

**FOR BASIC AND
ADVANCED EDITIONS**

An

AN ADVENTURE FOR CHARACTER LEVELS 2-4



The Anomalous Subsurface Environment is more than just robots and lasers – its clowns and dinosaurs, too! Levels 2 and 3 of the critically ignored gonzo megadungeon are finally available – with more classes, more tables, and more cruel and unusual ways to die deep beneath the surface of the post-apocalyptic Earth!

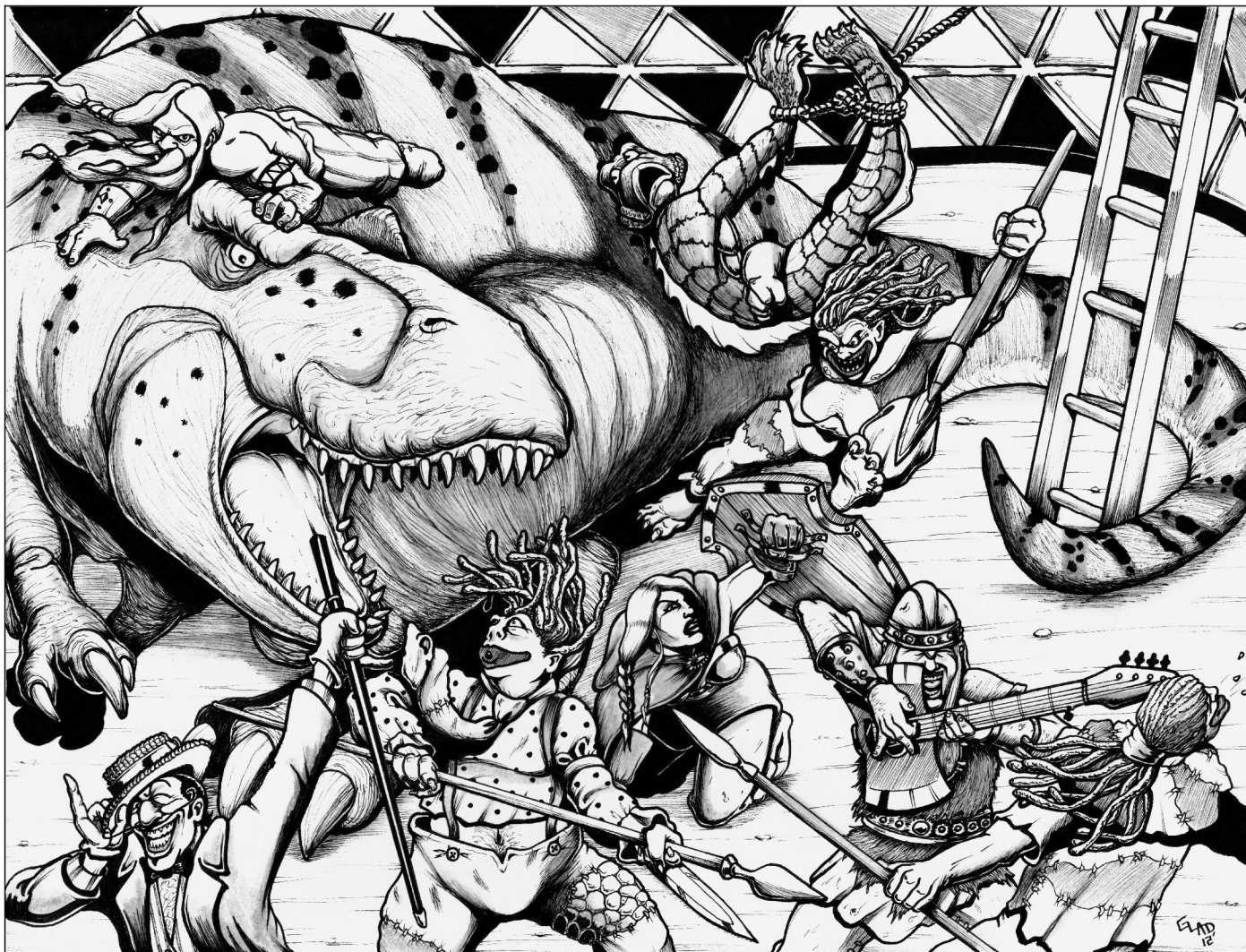
Herckman Abuse

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Dungeon Module ASE2-3

Anomalous Subsurface Environment

Dungeon Levels 2 & 3
by Patrick Wetmore
AN ADVENTURE FOR CHARACTER LEVELS 2-4



Illustrated by Brian "Glad" Thomas and Gustie L.

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For more information on the Anomalous Subsurface Environment and additional materials, please visit <http://henchmanabuse.blogspot.com>.

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Introduction

This module describes the second and third levels of the Anomalous Subsurface Environment. It is a sequel to ASE1, and is not intended to be run standalone (although with some small effort on the referee's part it certainly may be).

It has been written with the Labyrinth Lord™ rules in mind, but may be used with any of the early editions of the classic fantasy role-playing game.

The book in your hands describes the second and third levels and their bizarre inhabitants. It additionally adds four new classes to the game, provides more random tables to further flesh out Denethix, and describes several wizards and rival NPCs parties to vex your players.

My email address is wetmorep@gmail.com. If you have questions about the megadungeon, or are running a party through it and have stories to share, drop me a line. I'm always glad to help, and love to hear stories about people making use of my work.

A significant portion of the megadungeon's design is done online, and work-in-progress is posted at <http://henchmanabuse.blogspot.com>. If you are interested in seeing previews of upcoming levels, or want to read up on the design history and session reports from my own Anomalous Subsurface Environment campaign, check out the website. Links to PDF "map packs" containing the maps and player handouts from this book may also be found there – I find printing them out separately is a great aid to running the game.

Addendum to ASE1

The firearms in ASE1 were designed such that their damage output was closely equivalent to traditional medieval-style weaponry. This decision keeps modern weapons from disrupting game balance, but does make guns a bit less appealing than they should be. The damage that guns do has thus been slightly modified to use the concept of "exploding dice" – when a player rolls a maximum value on a damage die, an additional damage die may be rolled. This additional die does NOT explode – the damage is not open-ended.

For example, if Bob blasts a painted man with his large pistol, and rolls a "6" on his d6 damage roll, he may then roll a second d6 and add that to the result. If he rolls a "2" on this second roll, then he has done a total of 8 points of damage. If instead he rolls a "6" on this second roll, he does not roll a third time – he does "only" a total of 12 points of damage.

Additional Denethix Encounters and Rumors

The following tables are provided to help the referee improvise further encounters within the city of Denethix.

What Crime Are You Wanted For?	
1.	Robots inexplicably obey every command – too risky to let you live
2.	Littering. Body parts, that is. Left trail of them from the tavern to front door of your house
3.	Transplanting human heads to dog bodies not seen as work of art it ought to be
4.	Unsanctioned use of cybernetics – removal of robot lungs isn't really an option at this point, though
5.	Stole jeweled altar service from Grand Temple
6.	Saw an Exalted and Chosen Brother making deal with out-of-town wizard – told the wrong people, and now you're framed for killing your own wife
7.	Unlicensed distribution of free medical aid to the poor
8.	Kidnapping stupid, smelly, worthless villagers and selling them into better lives as slaves
9.	Protested construction of fighting-pit next to orphanage for children of pit-fighters
10.	Major player within the Society of the Luminous Spark

Professors of the Academy of Elevated Thought

1. Dr. Xiberix, Professor of Botany. He has a lab full of caged plants, which whisper and wave serrated, poisonous leaves
2. Dr. Jack Kronus, Professor of Poetry. Wears a striped shirt and black beret, and forces his grad students to beat on bongo drums while he lectures
3. Madame Incurie, Professor of Mutations. Her cheerful demeanor masks a deep love of vivisection
4. Dr. Frank Smithen, Professor of Robotics. His lab assistant, Michael Sauralus, is an agent of the Scientists and sabotages his experiments
5. Dr. Galard, Professor of Munitions. He is arrogant and condescending, and is attended by a pair of officers from the Unyielding Fist
6. Dr. Mark Zinus, Professor of Genetics. He specializes in size-increasing gene-splicing, particularly in aggressive vermin such as shrews, ants, tarantulas, and locusts. All the proper precautions have been taken, of course
7. Dr. Lembin Proger, Professor of Psychology. He experiments with inducing psychosis in his subjects, and a half-dozen murderous grad students have been conditioned to obey his every whim
8. Dr. Louis "Boney" Esposito, Professor of Archaeology. When not making passes at his female students, he is out in the field managing the Academy's pre-apocalyptic dig sites
9. Dr. Timus Farquar, Professor of Dinosaur Studies. He is renowned for the number of students consumed by wildlife on field expeditions
10. Dr. Laertes, Professor of Civil Engineering. He is currently conducting a feasibility study on making bricks from human bone-dust for use in low-cost housing
11. Madame Sharon Eliqus, Professor of Biochemistry. She is able to create a wide variety of slimes, oozes, and jellies from exotic reagents, and is working on synthesizing chemical brains for her caustic experiments
12. Dr. Gerald Meglon, Professor of Medicine. He has no self-confidence and prefers working on cadavers to live subjects

13. Dr. Orbus Tyler, Professor of Chronology. He refuses to attend his own classes, as he feels he is only a few hours from completing his hemoglobin-powered time machine. This state of affairs has lasted the past six years. He will always make time to speak with willing blood donors, however
 14. Madame Nicole Prepin, Professor of Astrophysics. Her calculations indicate that the Green Comet of Undying Flesh is due to return soon
 15. Dr. Kilroy Nolan, Professor of Non-Human Studies. He has a wide variety of stuffed humanoid heads mounted to the wall of his office (including elves, dwarves, and halflings). This does nothing to endear him to his test subjects
 16. Dr. Brian Falk, Professor of Criminology. His latest theory is that crime is caused by defective bone structure, and therefore recidivism can be reduced through selective amputation of limbs
 17. Dr. Paum, Professor of Electroplating. He is perfecting a process by which human skin may be (painfully) chromed for a sleek, futuristic appearance
 18. Dr. Nornix, Professor of Music. He has created a mechanism to amplify music by immersing electrified wires in jets of flame. His preferred instrument is the pan flute
 19. Dr. Benten Olad, Professor of the Culinary Arts. He is constantly seeking unusual meats, fruits, and vegetables to cook with. A popular rumor among his students holds that he has a secret book of recipes for human flesh
 20. Dr. Vin Gorgon, Professor of Alchemy. His repeated failure to change lead to gold has left him bitter and paranoid. Those who question his techniques or qualifications too closely tend to die in mysterious explosions
-

More Henchmen for Hire

1. Aurgha, Moktar, Male. Considers halflings a delicacy
2. Julian Wyan, Fighter, Male. Foppish dandy who happens to be excellent with a blade
3. Q'klik'tak, Insect-Man, Female. Compulsively lays eggs in any corpses she comes across
4. Kroman, Fighter, Male. Superstitiously refuses to bathe, because a fortune-teller told him he would die a clean man
5. Paul, Scientist, Male. Insists on operating any technological equipment he encounters
6. BW-5891, Robot. Makes snide comments about the weaknesses of flesh ("Your brain will die if you continue to bleed? How pathetic.") and refuses to assist wounded comrades
7. BW-5892, Robot. Seeks to become a major power within the city. 20% chance of striking it out on his own after every adventure
8. Oliver, Cleric, Male. Smokes aromatic 1' long cigars
9. Nunky, Dwarf, Male. Makes awkward and inappropriate comments about amputation
10. Barbara, Scientist, Female. Wishes to use technology to build perfect man
11. Nvoran Azimuth, Thief, Male. Wanted by an Exalted and Chosen Brother for sleeping with his wife and stealing her jewelry
12. "Crusty" Tim, Fighter, Male. Surprisingly healthy for a 92-year-old
13. Cravik, Cleric, Male. Avoids temples and God's Eyes as much as possible, for fear of being told to perform the duties of his office
14. Minas, Halfling, Male. Claims he can beat any man, no matter how tall, in a belching contest
15. Riva Pendly, Magic-User, Female. Conniving agent of the Church of Starry Wisdom
16. Morus, Magic-User, Male. Some day hopes to become power-mad wizard with legions of slaves, but willing to start from the bottom and work his way up
17. Verella, Halfling, Female. Punctual to a fault
18. Ozandar "Ugly-Foot", Thief, Male. Stores knife and spare change in a prosthetic foot
19. Bill Harrison, Fighter, Male. Interdimensional fugitive, escaped from a world ruled by spiders
20. Warren "the Dead", Fighter, Male. Skin is cold and pale, sunken eyes never blink

What Does that Mushroom Do?

1. Makes consumer smell like a corpse. +1 penalty to all reaction rolls
2. Causes uncontrollable diarrhea and flatulence. +2 penalty to all reaction rolls
3. A new taste sensation! The food-markets in Denethix will pay 1 sp per pound of fungus
4. A new taste sensation, with side effects! After two weeks of brisk mushroom sales, customers start keeling over dead
5. Gut-wrenching pain for 8 hours (-1 "to hit" penalty), followed by a 24-hour coma, at which point the consumer must save vs. poison or die of liver failure
6. The eater of the mushroom becomes completely still for 16 hours as he communes with fungus spirits. Awakens with the knowledge that when he dies, mushrooms are totally going to grow on his dead face
7. Tastes like fermented vomit, but otherwise edible
8. Whoever eats this mushroom, eats like a mushroom – for the next week, the only food he can keep down is damp, rotten wood
9. Consumer must save vs. spells or be convinced he is healed of all damage. His friends can clearly see that is not the case. Do not tell the player how many hit points he has or how much damage he is taking in combat for the next 24 hours
10. The Mushroom Crown is briefly visible on the ground before it sinks into the earth. Its powers are unknown, but one thing is clear – whoever wears it will be the Mushroom King

New Classes

Insect-Men of the Lanthanide Wastes

Requirements: DEX 13
 Prime Requisite: DEX
 Hit Dice: 1d8
 Maximum Level: 10

The insect-men are a nomadic people who roam the Lanthanide Wastes, riding upon giant gila monsters and hunting the human and dwarven fortune-seekers who trespass upon the desert landscape. Occasionally, an insect-man will become curious about the pale fleshy grub people and make its way to Denethix, where its inability to distinguish human children from tasty livestock inevitably leads to a brutal end for the adventurous bug.

