon.*

251: Inscribed on the far wall are lines and dots which any civilized person would recognize as **music**.

Resting against the wall with the inscription is an **aquamarine lute**. Flanking the inscription on either side is a blue brazier.

Music - (This is the Song of the Tides. So long as a person plays it in a loop, they gain mastery over all water within 20'. However, if they are interrupted their control will falter. A person may use this to bend aside water under a lake, or charm water elementals, and other things of that nature, but if they are interrupted the song will stop and the effects will cease until the song can be played again. NO BLOOD-BENDING!)

Aquamarine Lute - (Increases the range of the song to 80'. The lute is functional, magical, and beautiful. It can be sold for 20,000gp if the song is included, 3000gp if not.)

252: A grand **ritual circle** is carved into the floor of this chamber set in a large ring of **larimar** stone.

Ritual Circle - (A magic user may spend 1d6 turns investigating the circle before learning how to use it, discovering it is a ritual to permanently turn a person into a water elemental while retaining their mind. The transformation can be reversed with a dispel magic. The rune circle requires 8,000gp worth of alchemical components to activate. As a water elemental, a person will have AC10 and 5 damage resistance except to spells. They won't be able to carry non-magical items.)

Larimar - (The ritual ring can be carted off and sold for 10,000gp. It weighs 100 stones.)