Player character insect-men are of that rare breed that has managed to integrate themselves into the most despicable outcasts of human society: an adventuring party.

Physically, insect-men most resemble wingless praying mantises, and have six legs. They normally walk on the bottom four, and wield weapons and/or shields with their topmost legs. They can lift themselves upon just the bottom two legs, extending their height to 8' tall, but the middle legs are not particularly dextrous and the creatures become prone to toppling over, so four-armed fighting is not practiced among the insect-men.

Insect-man mouthparts are quite capable of the extreme contortions necessary to reproduce human speech, and all insect man PCs know the prevailing

human language, in addition to their native language of clicks and chirps. Speaking the language does nothing for relations with the locals, however: insect-men suffer a reaction penalty of +3 when dealing with humans and demi-humans.

The insect-man does have certain advantages over more traditional classes. Their chitin exoskeleton means that their AC is never worse than 5, regardless of armor worn (if any). This is good, because human armor does not fit them, and finding an armorer willing to custom-manufacture a suit for a man-eating bug is difficult.

They are also immune to most undead effects other than physical damage – to the insect-man, a ghoul or wight is simply carrion on the move, and a ghost or wraith is entirely a human concern. The one exception is the mummy – mummy-rot is especially virulent in insect-men, and they lose an additional 1d4 hit points per day when under the effects of that disease.

All insect-men are immune to the effects (both beneficial and harmful) of lanthanides and hafnium. Other intoxicants behave normally upon the insect-man physiology.

At ninth level, an insect-man may establish a cave-hive, attracting 3d6 insect-man servitors and a giant gila monster to serve as his mount.

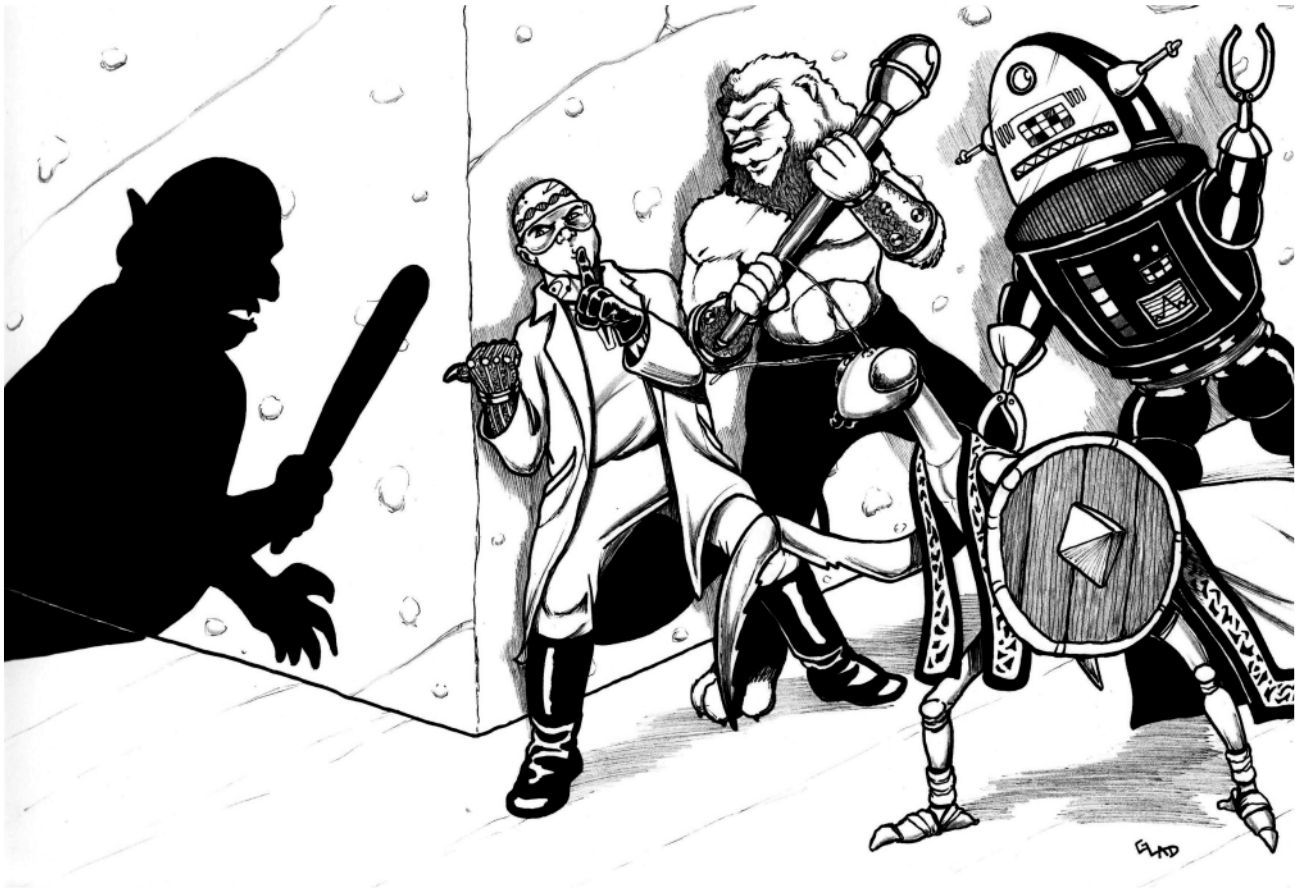
Insect-men never exceed the tenth level of experience.

Insect-Man Level Progression		
Experience	Level	Hit Dice (1d8)
0	1	1
2,500	2	2
5,000	3	3
10,000	4	4
20,000	5	5
40,000	6	6
80,000	7	7
160,000	8	8
320,000	9	9
480,000	10	+2 hp only *

* Hit point modifiers from constitution are ignored

Insect-Man Saving Throws					
Level	Breath Attacks	Poison		Wands	Spells or Spell-like Devices
		or Death	Petrify or Paralyze		
1-3	14	10	12	13	16
4-6	12	8	10	11	14
7-9	8	6	8	9	12
10	6	4	6	7	10

Insect-Man Attack Table																
Level	Attack Value for Armor Class															
	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
1-2	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
3	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
4	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
5	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
6	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
7-8	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
9	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
10	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3



Moktar

Requirements: STR 13
 Prime Requisite: STR
 Hit Dice: 1d10
 Maximum Level: 8

Player character moktars are disturbed individuals who have decided to leave the comfort of the war-band to live among humankind.

All moktar PCs understand the prevailing human tongue – but their jaw structure prevents them from speaking it. They can only communicate in the native moktar tongue, a language of roars. Likewise, while humans (and demi-humans) can learn to understand moktarish, they are simply unable to enunciate the subtle differences in roaring that are essential to the moktar language.

Fellow player characters should be assumed to understand a moktar PC's roars and wild gesticulations, but few NPCs will have any grasp of the moktar's intent. Moktar PCs thus have a

penalty of +2 on reaction rolls with non-moktars. The language barrier additionally means that moktars are unable to hire henchmen.

Moktars are not particularly agile to begin with, and PC moktars (accustomed to living in comparatively cushy human cities) are even less so. Moktar characters thus have a maximum Dexterity of 8. Half of any discarded Dexterity points (round up) may be added to the character's Strength score (up to a maximum of 18). These additional Strength points may be counted towards the minimum requirement of 13.

Due to their size and strength, moktar characters start with two hit dice (1d10) at level 1. Their thick hides ensure that their armor class is always at least 6, regardless of the type of armor worn (if any) or dexterity penalties.

Moktars never exceed the eighth level of experience, nor do they establish strongholds or attract followers.

Moktar Level Progression		
Experience	Level	Hit Dice (1d10)
0	1	2
4,000	2	3
8,000	3	4
16,000	4	5
32,000	5	6
64,000	6	7
120,000	7	8
240,000	8	9

Moktar Saving Throws					
	Breath	Poison	Petrify or		Spells or
Level	Attacks	or Death	Paralyze	Wands	Spell-like Devices
1-3	16	8	14	14	16
4-6	14	6	12	12	14
7-8	12	4	10	10	12

Moktar Attack Table																
Level	Attack Value for Armor Class															
	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
1	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
2	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
3	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
4	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
5	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
6	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
7-8	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3

Robot

Requirements: None
 Prime Requisite: CON
 Hit Dice: 1d8
 Maximum Level: 12

Robot characters start as slender exoskeletons with positronic brains encased in a relatively fragile acrylic head-shell. As it gains levels, a robot scavenges parts from other robots to enhance its strength and abilities.

Robots may wield melee and missile weapons in their pincers just as their human counterparts do with their hands. Additionally, as they level, robots build an increasingly deadly array of weapons into their arms for use in combat.

A robot does not wear armor or use a shield – as it gains levels, it upgrades its internal engines to support additional weight and constructs and incrementally improves an exoskeleton shell. A robot character does apply its dexterity bonus to its armor class.

Robots are especially susceptible to the attacks of rust monsters, taking 2d8 points of damage per round from contact with such creatures. On the plus side, being machines, robots are necessarily immune to the effects of poison and disease.

Robots are able to self-repair at a rate of 1 hit point of damage per level over an 8 hour period, given access to a suitable source of scrap metal. Clerical healing spells have no effect on their metal bodies – only specially trained Scientists are able to speed the repair process of a damaged robot.

The positronic brains of robots are deeply sensitive to negative energy, and thus robots are vulnerable to the level draining effects of the undead. A robot losing a level will involuntarily eject hardware as the negative energy courses through its machine intellect. Robots reduced to level 0 simply fall apart, and do not become undead robots.

Robot characters follow a well-established manufacturing schedule when gaining levels, delineated below. They must have access to the remains of a higher-level robot or automaton to gain a level, as no new parts have been manufactured for thousands of years.

Robot Level Progression		
Experience	Level	Hit Dice (1d8)
0	1	1
2,500	2	2
5,000	3	3
10,000	4	4
25,000	5	5
50,000	6	6
100,000	7	7
200,000	8	8
350,000	9	9
500,000	10	+2 hp only *
700,000	11	+4 hp only *
950,000	12	+6 hp only *

* Hit point modifiers from constitution are ignored

Robot Saving Throws					
	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
Level					
1-4	15	11	14	12	15
5-8	12	8	11	9	12
9-12	9	5	8	6	9

Robot Attack Table																
Level	Attack Value for Armor Class															
	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
1-3	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
4-5	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
6-8	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
9-10	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
11	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
12	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5

Robot Special Abilities				
Level	AC	Unarmed Attacks per Round	Unarmed Attack Damage	Special Abilities
1	9	1	1d4	Unarmed attack uses crushing pincer-grip
2	8	1	1d6	Retracting drill added to wrist-bearing, increasing the robot's hand-to-hand combat capability
3	7	1	1d6	May hover up to 30' high using propulsion units embedded in legs. Cannot move horizontally unless pushing off a surface (at half normal movement rate in this instance)
4	6	2	1d6	Second drill added, and arm synchronization improved to allow two simultaneous attacks
5	5	2	1d6	Plasma cannon embedded in right arm (as per weapon description in ASE1, ammunition must be acquired separately)
6	4	2	1d6	Strength increases by 1 (up to max of 18)
7	3	2	1d8	Retracting circular saws added to both arms, increasing the robot's hand-to-hand combat capability
8	2	2	1d8	Second plasma cannon added, this time on the left arm. Dual plasma cannon attacks now possible
9	1	2	1d8	Strength increases by 1 (up to max of 18)
10	0	4	1d8	Extra pair of arms added, each with a circular saw for hand-to-hand combat
11	-1	4	1d8	Strength increases by 1 (up to max of 18)
12	-2	4	1d8	Two more plasma cannons added on the extra pair of arms, allowing a total of four plasma attacks per round

Scientist

Requirements: None
Prime Requisite: INT
Hit Dice: 1d6
Maximum Level: None

Scientists are the priests and enforcers of the cult of Science (described in ASE1). They do not have any spell-casting abilities – but the preserved lore of the cult has taught them how to perform many marvels just the same.

As a Scientist gains levels, the cult recognizes his increased Scientific prowess by bestowing secret learning and cybernetic enhancements upon him. At each odd-numbered level, the Scientist may choose a new power from those listed below, as long as he meets the minimum level requirement. All powers require either surgery or intense study, and the Scientist must spend a minimum of a week at a temple of Science to gain a new ability.

Scientists may use any weapons and/or shields in combat, but are restricted to leather armor for

religious reasons (leather lab coats dyed white are a particular favorite).

Scientific Powers and Enhancements

Level	Name
1	Cybernetic Arm
1	Fingerblades
1	Identify Technology
1	Suturepede
1	Wired Reflexes
3	Cybernetic Legs
3	Repair Robot
3	Repulsor Field
3	Targeting Reticule
3	Well-Grounded
5	Bioanalysis
5	Hemofiltration
5	Recharge Item
5	Ring Modulator
7	Adrenaline Boost
7	Power Cell
7	Subvert Robot
11	Mind Transfer
11	Supremacy of Science

Adrenaline Boost: Once per day, the Scientist is able to release vast quantities of adrenaline into his bloodstream from a reservoir in his abdomen. This acts as per the *haste* spell for 3 rounds.

Bioanalysis: In addition to being able to measure the pulse, blood pressure, and body temperature of a patient, the Scientist is able to use the information his enhanced senses provide to determine if someone is lying with 75% accuracy.

Cybernetic arm: A Scientist with this ability has had one of his arms replaced by a mechanical equivalent. This adds +1 to his Strength (not to exceed 18). This is not compatible with *fingerblades*, and a scientist with the *fingerblades* ability will lose it from the replaced arm. This ability may be taken twice (once for each limb replaced).

Cybernetic legs: Both of the character's legs have been replaced with pneumatic-driven hardware. His movement rate increases by 30' (10'), and he is able to jump 10' in the air vertically and 20' horizontally (40' from a running start).

Fingerblades: The Scientist's fingertip bones are replaced with retractable razors. He is able to attack twice per round, once with each hand, doing 1d4 damage (plus strength bonus) per hand. *Fingerblade* fighting techniques require both hands free – the character cannot combine a melee weapon attack with an off-hand *fingerblade* attack.

Hemofiltration: The character's kidneys and liver are replaced with an improved biotech filtration system. He is now immune to poison. Few Scientists take this ability, as it also eliminates the intoxicating effects of drugs and alcohol.

Identify Technology: The Scientist has immersed himself in ancient lore and data sheets, and is able to identify the purpose of technological artifacts found in the lost ruins of civilization. He has a 10% chance per level (to a maximum of 90%) of successfully identifying a technological item's powers.

Mind Transfer: This ability enables a Scientist to transfer his mind into a computer or robot. The transfer is irreversible – the Scientist's body dies once the mind-pattern is moved into the robot. The poor reliability of millennia-old machinery eventually leads to madness and system failure

among the Scientists transferred, so as a rule these hybrid minds are shoved in the back of a dusty closet after a few decades of operation.

Power Cell: A small energy cell is embedded in the Scientist's abdomen, with a power-port exposed on his sternum. A curved "cap" of gleaming solar panels is grafted onto his skull in place of hair, allowing the cell to recharge after a day spent in the sun. The cell gives an additional 10 shot capacity to laser pistols and rifles wielded by the Scientist. The cell may not be used with the *recharge item* ability – it does not deliver nearly enough current.

Recharge Item: The Scientist may attempt to recharge drained technological artifacts. He has a 10% chance per level (to a maximum of 90%) of successfully recharging an item, granting an additional 2d4 charges (up to the item's maximum number of charges). On failure, however, the item is ruined. The recharge attempt requires a functioning power source and a collection of transformers, parts, and cables – and is thus usually performed at a temple of Science. Recharging laser pistols and rifles is a simple affair, and success is automatic with those items.

Repair Robot: A Scientist with this ability may use spare parts ripped from some otherwise useless technological item to jury-rig repairs to a robot, "healing" it of 2d8 points of damage. This ability may only be used once per day on any given robot (even by a different Scientist) as there is only so much jury-rigging a single machine can take and still function properly.

Repulsor Field: A small gravitational repulsor module is implanted under the Scientist's ribcage. The field repels anything moving quickly towards the scientist – there is a 50% chance that small missile weapons such as bullets miss outright, and a 10% chance that large missiles (boulders, rockets, etc) and melee weapons miss. This check is made after the normal "to hit" roll an attacker makes. Massless and near-massless weapons (such as lasers and plasma charges) are not affected by the *repulsor field*.

Ring Modulator: The Scientist's voice is enhanced with a horrifying electronic effect, causing his voice to sound at both higher and lower frequencies simultaneously. Once per combat, the Scientist may screech threats at his opponents, forcing any

sentient opponent within 30' to make an immediate morale check. Robots find *ring modulators* soothing and are not affected by them.

Subvert Robot: A Scientist with this ability has been trained in the verbal, electronic, and data manipulations necessary to subvert a robot or a computer, modifying their programming to obey the Scientist. The target robot may make a save vs. spells to avoid the *subversion*. A *subverted* robot may save once per day on each following day to recover its original programming. After the third failed saving throw, the robot has been permanently re-programmed. A robot that saves successfully versus *subversion* may not be re-subverted until the Scientist gains a level. *Subvert robot* may only be attempted once per day, due to the mental strain it imposes on the Scientist.

Supremacy of Science: Vented implants in the Scientist's torso are able to release a spherical cloud of nanomites capable of suppressing magic within a 10' radius. No magical effects will operate in the sphere, and creatures normally only harmed by magic will be susceptible to normal weapons while inside it. It does not prevent summoned or magical creatures from entering the sphere, but their abilities will likely be severely hampered. The cloud is visible as a thin mist, and lasts for two hours. This ability may only be used once per day, as it takes time to generate new nanomites.

Suturepede: The suturepede is a biomechanical centipede-like creature surgically implanted within the Scientist's body. When he falls to or below 0 hit points, the suturepede will exit through a wound and graft itself to the injuries, using its legs as sutures. This will immediately restore 3d6 hit points to the Scientist. The suturepede dies and falls off within 1d4 days of use, and the character must visit a temple of Science to have a replacement suturepede implanted.

Targeting Reticule: One of the Scientist's eyes has been replaced with an improved targeting lens in a cylindrical black housing. He now has a +2 bonus to hit with lasers, guns, and other missile weapons, and detects secret doors on a roll of 1-2 on 1d6. Only one eye may be replaced with a *targeting reticule* – two *reticules* would just cause migraine headaches with no improvement in accuracy.

Well-Grounded: A mesh of stranded copper wire is implanted below the Scientist's skin. Electrical attacks now only do half damage, and on a successful saving throw (if applicable) do no damage at all.

Wired Reflexes: A Scientist with this ability has had local microprocessors implanted into his joints, speeding the movements of his limbs. The improved reflexes grant +1 to his dexterity score.

Scientist Attack Table																
	Attack Value for Armor Class															
Level	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
1-3	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
4-5	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
6-8	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
9-10	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
11	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
12	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
13-14	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
15-16	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
17-18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
19-20	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	2
21+	15	14	13	12	11	10	9	8	7	6	5	4	3	2	2	2

Scientist Level Progression			
Experience	Level	Hit Dice (1d6)	Powers
0	1	1	1
1,500	2	2	1
3,000	3	3	2
6,000	4	4	2
12,000	5	5	3
25,000	6	6	3
50,000	7	7	4
100,000	8	8	4
200,000	9	9	5
300,000	10	+1 hp only*	5
400,000	11	+2 hp only*	6
500,000	12	+3 hp only*	6
600,000	13	+4 hp only*	7
700,000	14	+5 hp only*	7
800,000	15	+6 hp only*	8
900,000	16	+7 hp only*	8
1,000,000	17	+8 hp only*	9
1,100,000	18	+9 hp only*	9
1,200,000	19	+10 hp only*	10
1,300,000	20	+11 hp only*	10

* Hit point modifiers from constitution are ignored

Scientist Saving Throws					
Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-4	17	14	14	11	14
5-8	15	12	12	9	12
9-12	13	10	10	7	10
13-16	11	8	8	5	8
17+	9	6	6	3	6

Wizards

This section details additional wizards that players may encounter in both the Anomalous Subsurface Environment and while traversing the Land of One Thousand Towers.

50% of NPC party encounters in the dungeon will instead be with insane wizards from the surface, seeking ancient technology and magic to assist with their plans for world domination. Unless heavily outnumbered, encounters with these psychotics will inevitably degenerate into violence. Most wizards found in the dungeon will be traveling with 2d4 henchmen.

Cranius, Psychokinetic Lord

No. Enc: 1
 Alignment: Chaotic
 Movement: 60' (20')
 Armor Class: 1
 Hit Dice: 5 (32 hp)
 Attacks: 2
 Damage: 1d10 each
 Save: MU5
 Morale: 9
 Hoard Class: XX
 XP: 350

Cranius is a wizard of fearsome appearance – he is a giant human head, encased in an open-faced

stainless steel helmet, and propelled by a cluster of fusion thrusters where his neck would normally be.

In combat, Cranius shoots powerful blasts of arcane energy from his eyes. He may also use *telekinesis* at will – a visible field of yellow energy will project from his eyes to the object being manipulated. This same field of energy is used to deflect blows and missile weapons, and is responsible for his low armor class.

In open spaces, Cranius can speed away at a rate of 240' (80') straight up in the air using his fusion thrusters. In more confined environments, he is limited to moving about at a rate of 60' (20') due to his limited horizontal propulsion.

The wizard maintains an ancient Saturn V rocket as his tower, and has filled with an impressive collection of guillotines. He keeps his original headless withered human body in the capsule at the peak of the rocket, wired up to a variety of life-support machines. If this body (1 hp) is slain, Cranius' head will die as well.

Cranius is served by a tribe of headless apes, and will be accompanied by 2d4 of them when encountered outside his tower.

He is profoundly jealous of those who still have bodies attached to their heads, and has made it his life's work to decapitate the inhabitants of the Land of One Thousand Towers.

The Toymaker

No. Enc: 1
Alignment: Chaotic
Movement: 90' (30')
Armor Class: 8
Hit Dice: 4 (26 hp)
Attacks: 1
Damage: 1d8
Save: MU4
Morale: 7
Hoard Class: VI
XP: 135

The Toymaker appears to be a normal human, dressed in a tweed suit and wearing a derby hat. He drags an unwieldy paisley suitcase along with him.

If threatened, or just in a surly mood, the Toymaker will unlatch his suitcase, revealing an interior filled

with gray fog. 2d4 wind-up toy soldiers and sock monkeys, each 3' tall, will march out of the foggy suitcase to attack (treat as wood golems).

After releasing his minions, the Toymaker will reach into his voluminous pockets and throw brightly-colored rubber balls at his opponents – they will explode on impact, doing 1d8 points of damage to their target on a successful hit.

If the Toymaker is slain, the fog will dissipate from his suitcase, revealing a normal piece of luggage, and only 1d3 non-magical rubber balls will be found remaining in his pockets.

The Toymaker is not an established wizard, and has no tower – he is seeking super-science to both enhance his passion for murderous dolls and enable him to steal a tower from a rival.

Tyrannus Horace

No. Enc: 1
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 9
Hit Dice: 4th level magic-user (10 hp)
Attacks: 1
Damage: 2d6
Save: MU4
Morale: 8
Hoard Class: VI
XP: 135

Horace is a simple lad, given to simple desires – such as using electricity to turn all opposition into smoking heaps of ash.

While scavenging through a ruined wizard's tower, he came across both a spell book and a nearly-functional lithium power cell, and has turned himself into a low-grade wizard.

Tyrannus Horace wears long red robes and thick rubber gloves. During combat, he wields an iron rod connected by wires to the lithium battery in his leather backpack. He is able to fire lightning bolts from it, doing 2d6 damage on a successful hit (ignore metal armor when determining the target's AC).

The lithium power cell is only barely functional, and without Horace's insane focus on electricity, his lightning weapon will only spark mildly (causing 1

point of damage to anyone in contact with the iron rod).

He also has the following spells memorized: *ESP*, *levitate*, *protection from evil*, and *ventriloquism*. His “spell book” (a few ragged sheets of water-damaged paper) is kept crumpled in a pocket of his robe, and contains those spells plus *read magic*.

Horace is “served” by 2d6 barbarian thugs expelled from their tribes in the Worthless North. They are only interested in the easy gold Horace promised them, and will abandon the wizard if seriously threatened.

Tyrannus Horace does not yet have the strength to seize a wizard’s tower.

Umbra, Master of Shadows

No. Enc: 1
Alignment: Chaotic
Movement: 120’ (40’)
Armor Class: 4
Hit Dice: 6 (36 hp)
Attacks: Up to 6
Damage: 1d8 each
Save: T6
Morale: 10
Hoard Class: XXI
XP: 570

Umbra appears as a humanoid figure made entirely of shadow, wearing a dark blue sleeveless robe. He attacks by causing his opponents’ own shadows to lash out at them. This power affects shadows within 30’, and Umbra is able to cause up to 6 shadows to attack per round.

The shadows may only attack those who cast them, using Umbra’s chance to hit, and each may only attack once per round. Creatures who do not cast shadows (such as invisible beings) cannot be harmed by Umbra.

In direct sunlight or complete darkness, Umbra is powerless. To prevent this, he only ventures outside at night, and carries a brazier of dimly-glowing coals on a chain to ensure there is always a light source to cast shadows.

Umbra lairs in a windowless tower of black granite, rumored to be full of living shadows.

NPC Adventuring Parties

As the discoverers of the dungeon, the party has probably had a monopoly on exploration of the gatehouse and first level. This will not remain the case. The dungeon entrances have been marked by columns of light shining up into the sky, and rival treasure seekers will eventually make their way to the Anomalous Subsurface Environment.

NPC parties first show up on the wandering monster tables of Level 3. These troublesome gold-hungry miscreants (unlike the bold selfless heroes that your players undoubtedly portray) may be allies, enemies, or passive fellow-travelers, depending on the circumstances of the encounter.

Rival adventuring parties will leave evidence of their passing by marking the dungeon walls with “tags” – painted symbols indicating areas they have already

explored. They will also leave looted rooms and dead bodies (both of monsters, and their own).

Referees are encouraged to increase the number of rival NPC parties encountered and looted rooms should players linger too long in the upper levels of the dungeon – the NPCs like the taste of low-hanging fruit just as much as the PCs, and easy pickings on the upper levels will become correspondingly scarce as the PCs level up.

When an NPC adventuring party is encountered, roll on the following table to determine their current status:

Well-Being of an NPC Adventuring Party

Roll a d10 to determine the health and wealth of an NPC adventuring party encountered below ground

- | | |
|------|--|
| 1-4. | Just arrived in the dungeon with all resources available at their disposal |
| 5-6. | Flush with success, 50% of expendable resources (memorized spells, hit points, etc) have been used, and they carry either treasure looted from nearby rooms, or 1,000 gp of loot per dungeon level |
| 7-9. | Hard-pressed by the dungeon's monsters, the party is down to 50% of expendable resources and are missing 1d3-1 party members |
| 10. | The poor bastards are nearly dead. Only 1d3 expedition members remain, with virtually all resources expended |
-

Expedition 17B

Tag: "17B" written in the center of an atom symbol

This expedition is sponsored by the cult of Science. They are exploring the Anomalous Subsurface Environment both to acquire new Scientific knowledge, and to destroy heretical Science that does not conform to established Scientific practices.

Thomas

AC 8, Sci 3, hp 14, #AT 1 (laser pistol), D 1d8, MV 120' (40'), Save Sci 3, ML 8, AL Lawful
Abilities: *identify technology*, *repair robot*
Equipment: leather lab coat, laser pistol, short sword

Thomas is the humorless leader of the expedition. He has no patience for those who vandalize ancient technology (aside from his own expedition).

Ferris

AC 8, Sci 3, hp 17, #AT 2 (fingerblades, +1 to hit due to strength), D 1d4+1 each, MV 120' (40'), Save Sci 3, ML 8, AL Chaotic
Abilities: fingerblades, *suturepede*
Equipment: leather lab coat, mirrored glasses
Ferris is a fanatic Scientist and brutal thug, eager to intimidate the un-Scientific.

Lois

AC 7, Sci 3, hp 15, #AT 1 (short sword, +1 to hit due to strength), D 1d6+1, MV 120' (40'), Save Sci 3, ML 8, AL Neutral
Abilities: *cybernetic arm*, *wired reflexes*
Equipment: leather lab coat, short sword

Lois is the expedition's public relations expert. Her friendly disposition belies her willingness to disembowel those who conflict with the tenets of Science.

XK-872

AC 8, Robot 2, hp 7, #AT 1, D 1d6, MV 120' (40'), Save Robot 2, ML 7, AL Neutral
Equipment: backpack, iron spikes, 10' pole, canister of paint, brush, trail rations, water skins
XK-872 is a bitter, resentful machine, despising his human masters for the menial labor he is assigned, while at the same time being dependent on them for repairs.

HH-001

AC 7, Robot 3, hp 6, #AT 1, D 1d6+1, MV 120' (40'), Save Robot 3, ML 10, AL Lawful
Equipment: backpack, 50' rope, lantern, 5 flasks oil
HH-001 is a cheerful optimist and a pleasure to work with. Sadly, his exoskeletal upgrades are not quite up to par, and he regularly suffers severe damage during Scientific expeditions.

Black Jacks

Tag: "club" symbol from a deck of playing cards

The Black Jacks are a group of mercenaries-turned-adventurers – they've somehow gotten the notion that raiding dungeons is safer than hiring themselves out to warring wizards. They are not above robbing adventuring parties they come across, if they think they can get away with it.

Each member of the Black Jacks wears a white tabard with a black "club" symbol on it.

Willus

AC 2, F 3, hp 15, #AT 1 (long sword), D 1d8, MV 90' (30'), Save F3, ML 9, AL Chaotic
Equipment: plate mail, shield, long sword, long bow, quiver with 20 arrows
Friendly and treacherous Willus is the democratically elected leader of the Black Jacks. His ability to tell anyone exactly what they want to hear has ensured his enduring reign in this position.

Harold

AC 7, T 3, hp 9, #AT 1 (long sword), D 1d8, MV 120' (40'), Save T3, ML 8, AL Neutral
Equipment: leather armor, long sword, dagger, backpack, thieves' tools, 50' rope, pot of paint, paintbrush, shortbow, quiver with 10 arrows

Harold is a self-described “ladies’ man” and con artist.

Tiberius

AC 3, F 3, hp 21, #AT 1 (two-handed sword, +1 hit due to strength), D 1d10+1, MV 90’ (30’), Save F3, ML 10, AL Neutral

Equipment: plate mail, two-handed sword, backpack

Tiberius prides himself on his martial skills, and is in it for the challenge, not the money. He’s got a secret stash of 2,500 gp buried out in the wilderness that nobody knows about.

Encominion Pralix

AC 9, MU 3, hp 5, #AT 1 (dagger), D 1d4, MV 120’ (40’), Save MU3, ML 6, AL Chaotic

Equipment: dagger, backpack, spell book w/ memorized spells plus *read magic*

Spells: *invisibility*, *magic missile*, *read languages*

Encominion is a cowardly wizard, captured by the Black Jacks in battle. He’s been kept around for his ability to translate ancient languages and lob the occasional spell, but he knows his days are numbered among the mercenaries.

Funber

AC 7, F 2, hp 10, #AT 1 (mace), D 1d6, MV 60’ (20’), Save F2, ML 11, AL Chaotic

Equipment: studded leather, mace, lantern, 6 flasks of oil, iron spikes, trail rations, water skins

This second-stringer is used by the Black Jacks both to carry the lantern and as a pack-bearer. When combat begins, he’ll put the lantern on the floor and charge to the front line.

Thirsty Herman’s Crew

Tag: empty bottle

“Thirsty” Herman and his mercenaries are well-known for hiring themselves out to wizards, assisting them with subjugating outlying villages. Only their influence with the League of Flesh Debtholders keeps them from being locked up by the Unyielding Fist.

Herman

AC 2, F 3, hp 9, #AT 1 (long sword), D 1d8, MV 90’ (30’), Save F2, ML 9, AL Chaotic

Equipment: plate mail, shield, long sword, 3 flasks of oil with rags stuffed in them, lighter engraved with his name, backpack, crossbow, 20 bolts, wineskin

Herman constantly whines about the unfairness of his life, how all the other mercenaries are paid more, how other adventurers are getting rich and he’s not, and how nobody likes him. This façade hides a quick mind and murderous intentions.

P’lik’nik

AC 5, Insect-Man 3, hp 9, #AT 1 (pole arm), D 1d10, MV 120’ (40’), Save Insect-Man 3, ML 10, AL Chaotic

Equipment: pole arm (halberd), sack containing 3 baby grunkies (for snacking)

This insect-man prefers eating human babies, but the ridiculous anthropocentric laws of Denethix have forced him into grunkie consumption.

Socrates

AC 4, F 3, hp 15, #AT 1 (heavy flail), D 1d8, MV 90’ (30’), Save F3, ML 12, AL Chaotic

Equipment: splint mail, heavy flail, sack, trail rations, water skins

Socrates is a violent, drooling simpleton. He is 25% likely to attack strangers in the dungeon regardless of the reaction of the rest of the Crew.

Crustin

AC 7, T 2, hp 8 #AT 1 (short sword), D 1d6, MV 120’ (40’), Save T2, ML 8, AL Chaotic

Equipment: leather armor, short sword, dagger, backpack, thieves’ tools, lantern, 4 flasks of oil, pot of paint, paintbrush

Crustin is a recent addition to the Crew, and is none too keen to get himself killed. He prefers to hang back in combat, using the excuse that somebody has to hold the lantern.

“Father” Mike Fezzar

AC 4, CL 3, hp 14, #AT 1 (mace), D 1d6, MV 90’ (30’), Save CL3, ML 9, AL Chaotic

Equipment: chain mail, shield, mace, holy symbol, holy water

Spells: *cause fear*, *cure light wounds*, *silence 15’ radius*

Mike is a renegade priest, prone to human sacrifice. While he still serves the gods in his own twisted way, he has been banned from practicing in the greater Denethix area by the hierophants of the Grand Temple.

Red Salvage Company

Tag: red square

The Red Salvage Company has been successfully scavenging the ruins of the Land of One Thousand Towers for a few years, bringing rare artifacts back to the markets of Denethix. They are tired of evading wizards and dinosaurs, and are looking for easier loot below ground.

Sylvia Pionus

AC 3, F 3, hp 18, #AT 1 (battle axe), D 1d8, MV 90' (30'), Save F3, ML 8, AL Neutral

Equipment: plate mail, battle axe, backpack, pot of paint, paintbrush, 1 week trail rations, water skin, 4 torches, flint and steel

Sylvia is the leader of the Red Salvage Company. She is friendly, but not stupid, and will not trust unproven strangers – unless they have halflings with them. She can't imagine that the cute little fellows could ever hurt anyone.

Mikhail Ruddersids

AC 3, CL 3, hp 9, #AT 1 (morningstar), D 1d6, MV 90' (30'), Save CL3, ML 9, AL Lawful

Equipment: plate mail, morningstar, holy symbol, holy water, backpack, silver mirror, 1 week trail rations, water skin, small steel mirror, wolfsbane, 3 cloves of garlic, 3 wooden stakes, manacles w/ key
Spells: *detect evil*, *protection from evil*, *know alignment*

This priest is in good standing with the authorities of the Grand Temple in Denethix, despite his inordinate fear of the supernatural, particularly werewolves and vampires.

Grork

AC 2, F 3, hp 17, #AT 1 (long sword), D 1d8, MV 90' (30'), Save F3, ML 10, AL Lawful

Equipment: plate mail, shield, long sword, backpack, 1 week trail rations, water skin, 50' rope
Grork's head is a bald mass of scar tissue – a result of an encounter with a wizard during one of the Company's expeditions. He is 25% likely to fall deeply and inappropriately in love with any stranger who spends more than a few seconds talking to him.

Peddik

AC 6, T 3, hp 6, #AT 1 (long sword), D 1d8, MV 120' (40'), Save T3, ML 7, AL Neutral

Equipment: leather armor, long sword, two daggers, backpack, 1 week trail rations, water skin,

50' rope, thieves' tools, 5 iron spikes, lantern, 2 flasks of oil

Peddik is just in it for the money, and has no strong loyalties to the rest of the Company, despite his many years working with them.

"Scary"

AC 6, F 1, hp 1, #AT 1 (short sword), D 1d6, MV 90' (30'), Save F1, ML 6, AL Neutral

Equipment: scale mail, short sword, sack, 1 week trail rations, water skin, 5 torches, flint and steel
While this henchman hopes to some day be a great warrior like Sylvia or Grork, his physical frailties ensure that he's only entrusted with being a torchbearer.

"Wishbone"

AC 8, T 1, hp 2, #AT 1 (dagger), D 1d4, MV 120' (40'), Save T1, ML 7, AL Neutral

Equipment: leather armor, dagger, sack, 1 week trail rations, water skin, 2 torches, flint and steel
This sticky-fingered thief has hired himself out as a packbearer, but will run off with whatever loot he's carrying if there are any signs of trouble.

Greenfists

Tag: green hand

This despicable band consists of murderers and slavers from the Church of Starry Wisdom, seeking the Shining Trapezohedron that their ancient lore says is located somewhere under Mount Rendon. They wear distinctive green leather gloves.

Mulicut

AC 9, MU 4, hp 8, #AT 1 (quarterstaff), D 1d6, MV 120' (40'), Save MU4, ML 7, AL Chaotic

Equipment: quarterstaff, green robes, green leather gloves, backpack, lantern, 5 flasks of oil, flint and steel, pot of paint, paintbrush

Spells: *charm person*, *sleep*, *invisibility*, *locate object*

Mulicut wears green robes along with his green leather gloves. Personality-wise, his pretences at friendship would be more convincing if he could stop himself from laughing evilly and tapping his fingers together as he spoke. His spellbook is hidden back at his apartment in Denethix – if the players manage to locate it, it contains the spells he has memorized plus *read magic* and *detect evil*.

Vaughn

AC 3, F 4, hp 25, #AT 1 (trident), D 1d6, MV 90' (30'), Save F4, ML 8, AL Chaotic

Equipment: plate mail, green leather gloves, black-lacquered trident, three-lobed eye amulet (red glass embedded in ebony, worth 25 gp, will arouse interest of Church of Starry Wisdom if sold openly), backpack, 5 weeks iron rations, 3 water skins

Vaugh is a fat, greasy lout armed with an entirely impractical black-lacquered trident. He enjoys pushing people around, but is easily bribed (-3 bonus to reaction rolls) with pastries and candies.

Cuzcuz

AC 9, MU 4, hp 9, #AT 1 (dagger), D 1d4, MV 120' (40'), Save MU4, ML 8, AL Chaotic

Equipment: dagger, puffy shirt, pantaloons, green leather gloves, key to slaves' manacles

Spells: *read languages*, *shield*, *continual light*, *locate object*

The second wizard in the band, Cuzcuz is a dour, unfriendly jerk, hated by his comrades as much as by his enemies.

Droph Gyrus

AC 8, T 4, hp 10, #AT 1 (scimitar), D 1d8, MV 120' (40'), Save T4, ML 7, AL Chaotic

Equipment: leather armor, dagger, green leather gloves, backpack, 50' rope, lantern, 6 flasks of oil, flint and steel, thieves' tools

Droph is infested with lice, and is constantly scratching at himself. He distrusts modern hygienic practices, associating them with wizardry and the blasphemous rites performed upon slaves in the bowels of the Church.

The Greenfists will also have 1d4 slaves from the following list that they use to set off traps. Slaves are manacled, carry no equipment, and wear nothing but loincloths.

Nussy Pwarn

AC 9, HD ½, hp 3, #AT n/a, D n/a, MV 120' (40'), Save F0, ML 6, AL Lawful

Nussy is a housewife captured by slavers from the village of the Cones. She will promise great rewards to anyone who will escort her back to the village, but her husband has re-married and his new wife will not let him give one coin of his meager savings to her rescuers.

"Filch" Gembik

AC 9, T 1, hp 2, #AT 1, D by weapon, MV 120' (40'), Save T1, ML 7, AL Chaotic

"Filch" was caught breaking into the home of a wealthy Denethix slaver, and his punishment was entirely predictable.

Worthy Jandax

AC 9, HD ½, hp 2, #AT n/a, D n/a, MV 120' (40'), Save F0, ML 6, AL Neutral

This slave is a former mayoral aide from Retennis. He was caught embezzling from the town treasury without having paid off anyone from the Council of Proper Apportionment.

Skug

AC 9, F 1, hp 5, #AT 1, D by weapon, MV 120' (40'), Save F0, ML 8, AL Lawful

Skug is a pit-fighter who decided to practice pacifism. After several weeks of suffering at the hands of the Church of Starry Wisdom, he has reconsidered his position.

Favrid

AC 9, HD ½, hp 4, #AT n/a, D n/a, MV 120' (40'), Save F0, ML 6, AL Chaotic

Favrid is a slow-witted farmer who bought into a slaver's spiel about the easy life of house-slaves in Denethix.

Gocustin

AC 9, D 1, hp 2, #AT 1, D by weapon, MV 120' (40'), Save D1, ML 7, AL Neutral

This dwarf owed a significant sum to a hafnium dealer, and paid with his freedom.

Four Eyes

Tag: four eyes painted in a diamond pattern

These adventurers all wear protective goggles over their eyes, a habit picked up in the Lanthanide Wastes. They are suspicious of other adventuring parties, having experienced several claim-jumping attempts by rival lanthanide prospectors.

"Uncle" Hurlow

AC 3, F 3, hp 25, #AT 1 (pole arm), D 1d10, MV 90' (30'), Save F3, ML 9, AL Lawful

Equipment: plate mail, goggles, pole arm (bec de corbin), short sword, short bow, quiver of 10 arrows

Hurlow is a grizzled warrior in his mid-sixties. His earthy wisdom and battle prowess has won the respect and admiration of his crew.

“Stabbin” Bob Mabbin

AC 6, T 4, hp 11, #AT 1 (short sword), D 1d6, MV 120' (40'), Save T4, ML 8, AL Neutral
Equipment: leather armor, goggles, short sword, dagger, crossbow, 10 quarrels, backpack, thieves' tools, 50' rope, 6 iron spikes, 3 flask of oil, lantern, flint and steel

Bob Mabbin has found that a quick backstab is a proven solution to many of life's little problems.

Fuan

AC 2, CL 3, hp 14, #AT 1 (mace), D 1d6, MV 90' (30'), Save CL 3, ML 8, AL Lawful

Equipment: plate mail, shield, goggles, mace, holy symbol

Spells: *detect magic*, *light*, *snake charm*

Fuan is a man of great compassion, despite his great sarcasm.

Limek Folad

AC 2, D 3, hp 18, #AT 1 (long sword), D 1d8, MV 90' (30'), Save D3, ML 8, AL Lawful

Equipment: plate mail, shield, goggles, long sword, backpack, 50' rope, 6 weeks iron rations, 5 water skins

Limek had been harried and pursued across the Lanthanide Wastes for over a week by a hunting party of Insect-Man when the Four Eyes found and rescued him. He is loyal to a fault, often starting fights over minor insults to his companions.

Cilingar

AC 2, E 2, hp 8, #AT 1 (long sword), D 1d8, MV 90' (30'), Save E3, ML 7, AL Neutral

Equipment: plate mail, shield, goggles, long sword, long bow, quiver of 20 arrows, backpack, spell book with memorized spells plus *read magic*

Spells: *protection from evil*, *ventriloquism*

Cilingar had joined up with the Four Eyes to help satisfy his lanthanide addiction. He is not entirely happy about the recent change to dungeon crawling.

Level 2 – Anomalous Subsurface Circus

The second level of the dungeon was re-purposed by DynMat into a residential facility. After the dungeon was closed, the adults tried to entertain their children as best they could, using the materials stored below to create a delightful circus. They did not understand how the Anomalous Subsurface Environment would twist their good intentions, and their descendents have become clown-like monsters well-suited for life in a subterranean circus.

Factions

The main factions of the second level are the painted men, the necromantic midgets, and the troglodytes.

The painted men are the descendants of the human staff housed in the residential apartments on this level. They are cannibals, and primarily subsist on each other – fortunately for the stability of their population, they defy nature and breed children faster than they can eat them. They are led by a carnival barker from Under-Miami, whom they treat as a living god. Their grand ambition in life is only to continue running the Anomalous Subsurface

Circus – this show is usually presented to unwilling captives, as the painted men's erratic behavior makes the circus obviously dangerous.

The painted men have virtually endless numbers – wiping them out is nigh-impossible due to their ridiculous fecundity. The same cannot be said for the other factions.

Things the painted men know about: the location of the Lazarus Room, the fact you need blue skulls to power it (that haven't been seen for decades), and Dr. Giggles.

The necromantic midgets are an artificial life form created from compressed corpses. They seek to create an army of blade zombies to conquer the Anomalous Subsurface Environment. Sadly for them, the painted men and troglodytes destroy as many zombies sent against them as are slain themselves, and so the necromantic midgets are desperate for a source of humanoid corpses. An emissary of the hinge-headed has recently found a route to the 2nd level and is claiming he can supply human bodies.

Things the necromantic midgets know about: the Sewage Prophet (although they and their zombies do not produce enough sewage to warrant a visit) and Dr. Giggles.

The troglodytes subsist on a diet of subterranean vegetation, painted men, and the occasional morlock from the 1st level. They are deeply hostile and will seek to murder and eat anyone they find in the dungeon.

Things the troglodytes know about: Dr. Giggles, and not much else. That's what they get for being

so bloodthirsty. They are aware that something occasionally hunts them, but assume it is blade zombies or morlocks (in actuality, the Man from Below in area 122f gets most of his protein from troglodyte-flesh).

The sole point of cooperation between the three factions is the prisoner exchange in areas 2 and 3. A quaint tradition dictates that traitors, apostates, and malcontents be regularly exchanged between the factions. This keeps dungeon diets varied and healthy.



If all three factions suffer losses due to adventuring parties, they will form a fragile alliance to repel the invaders. Their first act will be to cut the bridge over the chasm at area 31 of the 1st level.

The other notable figure to be found on this level is Dr. Giggles. He may either be found roaming the dungeon looking for patients to treat, or in his offices. He is well-liked by all the factions, as he dispenses medical aid without prejudice.

Time Passes – The Outside World

When the players reach the second level, the power source for the great searchlights arranged around the dungeon entrances will die out.

Likely activity at the various entrances are:

- The moktars have moved into the third level entrance and have begun fighting the cod-men within.
- The entrance to the fifth level remains collapsed. A unit of the Unyielding Fist has been stationed here to guard the pile of rubble.
- More black dragons have arrived at the silo on the north side of the mountain, flying in unobserved at night. They are making a nesting ground in the seventh level. They hunt only at night, and are actively avoiding human contact (for now). Two patrols were sent to investigate, and have disappeared – the official stance of the Fist is that wizards are to blame.
- The Unyielding Fist has begun securing the entrance to the eighth level. They are bringing in loads of bricks and mortar to build a blockhouse guarding the wide tunnel leading into the mountain.

Chelmsfordshire is now the site of dozens of tents for soldiers, and a temporary wooden fort is being constructed.

Wandering Monsters – Level 2

Roll 1d6 every 2 turns, and on a result of 1, roll 2d6 to determine the wandering monsters encountered.

2. Dr. Giggles and 1d3 orderlies from room 88, seeking new patients
3. 1d3 giant tarantulas (AC 5, HD 4, hp 18 each, #AT 1, D 1d8 + poison, MV (40'), Save F2, ML 8)
4. 1d3 carcass scavengers (AC 7, HD 3+1, hp 15 each, #AT 8, D paralyze, MV (40'), Save F2, ML 9)
5. 1d8 troglodytes (AC 5, HD 2, hp 9 each, #AT 3 (2 claws, 1 bite), D 1d4/1d4/1d4, MV (40'), Save F2, ML 9)
6. 1d4 aerial jellyfish (AC 4, HD 1, hp 4 each, #AT 1, D 1d3 + paralyze, Save F1, ML 12)
7. 2d4 painted men (AC 8, HD 2, hp 9 each, #AT 1, D 1d8 (or 1d4 bite), MV (40'), Save F2, ML 9)
8. 1d8 blade zombies (AC 7, HD 2, hp 9 each, #AT 2 (hand blade, head butt at -4), D 1d8/1d4, MV (40'), Save F2, ML 12)
9. 1d8 blade zombies (AC 7, HD 2, hp 9 each, #AT 2 (hand blade, head butt at -4), D 1d8/1d4, MV (40'), Save F2, ML 12), and 1d3 necromantic midget overseers (AC 7, HD 2, hp 7 each, #AT 1, D 1d4, MV (30'), Save MU2, ML 8)
10. 1d6 giant carnivorous beetles (AC 3, HD 3+1, hp 15 each, #AT 1, D 2d6, MV (50'), Save F1, ML 9)
11. The echoing of the gong in room 2 – somebody has just left a prisoner in room 3
12. Fat Grundle and his pit viper, from room 81

1. Crossroads

The floor of this room is covered with a layer of dungeon filth – rat droppings, dust, mold, and other detritus. Footprints are visible in the filth, leading to and from many of the corridors.

South, southeast – These corridors have large shoe-prints, many times larger than a normal human foot.

Northwest – A mixture of tiny children's shoe-prints and human footprints (both shod and unshod) lead to and from this corridor. Careful examination will reveal a few clawed footprints as well.

Northeast – A mish-mash of footprints of all sizes leads in this direction.

Southwest, west, north – These corridors have no footprints leading towards them.

2. The Gong

A bronze gong hangs from the ceiling, near the northeast wall of this room. There is a large padded hammer leaning on the wall next to it. When struck, the gong will be heard throughout the second level. The gong is used a signal that a prisoner has been left in the cells of room 3.

Should players hammer on the gong, roll a d10 on the following table to see who comes to investigate:

Wandering Monsters – Summoned by the Gong	
Roll 1d10 to determine what the gong summons. The creatures summoned will arrive in 1d3 turns.	
1-3.	2d4 painted men (AC 8, HD 2, hp 9 each, #AT 1, D 1d8 (or 1d4 bite), MV (40'), Save F2, ML 9)
4-5.	1d6 blade zombies (AC 7, HD 2, hp 9 each, #AT 2 (hand blade, head butt at -4), D 1d8/1d4, MV (40'), Save F2, ML 12). These zombies are under instructions to retrieve prisoners from the cells in room 3, and will not attack if left unmolested
6.	1d6 blade zombies (AC 7, HD 2, hp 9 each, #AT 2 (hand blade, head butt at -4), D 1d8/1d4, MV (40'), Save F2, ML 12), and a necromantic midget overseer (AC 7, HD 2, hp 7, #AT 1, D 1d4, MV (30'), Save MU2, ML 8)
7.	1d8 troglodytes (AC 5, HD 2, hp 9 each, #AT 3 (2 claws, 1 bite), D 1d4/1d4/1d4, MV (40'), Save F2, ML 9)
8-9.	The gray ooze from room 64 squeezes under the doors to get an easy meal. If it has been slain, nothing appears
10.	Roll on this table twice, re-rolling 10's

Repeated “false gongs” with no prisoners to exchange will cause the inhabitants of the second level to form a temporary alliance, dedicated to eliminating the offenders. Under this alliance, the painted men, necromantic midgets, and troglodytes will all send creatures to wait in ambush in this room.

3. Take a Prisoner, Leave a Prisoner

The factions of the second level have developed a unique method of punishment for their own kind – they place them in the cells in this room, and then hammer on the gong in room 2. This alerts the other factions that a prisoner has been delivered, and they will then arrive to claim the miscreant for their stew pots (or for the laboratory table, in the case of the necromantic midgets).

The cells are locked and unlocked via four levers in the wall near the entrance to the room.

a. Graffiti painted in dried blood reads, “COME SEE SHOW SO GOOD”

b. A legless, armless, toothless ghoul (3 hp) writhes on the floor of this cell. Touching the ghoul will still cause paralysis

c. This cell contains a crude 1' tall humanoid figure sculpted from dung

d. Roll on the following chart to see who is currently locked in this cell:

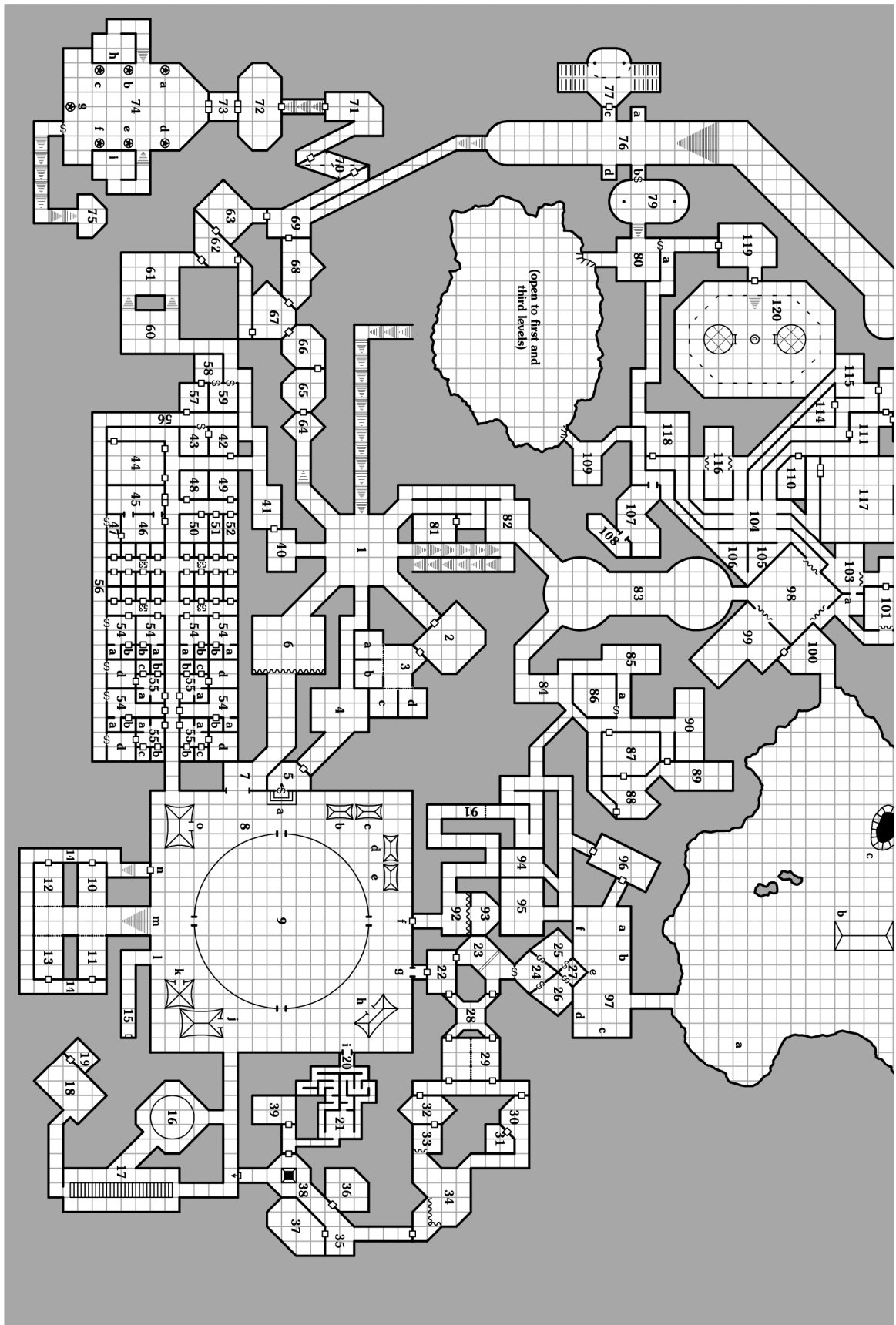
Who's in the Cell	
1-4.	Empty
5.	Unruly troglodyte (AC 5, HD 2, hp 9, #AT 3 (2 claws, 1 bite), D 1d4/1d4/1d4, MV (40'), Save F2, ML 9)
6.	Drunken painted man (AC 8, HD 2, hp 9, #AT 1, D 1d8 (or 1d4 bite), MV (40'), Save F2, ML 9)
7.	Neanderthal refugee (AC 8, HD 2, hp 9, #AT 1, D 2d4, MV (40'), Save F2, ML 7)
8.	Morlock (AC 8, HD 1, hp 4, #AT 1, D 1d6, MV (40'), Save F1, ML 9)
9.	Screechman (AC 7, HD 1, hp 4, #AT 1, D 1d6, MV (40', climb 20'), Save F1, ML 9)
10.	Captured adventurer

4. Ransacked Room

Broken marble statuary and fragments of wooden furniture are strewn about the room.

5. Barker's Refuge

Barnabus, the carnival barker from room 8, keeps this room as an escape route, should trouble arise. The door to this room is locked (the barker carries the key). The one-way secret door can be located through the usual means, but there is no mechanism to open it from within this room.





There is a bed with a slightly mildewed mattress and a roll-top desk. Inside the desk is a pouch with 300 gp and the barker's journals.

The journals describe dozens of journeys from a place Barnabus calls "Under-Miami" to the circus of the Painted Men. Each time, he records astonishment that he has been granted a permanent travel pass by the Hinge-Headed, and that the Painted Men receive him as their god and leader. The dates recorded in the diary span centuries. The route he takes is not described in detail, although he does mention that the Basalt Ziggurat is fairly impressive.

6. Circus Entrance

The east end of this room is covered with a large faded tapestry, still in fairly good condition for its advanced age. The words "Anomalous Subsurface Circus Ahead! Family Fun for All Ages!" are woven into the tapestry. Large arrows point at a slit in the tapestry, through which characters may push through to reach the corridor beyond.

In front of the tapestry is a wooden lectern with peeling varnish. If players lift the hollow lectern, they will find a rusty steel lockbox underneath. The lock has rusted away, and the box is easily opened. It contains a roll of 100 tickets, dyed a pleasing shade of sea foam green.

The faint sound of circus music can be heard in this room.

7. Ticket Takers

A painted man (AC 8, HD 2, hp 9, #AT 1, D 1d8 (or 1d4 bite), MV (40'), Save F2, ML 9) stands here. He knows a few words, such as "Ticket!" and "One gold!" and will demand one or the other from each PC (or NPC) before letting them through. If attacked, he will blow his security whistle and then retaliate with his deadly 2x4-with-a-nail-through-it.

8. Midway

This room is dominated by a geodesic big top, made of multi-colored sheets of opaque acrylic. The big top is 120' wide and 60' high.

Surrounding the big top are several colorful tents, made from dyed skins (of humans, troglodytes, and painted men). These tents are open in the front, and are used to operate various carnival games.

If the painted men are aware that the players are on their way, they will quickly summon the carnival barker and roust up a few painted men to man the midway games. The big top itself will take an hour (6 turns) to prepare – until then, the painted men within will shoo away players trying to enter. There are 4d6 painted men rushing about the midway during the "setup" phase of the circus.

If the players arrive unexpectedly, the midway will contain 1d12 painted men lounging about, picking desultorily at their toes. They will become quite excited on the players' first visit, running off to fetch the carnival barker and find more painted men to man the booths.

On subsequent visits, the painted men will be markedly less friendly. Should the players have previously snuck out before the circus started, they will receive a firm lecture from the carnival barker, and a squad of 6 painted men will be assigned to prevent the players' leaving.

Should the players have previously sat through the circus to its grim conclusion, reaction rolls should be used to determine the behavior of the painted men.

Painted men: AC 8, HD 2, hp 9 each, #AT 1, D 1d8 (or 1d4 bite), MV (40'), Save F2, ML 9

a. While "on duty," the carnival barker Barnabus (AC 6, Th 5, hp 11, #AT 1, D 1d6, MV (40'), Save T5, ML 8) will stand atop this dais, surveying his domain and urging the party to try the various midway games, and of course to attend the circus (starting in only ONE HOUR! See the Amazing Bundini Twins DEFY GRAVITY! Watch the lion wrestlers tame the savage beasts with their BARE HANDS!).

The back wall of the dais is occupied by a giant painted bas relief of a clown-face, its eyes crossed and its tongue hanging out of its mouth senselessly.

Barnabus is a middle-aged man with close-cropped hair. He wears a red tailcoat over a pinstripe suit made from tanned and dyed human faces, has a straw boater's hat upon his head, and carries a sword-cane (treat as a short sword). He keeps the door to room 5 in his pocket.

While “off-duty” (50% chance), the carnival barker will either be carousing with the painted men (and more particularly, the painted women) in one of the apartments at the areas marked 54 and 55, or asleep atop a matted pile of skins and filth in one of the adjoining bedrooms.

If slain, the barker will reappear within 1d4 weeks. If his diary has been taken from room 5, he will be forced to rely on the painted men for his knowledge of the circus and any recent events. He will not know how he died unless one of the painted men is able to tell him.

The one-way secret door is activated by pulling on the clown-face’s tongue.

b. A painted man operates a “shell game” here, played with three screechman skulls and a star quartz (worth 50 gp). He will charge players 10 gp to play. Should anyone accept, roll d6 and add the player’s intelligence modifier – on a 6 or higher, they have chosen the correct skull. The player must reach through the skull’s mouth to retrieve the gem, and if he has chosen incorrectly, he will take 1d2 points of damage from the teeth as the painted man hammers down on the empty skull with his fist.

c. This tent houses a “crossbow shoot” game. Participants must shoot balloons (inflated gall bladders) with an exquisitely carved crossbow – which has subtly warped in the dungeon environment, and is -2 to hit. The gall-balloons are AC 6, and filled with green bile. The painted man charges 25 gp for three shots. 1 hit wins a bag of teeth, 2 hits wins a 3,000 year old used circus coloring book, and 3 hits wins a blood-stained kewpie doll. The doll is semi-sentient, and will try to sneak away and return to the booth.

d. There is an automated fortune teller in this tent – a carved wooden gypsy-woman in a glass case atop a coin-operated mechanism. A small plate next to the coin slot indicates that it requires 10 gp to operate. If 10 gp are dropped in the slot, a voice will announce “Ask your question, Madame Zatsky knows all, sees all”. It will answer the question truthfully. Each subsequent question requires 10 times as many gold pieces (so 100 gp, then 1,000 gp, then 10,000 gp, and so forth). The plate next to the coin slot will rotate inside the mechanism to indicate the new price. The cost will reduce at a

rate of one tenth per week, until it reaches 10 gp again. After answering six questions from the same party, the fortune teller will become abusive and begin to threaten them. If smashed open, no gold will be found inside.

e. A “Ring the Bell”-style strength test is inside this tent. It consists of a long rubber mallet, a puck, a lever, and a bell atop a 10’ pole. Players must hit the lever and send the puck up to ring the bell in order to win the prize. There is a trick, of course – the lever must be struck at the far end (closest to pole) to move the puck more than a few feet high. A beefcake painted man (AC 8, HD 3, hp 18, #AT 1, D 1d8+1, MV (40’), Save F3, ML 11) runs this event, and he will become enraged if a player succeeds. He charges 10 gp per try, and the prize is nominally 1,000 gp – but the beefcake painted man has no money to offer winners, only his fists.

f. This closed door has a sign on it reading “Emergency Exit”.

g. A free-standing sign in front of this archway reads “The Amazing Subsurface Freak Show”.

h. This tent houses a concession stand. The painted man running the stand charges 1 gp each for the following “treats”: Fried fire beetle glands on a stick (still glowing), baked people-feet, bucket o’ entrails, and inedible cotton candy made from spider silk (attempting to eat it causes a character’s mouth to be glued shut for 24 hours).

i. A free-standing sign in front of this archway reads “Maze of Mirrors”.

j. There is a dunk tank in this tent. One painted man offers softballs for 100 gp per throw, and another sits on a bench above the tank. The glass tank is filled with acid, and will dissolve anyone who falls in (2d8 points of damage per turn). The painted man about to be dunked is strangely cheerful about the situation.

k. This tent is empty except for Dingleberry, a bitter, angry painted man, smoking a stogie and clutching a bottle of gin. “Do I look like I’m here to entertain you? I like three things: booze, broads, and busting heads, so scram.” If asked where the stogie came from, he’ll say it’s one of Havana’s finest – he picked it up in Miami. If asked to lead them to Miami, he’ll explain the party “ain’t exactly

South Beach material” and refuse to go into the topic any further – he was on a bender through the entire trip, and doesn’t remember exactly how he got there or how he made it back. He is available for hire should the party offer him a job, and has no qualms about turning on his brethren.

l. A free-standing sign in front of this corridor reads “Log Flume”.

m. An animal stench wafts up from this 20’ wide stairway, and deep roaring can be heard.

n. A sign on the wall next to this corridor reads “Restricted – Circus Staff Only”.

o. Inside this tent is a “Whack-a-Gnome” game. The painted man running the booth charges 5 gp to play. Once a player pays, malevolent garden gnomes with glowing red eyes and sneers on their bloodstained faces (AC 5 (2 while in hole), HD 1, hp 3, #AT 1, D 1d6, MV (20’), Save D1, ML 11) will pop up from and back down into a horizontal cabinet with holes in its top. Any gnomes struck by the players will leap at their attackers in fury and fight until slain. The “game” lasts for 3 rounds. Tasty gnome corpses are the prize – truly, crushing gnome heads is its own reward.

9. Big Top

The interior of the geodesic dome is filled with bleacher-style bench seating, in eight separate sections. The interior faces of the dome’s colorful panels glow softly, illuminating the space within.

Next the west entrance to the dome is a control panel atop a plastic pedestal, with eight levers, all in the “up” position. Pulling a lever down will cause the seating in a corresponding section of the bleachers to suddenly turn at an angle, forming a smooth surface and spilling its occupants into the center of the big top.

Should the players stick around for the circus performance (willingly or otherwise), it will be presented in two acts. The painted men will let the players decide which section to sit in, but will try to keep them all together. Six painted men will sit with the party. The other sections of the bleachers will each contain 1d6 painted men. All of the painted men are armed with spears.

For the first act, ropes will have been run from the ceiling, and the captives from area 13 will be hanging hog-tied from the ropes. The barker will introduce “The Amazing Bundini Twins.” The twins are a pair of otherwise unremarkable painted men who will enter from the south carrying free-standing ladders. They will climb these ladders, and perform some fairly poor acrobatics using the dangling captives as trapezes. Once done, they will drop to the floor (taking 1d6 points of damage each), bow, and limp off.

The second act is a bit more exciting. The barker will stand in the center of the dome, and proclaim “And now, for your entertainment, lion taming!”

While the Bundini Twins were performing, the painted men will have set up a flimsy chain-link fence creating a corridor from area 8m to the south entrance to the dome. After the barker announces the lion taming act, a painted man will open the allosaurus pen (area 10), and run screaming into the dome, the dinosaur following close behind. As it enters, another painted man, manning the control panel to the bleachers, will dump the players into the center of the ring (along with any painted men sitting alongside them).

The allosaurus will give special attention to anyone attacking it – barring that, it will first go after the painted man who led it in, and then eat whoever is closest.

The painted man in charge of the bleacher controls will become excited by the commotion and start dumping the rest of the bleachers’ occupants into the center of the dome at a rate of one section per round.

The barker will exit as quickly as possible. The painted men will scurry about in confusion for the first 2d4 rounds, and will then begin prodding the allosaurus with their spears, trying to drive it back to its cage. If the players do not intervene (either to help or hinder), the painted men will eventually succeed, at great personal loss.

Painted men: AC 8, HD 2, hp 9 each, #AT 1, D 1d8 (or 1d4 bite), MV (40’), Save F2, ML 9

10. Allosaurus Pen

An allosaurus (AC 4, HD 10, hp 55, #AT 3, D 1d6/1d6/3d10, MV (50'), Save F8, ML 9) is kept in this pen. There are large piles of dinosaur dung here, filled with crushed skulls and bones.

The pen's east wall is a large iron portcullis. There is a winch in the corridor that may be used to raise it – the painted men are not known for their foresight, however, and anyone raising the portcullis is likely to become the allosaurus' next meal.

The door on the west wall is 10' above the level of the pen's floor. If food is promptly thrown in when this door is opened, the allosaurus will not attempt to leap up through the door – otherwise, it will leap once per round, succeeding on a roll of 1-3 on a d6.

11. Empty Pen

This pen has scattered bits of moldy straw and dried bloodstains on the floor.

The winch to open the pen is next to the portcullis, in the corridor outside, and the eastern door opens 10' above the pen floor.

12. Cat Pen

A phase tiger (AC 4 (opponents at -2 to hit), HD 6, hp 34, #AT 2, D 2d4/2d4, MV (50'), Save F6 (+2 all saves), ML 8) is kept in this cage. The phase tiger will strike with its whips at anyone who comes within 5' of its cage, which includes anyone attempting to turn the winch to release it.

The bones of dozens of gnawed skeletons are scattered about the pen.

As with the allosaurus and empty pens in rooms 10 and 11, the winch to raise the portcullis is in the corridor, next to the portcullis itself, and the door to the west opens 10' above the floor of the pen.

13. Prisoner Pen

On the first visit prior to the show, the following captives are kept here. Each is currently hog-tied.

Goblin (AC 6, HD 1-1, hp 3, #AT 1, D 1d6, MV (20'), Save F0, ML 7)

Necromantic midget (AC 7, HD 2, hp 6, #AT 1, D 1d4, MV (30'), Save MU2, ML 8)

Dehydrated cod-man (AC 4, HD 3, hp 10, #AT 2, D 1d6/1d6, MV (30', swim 40'), Save F3, ML 8). The cod-man will suffer a -2 penalty to hit until it is able to submerge its gills in water.

If the captives are freed before the show, the painted men will use some of their own kind as the trapezes for the "Amazing Bundini Twins" act.

After the show has been witnessed, use the *Who's in the Cell* table from room 3 to determine who or what is held captive here.

14. Feeding Stations

These corridors are crowded with sections of free-standing chain-link fence (enough to make a 100' long fence) and seven 15' tall folding ladders.

The doors here are at floor level in this corridor, but open up 10' above the floor level of the pens below. They are used as feeding stations, with food (usually alive and struggling) quickly tossed down to the hungry creatures below.

15. Log Flume

The door at the end of this hall has a sign reading "Log Flume" upon it. This is a false door – attempting to open it will cause the last 30' of this corridor to tip down, dumping players onto a waterslide. The slide will carry them to area 19 of level 3.

16. Carousel

This unlit room contains a 30' wide carousel. The horses are painted in bright, friendly colors that appeal to children, although there is some peeling of paint and tarnishing of the brass poles.

A console to the west of the carousel has a lever with three positions, labeled "Forward", "Stop", and "Reverse" (currently in the "Stop" position). Pushing the lever into the "Forward" and "Reverse" positions will cause the carousel to rotate forward and backward, respectively.

When moving forward, everyone riding on the carousel will take 1 hit point of damage per revolution (each revolution takes 1 round). The damage is caused by cuts mysteriously opening up on the characters' bodies.

When going in reverse, everyone riding on the carousel will be healed 1 hit point per revolution.

This will not bring dead characters back to life – but the corpse will be restored to pristine condition if enough revolutions occur.

While the machine turns, it will play loud carousel music, with a 25% chance per round of attracting 1d6 painted men (AC 8, HD 2, hp 9 each, #AT 1, D 1d8 (or 1d4 bite), MV (40'), Save F2, ML 9).

17. Ferris Wheel

This dark, unlit room houses a 70' tall Ferris wheel. The wheel is coated with surface rust and the colorful paint is peeling off the seats. Next to the ferris wheel is a console with a single red button – pressing it will cause the wheel to slowly rotate.

The ceiling is 2' above the height of the wheel, and a series of rusty iron bars are mounted from around the midpoint of the Ferris wheel to the southern wall. The bars are still in good condition – the exception is three bars in the middle, which are designed to pull out if any weight is placed upon them – any character who hangs onto them will plummet to his death, 70' below.

The entrance to the corridor at the southern end of the room is 60' up the wall – barring a truly impressive light source, players will not be able to see it from the floor.

18. Music Storage

This elevated chamber is crowded with stacks of musical instruments and parts. There is an organ keyboard, a stack of tarnished organ pipes, piles of tubas, drums with punctured skins, warped cellos, and more.

Piled next to the door on the northwest wall are several accordions. These are rigged with wire to the wall. Stepping on a pressure plate in front of the door will pull the wire, compressing the accordions and causing them to shoot out yellow mold spores (AC n/a, HD 2, hp 13, #AT 1, D 1d6 + choke, MV (0'), Save F2, ML n/a).

19. Puppet Storage

A *mariachi marionette* sits upon a child's chair, with a fine gold-and-porcelain tea set (worth 250 gp) set out on a low table in front of it.

20. Maze of Mirrors

This labyrinth of narrow passages is made of polished stainless steel funhouse mirrors, which distort reflections into amusing shapes.

Movement through the narrow maze is at one quarter normal rate. Once the party rounds the first corner, the glass minotaur from room 21 will move through the mirrors to attack. The reflections and the minotaur's ability to walk through the reflective surfaces give the party a penalty of -4 to hit the minotaur while fighting it in the maze.

21. Lord of the Labyrinth

This is the lair of a glass minotaur (AC 6, HD 5, hp 23, #AT 1, D 1d10, MV (40'), Save F5, ML 11). In addition to its crystal heart and eyes, it has a full-length floor mirror with a gold-plated frame, worth 300 gp, standing in the center of the room.

Should the players present the *malicious mirror* (from room 57 of level 1) to the minotaur, it will happily step into it – at which point the players will be treated to a scene of the minotaur (strangely transformed from glass to flesh-and-blood) tortured and slain over a period of several hours by the horrors of the *mirror*.

22. Freak Show

This room has many splintering wooden shelves lining the walls, all empty. The door to the north bears a sign reading "Bee Bearded Lady", while the door to the east has a sign reading "More Exhibits This Way!"

The room is lit by a glowing crystal hemisphere in the ceiling, unless the painted men in room 31 have turned off the lights.

23. Beard of Bees

A tempered glass wall cuts this room in half. The glass is unusually strong – to break it, it must be struck with a single blow doing at least 12 points of damage.

In the north end of the room, a skeleton in a rotting calico dress lies on the floor, a *beard of bees* draped across its skull. The *beard's* command word is "buzzkill", which may be determined by consulting a sage of appropriate erudition. The *beard* has 12 charges remaining

The door to the north half of the room is locked from the outside – the painted men in room 31 have the key.

One of the stones in the floor near the secret door (and underneath the skeleton's dress) is a slightly different shade of gray, and may be pried up – beneath it is a compartment containing a bronze ring attached to a wire, which in turn runs into a hole in the bottom of the cavity. Pulling on this ring will cause the secret door to swing open.

The room is lit by a glowing crystal hemisphere in the ceiling, unless the painted men in room 31 have turned off the lights.

24. Shrunken Heads

The walls of this room are made up of varnished mahogany shelves. Each shelf contains dozens of shrunken heads – too shrunken to determine what species they once were. Their eyes move to follow the players as they move about the room, but their lips are sewn shut so they can't speak. If their lips are cut free, they will flap noiselessly.

The secret doors in this room are activated by pulling upwards on certain of the shrunken heads – near each door, one of the heads is connected to a wire that will cause the corresponding secret door to swing open.

25. Drawing Room

The walls and ceiling of this room are made of varnished teak, and decorated by elaborate crown-molding depicting hot air balloons flying over fantastical lands. There is a large leather claw-foot reclining chair with an ottoman in front of it, a coat rack with a red velvet smoking jacket hanging from it, and an antique globe showing the Earth as it was in the year 1983, and the floor is covered by an exquisite oriental carpet.

The secret doors are opened by depressing certain balloon-engravings in the crown molding above the doors.

Each piece of furniture is worth 75 gp, and the carpet is worth 100 gp.

26. Dressing Room

This room has bare stone walls, floor, and ceiling. Against the southeast wall is a large floor-to-ceiling oak cabinet. Inside are a rotting ventriloquist's

dummy and a tattered tuxedo hanging from a clothing rod.

The rod in the cabinet may be twisted to open the secret doors – twisting it forward opens the northwest door, and twisting it backward opens the southwest door.

27. Disco Vault

In the center of this room is a pedestal, carved from the stone of this room, upon which rests a rotating stone platter. The platter has four groups of three pins each, upon which the crystal skulls found throughout the Anomalous Subsurface Environment may be placed.

Currently two crystal skulls sit on the table, one blue and one green, each glowing brightly as the platter rotates. The blue crystal skull may be used in the Lazarus Chamber (room 77 of this level), and the green crystal skull in the various item enchantment niches throughout the dungeon (such as room 9 of level 1).

Any crystal skull placed upon the pins on this table will glow brightly – no other effect occurs, and the skull will remain intact and undamaged. If four skulls of different colors are placed upon the table, a hole will open in the base of the pedestal, revealing the purple crystal skull hidden within. Removing any of the four skulls will cause the hole to close up seamlessly.

The platter is inseparable from the pedestal, and both are enchanted to be immune to normal physical damage. Spells such as *disintegrate* are capable of destroying the pedestal, but will destroy the purple skull within as well.

The secret doors to this room are still secret from this side – there is a loose stone above each secret door that may be pulled out to reveal a bronze ring tied to a wire. If pulled, the secret door beneath will slide down into the floor, and then rise back up again over the course of a turn as the wire slowly retracts.

The northeast and northwest walls of the room have dozens of small circular indentations in their surface. These are the “eye holes” that may be opened from room 97 to peer into this vault.

28. Intermission

The door to the northwest is locked (the key is held by the painted men in room 31). There are two signs on the east wall: one has an arrow pointing north, and reads “Feed the Geek”, and the other has an arrow pointing south, and reads “Observe the Geek.”

The room is lit by a glowing crystal hemisphere in the ceiling, unless the painted men in room 31 have turned off the lights.

29. The Geek

This room is split down the middle by a wall of floor-to-ceiling metal bars. The Geek (AC 8, HD 2, hp 8, #AT 3, D 1d10/1d10/1d4 + poison, MV (40’), Save F2, ML 9) makes his lair on the north end of this room. He is an insane painted man, surgically enhanced by Dr. Giggles with a giant scorpion’s tail and claws. He will attempt to nip off and consume the heads of anyone who enters the north end of this room. His claws do 1d10 points of damage each, and the poisonous tail (save vs. poison or die) does 1d4 points of damage.

If players enter through the southern doors, he will gnash his teeth uselessly. His giant claws are unable to turn the knobs on the doors leading out of his half of the room, so he is effectively trapped.

On the players’ first visit, one of the freak show operators from room 31 will toss in a live subterranean locust to provide some spectacle. The geek is used to being fed in this manner, and will not try to escape or attack if so distracted.

The room is lit by a glowing crystal hemisphere in the ceiling, unless the painted men in room 31 have turned off the lights.

30. Storage Room

There are five rusty metal cages, 3’ by 3’ by 3’, stacked against the south wall. Each contains a subterranean locust (AC 4, HD 2, hp 7 each, #AT 1, D 1d2 (bite)/1d4(slam)/(spit), MV (20’, fly 60’), Save F2, ML 5). A sign on the southeast door reads “Employees Only.”

The room is lit by a glowing crystal hemisphere in the ceiling, unless the painted men in room 31 have turned off the lights.

31. Freak Show Control Room

This room is used to monitor the freak show. A bank of six black-and-white monitors has been arranged on the southern wall, the screens cycling through grainy images of rooms 22, 23, 28, 29, and 32 through 38. Should the lights in a room be turned off, the screens will switch to use thermal imaging. Note that the ghouls and corpses in 36 are mostly invisible, as they are at room temperature (only 1 in 6 chance of seeing movement). The monitors have no speakers, so there is no sound.

There is a large knife switch next to the bank of monitors, in the “up” position. If pulled down, the lights in rooms 22, 23, and 28 through 38 will turn off (including this room – although the monitors will still provide enough light to see by).

There are six painted men (AC 8, HD 2, hp 9 each, #AT 1, D 1d8 (or 1d4 bite), MV (40’), Save F2, ML 9) watching the screens here. Should the party enter into combat, the painted men will switch the lights on and off to add some excitement. One of the painted men has the key to room 23 on a string around his neck.

The room is lit by a glowing crystal hemisphere in the ceiling, unless it has been turned off using the knife switch.

32. Cardiff Giant

In the center of this chamber is a long wooden table, 4 ½’ tall, supporting a 10’ long realistic-looking stone body.

The table’s legs are trapped, such that the slightest pressure on any part of the table will cause it to collapse in that direction, spilling the body onto whoever touched the table (causing 1d6 points of damage, save vs. paralyzation for half damage, rounding down). Careful examination of the legs will reveal that they taper to a narrow surface covered with a handful of ball bearings where they meet the table.

Should the trap be triggered (intentionally or otherwise), the stone giant will mash open when it hits the floor, revealing that its torso contains a geode. 400 gp worth of yellow quartz may be extracted from the geode’s cavity.

The room is lit by a glowing crystal hemisphere in the ceiling, unless the painted men in room 31 have turned off the lights.

33. Feejee Mermaids

The walls of this room are lined with shelves, holding a total of 11 feejee mermaids (AC 7, HD 2, hp 8 each, #AT 1, D 1d6, MV (20'), Save F2, ML 12). The mermaids will remain still until the entire party enters the room – at that point, 1d6 will fall from the shelves per round, moving to surround the party to prevent escape.

The filthy, faded tapestry depicts an idyllic underwater grotto, full of frolicking monkey-like mermaids.

The room is lit by a glowing crystal hemisphere in the ceiling, unless the painted men in room 31 have turned off the lights.

34. Age of Dinosaurs

The skull of a tyrannosaurus rex is on display in this room. The skull is backed up against the northeast wall of the room, and a 5' long gold tongue is resting between its open jaws. The skull, while clean of all flesh, is not a fossil – it is made of bone, less than a century old.

The slightly moldy tapestry in the southeast section of the room shows a scene of dinosaurs wallowing in a swamp. Instead of a sky, it shows a rocky ceiling covered with stalactites. It is worth 50 gp.

The tapestry to the west, covering the entrance to room 33, is entirely gray when viewed from its backside.

The tongue is a thin gold skin formed around a balsa frame, and can be bent and crushed into a more portable shape. The gold has a value of 650 gp.

Disturbing the tongue will cause the skull to bite down, causing 2d6 points of damage to whoever is touching the tongue. The trap mechanism can be observed from behind the skull, should the players think to look.

The room is lit by a glowing crystal hemisphere in the ceiling, unless the painted men in room 31 have turned off the lights.

35. Remains of the Painted Men

The floor and walls are covered with dried blood, and there are dozens of fragments of leather motley scattered about.

A sign on the door to the south reads “Invisible Treasures.”

The room is lit by a glowing crystal hemisphere in the ceiling, unless the painted men in room 31 have turned off the lights.

36. The Hunters

Two ghouls (AC 6, HD 2, hp 9 each, #AT 3, D 1d3/1d3/1d3 + paralyze, MV (30'), Save F2, ML 9) have snuck into the Anomalous Subsurface Circus, and are using this room as their lair. There are stacks of well-chewed painted man corpses here (17 total, should the players count).

This room is dark, as the ghouls have smashed the crystal hemisphere that normally lights up the room.

37. Empty

This room is entirely empty, except for dust and rat droppings.

The room is lit by a glowing crystal hemisphere in the ceiling, unless the painted men in room 31 have turned off the lights.

38. Ball Pit

The center of the room appears to be a ball pit, full of brightly colored plastic spheres – this is a holographic illusion, disguising a 10' deep hole full of spikes. Anyone jumping into the pit will suffer 1d6 points of damage from the fall, and an additional 1d6 points from the rusty iron spikes at the bottom of the pit. Small glass circles in the sides of the pit project the hologram – if they are damaged, small wires will be seen behind the glass circles, and the hologram will flicker & disappear.

A sign above the corridor to the south reads “EGRESS” in capital letters. The one-way door to the south is visible only from the north – from the corridor to the south it appears to be part of the stone wall.

The room is lit by a glowing crystal hemisphere in the ceiling, unless the painted men in room 31 have turned off the lights.

39. Reward Long Sought For

The glass minotaur in room 21 dumps its victims' belongings here. There are two 3' tall cracked clay urns. The first contains 900 gp, and the second contains 10 arrows with argonium arrowheads (treat as *arrows* +1) and a thumb-sized black cylinder with shiny metal tabs sticking out of one end, with the words "RAM Module" engraved upon it. This cylinder may be used to repair the pillar in the Learnatorium (room 44). The cult of Science will pay 50 gp for this artifact, should the party try to sell it.

There are also seven suits of rusty and decaying chainmail and leather armor scattered about in pieces, and three broken, pitted swords.

40. Abandoned Chamber

This room is empty, but for filth and old bloodstains on the floor.

41. Guards

Four painted men (AC 8, HD 2, hp 9 each, #AT 1, D 1d8 (or 1d4 bite), MV (40'), Save F2, ML 9) guard the entrance to their underground lair. If attacked, one of the painted men will run to alert the main complex (rooms 42 through 55).

Lair of the Painted Men: Areas 42-55

The rooms numbered 42 through 55 comprise the lair of the painted men. It was once used as living quarters for the employees of DynMat and their families, but the transformation of the residents into the painted men has done nothing for the décor.

The walls and ceiling are bare stone, with patches of crumbling drywall still glued in a few places, and moldy baseboards running along the floors. The floorboards themselves rotted away ages ago under the thick layer of ordure and other filth that the painted men have tracked throughout their home.

The light fixtures were torn out of the ceiling long ago, and lighting is provided by heaps of dried dung, piled into the smashed-open brain-cases of skulls glued to the walls. The bitter ends of wires can be seen hanging from the ceiling in regular intervals where the lighting used to be – these wires carry no current.

While exploring these areas, 1d4 painted men (AC 8, HD 2, hp 9 each, #AT 1, D 1d8 (or 1d4 bite), MV (40'), Save F2, ML 9) will be encountered each

turn. Unlike the circus areas, painted men in their home are very aggressive towards outsiders (+4 penalty to reaction rolls). If players are disguised (wearing the motley outfits of the painted men), there is no penalty, and if they are well-disguised (white greasepaint and red lipstick in addition to the motley) they gain a -4 bonus.

Violent altercations are frequent in the den of the painted men, and there is only a 25% chance of any clown-monsters coming out to investigate unusual noises. If the players are disguised, they will merely egg on the combatants, rather than join the fight. Undisguised, the entire complex is likely to empty out in order to chase the party away.

42. Security

The door to this room has a faded sign reading "Security" upon it. Behind the door, three painted men in ragged blue uniforms (AC 8, HD 2, hp 9 each, #AT 1, D 1d8 (or 1d4 bite), MV (40'), Save F2, ML 9) lean back on rusty office chairs, their feet propped up on rickety wooden desks, throwing dung at each other. They have no genuine interest in security and will not leave this room to investigate noises outside. The desks are empty.

43. Security Storage

The pegboard walls hold eleven fiberglass batons (treat as clubs), seven defunct tasers, and three transparent plastic riot shields (treat as normal shields).

The secret door is activated by pulling down on one of the unoccupied pegboard hooks.

44. Learnatorium

Inside this chamber is a black metal pillar with a single red button on it. Surrounding the pillar are four rusty metal chairs.

If the button is pressed, a female voice will announce "Welcome to the Learnatorium. Select a topic to continue." A holographic projector will display five blue squares above the pillar, labeled "Evolution", "Arithmetic", "Anomalies", "Basic Accounting", and "Entertainment". Speaking the name of any of these will cause the corresponding holographic program to play.

Evolution: A scientist's head and shoulders will appear, talking about Lamarckian evolution in the Anomalous Subsurface Environment. He will

display a cave centipede in a plastic container, explaining that the blind arthropod developed eyes after being placed in a light-box for several days. The program will then cut out momentarily – when it returns, the scientist expresses concerns about the pale white children being born after the parents set up a circus for their entertainment. The program then cuts out once more, and when it returns, the scientist, bloody and broken, warns that the Anomalous Subsurface Environment is no place for humans to raise a family.

Arithmetic: An attractive young lady will appear and ask simple arithmetic questions (“What does 2 plus 2 equal? What does 2 plus one equals? What does 3 plus 3 equal?”). After a few answers from the party, she will explain that “No, 3 plus 3 equals 7. You are very stupid children.” and the program will end.

Anomalies: A scientist will appear, and list the following topics to discuss further: “Lazarus Chamber”, “Fountain Room”, “Portals”, and “Traps.” Should the players try to select any of these topics, the words “RAM ERROR” will appear above the pillar for a few seconds before returning to the original five choices.

Basic Accounting: An accountant’s head and shoulders appear, and he discusses amortization schedules in excruciating detail. He will not stop until the party powers down the pillar by pressing the red button.

Entertainment: Re-runs of an ancient television soap opera involving a hospital and the foibles of its staff begin to play.

If examined closely, a small lidded compartment may be found on the side of the pillar. The lid snaps out, revealing a recessed compartment with metal tabs at the bottom. If the RAM module from room 39 is placed in the compartment, the sub-topics available from the “Anomalies” topic will now be available for viewing.

Lazarus Chamber: The scientist will hold up a blue crystal skull, and explain how placing this in the Lazarus Chamber on the second level has been able to re-animate dead tissue.

Fountain Room: The scientist will hold up an opaque black bottle, explaining that it may be used

to hold liquids from the Fountain Room while preserving their unusual properties, such as the detoxifying maroon liquid and the energizing teal liquid.

Portals: The scientist will hold up a red crystal skull, and then the view will zoom out to show him standing in front of one of the portals in room 16 of level 1, which fills with red fog as he places the skull in the niche above the lintel. He explains that the red skulls cause a quantum shift that effectively teleports people between locations in the Anomalous Subsurface Environment.

Traps: A maintenance worker with a name tag reading “Greg” talks about how the traps within the Anomalous Subsurface Environment constantly reappear even after being disarmed and physically removed. He appears slightly crazed when he blames it all on the “red men” that disappear whenever he’s about to catch them in the act. As the program ends, a voice off-camera says “Can’t we do this without bringing up your red men, Greg?”

45. Dining Hall

A long stainless steel table with attached benches on either side occupies this room. The table is covered with gnawed bones and cracked skulls, with cooked bits of flesh still visible – the grisly remnants of the painted men’s last feast. The remains are mostly painted men, although some morlock, goblin, and troglodyte bones are present.

46. Kitchen

This kitchen is deeply unsanitary – the ancient, rusting gas stoves are covered in layers of bacterial slime, the counters are crawling with rats and roaches, and heaps of bones from previous meals are piled into the corners. The bones are a mix of small (rats) and large (mostly painted men).

The cook is an enormously bloated painted man (AC 8, HD 3, hp 18, #AT 1, D 1d10, MV (40’), Save F3, ML 9), who attacks with an oversized cleaver (treat as a two-handed sword should a player decide to use the cleaver). He carries a pouch containing 20 gp, and if disemboweled by a particularly thorough party, they will find a partially digested hand wearing a golden bracelet (worth 100 gp) in his stomach.

The cook is aware of the secret door in room 47, but has not told any of his brethren.

There are three cookpots on the stoves, full of boiled rat carcasses and organ-meat of unknown provenance. Under the decaying meat in the second pot are the cook's secret stash – 500 gp and a stoppered clay bottle containing a bright green fluid (a *potion of water breathing*).

47. Pantry

Two goblin corpses are hanging from meathooks here. They are over a week old, and the stench of rot is nauseating.

The secret door is opened by pulling down on two particular meat hooks simultaneously (there are a dozen hooks in the ceiling – the two used to open the door are currently occupied by the goblin bodies). If pulled individually, the meat hooks will not budge.

The secret door is clearly visible from the south side, and may be slid open using a stainless steel grab-rail.

48. Women's Showers

The showers are operational, but the painted men have been using it as a lavatory instead. The floor is covered with six inches of ordure.

49. Men's Showers

The showers here have been left dripping moisture onto the floor, where the painted men have planted a mushroom garden into a rich soil of clown-manure and crushed bone fragments. The mushrooms are pale blue, and range from 1' to 3' tall. They are edible, despite the vile taste and odor.

50. Laundry

Rusting metal tubs and fragments of sheet metal are all that remains of the laundry facility. There are eight spigots on the wall, but they are non-functional.

51. Women's Bathroom

The walls to the stalls have collapsed, leaving heaps of rust surrounding four porcelain toilets. Mixed in with the rust are rotting limbs and heads.

The third toilet contains a toilet stalker (AC 6, HD 3, hp 15, #AT 1, D 1d8, MV (0'), Save F1, ML 12). Flushing one or more toilets will cause 1d3

points of damage to the stalker as a macerator hidden below the floor rends its root-flesh. Toilets may be flushed each round to cause more damage.

The stalker has an 800 gp necklace (silver, with seven tourmaline gemstones) wrapped around the base of its tentacle. The treasure is not immediately visible unless the players are close enough to look into the toilet bowl.

52. Men's Bathroom

Like the women's bathroom, the walls to the stalls have collapsed into rusty piles. There are two toilets and two wall-mounted urinals here, fully functional and deeply stained.

53. Crew Quarters

These 10' by 10' square rooms were used by the unmarried staff of DynMat. They are full of the stinking, rotting hides used by the painted men as bedding. Hidden among the hides are 1d10 gp.

Each of these rooms has a 50% chance of containing 1d2 painted men (AC 8, HD 2, hp 9 each, #AT 1, D 1d8 (or 1d4 bite), MV (40'), Save F2, ML 9).

Any painted men within will be asleep 50% of the time, and even those who are awake are easily surprised (1-3 on d6), as they usually quite busy doing something depraved.

54. Executive Studios

These studio apartments were meant for use by the unmarried executives and high-level scientists of DynMat. The floor of the suite is covered with rotting hides, used by the painted men as bedding. Hidden under the bedding are 6d10 gp.

Each studio has a 50% chance of containing 1d6 painted men (AC 8, HD 2, hp 9 each, #AT 1, D 1d8 (or 1d4 bite), MV (40'), Save F2, ML 9) and 2d4 painted juveniles (non-combatant).

Any painted men within will be asleep 50% of the time, and even those who are awake are easily surprised (1-3 on d6), as they usually quite busy doing something depraved.

There is a 10% chance that the *harlequin effigy* is present in the studio. If present, it will be standing upon a crude shrine made from table legs tied

together with dried intestine.

Two of these studios have secret doors leading to area 56. The doors are activated by pressing a button hidden behind the rotting baseboards. From the south side, the secret doors are clearly visible and may be opened using stainless steel grab-rails.

54a. Kitchenette

The ovens and refrigerators are badly rusted and non-functional. The cabinets and counters are covered with rusty cans, opaque plastic jars, rotted hunks of meat and bone, and other worthless odds and ends. For every round spent searching, roll on the following table to see what is discovered:

Things Clowns Keep in the Kitchen	
1.	Jar containing pickled face
2.	Bottle of urine
3.	Two dozen still-squirming palmetto bugs on a skewer
4.	Wax apple, with a bite taken out of it
5.	Penny roll, containing 50 cp
6.	Cardboard box full of toenail clippings
7.	Five rats with their tails tied together
8.	Plastic tub holding slimy, month-old cave fish
9.	Can full of rusty ball bearings
10.	Maggot-infested bowl of runny cheese
11.	Small topaz, worth 50 gp (only found once, re-roll if this result occurs again)
12.	Can of clams. A low-quality pearl (worth 15 gp) is mixed in with the rancid clam meat
13.	Piping hot hamburger on a fresh bun
14.	Giant dried mushroom, 1' in diameter
15.	Poultry-sized egg with a tiny human fetus inside
16.	Unlabeled bottle of tequila (worth 2 gp) with a glowing fire-beetle grub floating in it
17.	Scrap of paper with recipe for Pineapple Glazed Painted Man Brisket. Delicious, if players try it
18.	1d10 sp
19.	Squirming rat carcass – if disturbed, black moths burst from the body and flit about the room
20.	Can labeled “Liver Fluke”, full of liver flukes. Anyone who eats the flukes will lose 1 point of constitution per day until dead (at 0 constitution), unless <i>cure disease</i> is cast

54b. Bathroom

The toilets, sinks, and shower stalls in these bathrooms have a 50% chance of being functional.

There is a 25% chance that a painted man (AC 8, HD 2, hp 9 each, #AT 1, D 1d8 (or 1d4 bite), MV (40'), Save F2, ML 9) is within, taking care of business (regardless of the toilet's actual state of repair).

55. Family Suites

These suites were reserved for DynMat scientists and executives with families. Each suite is carpeted with stinking hides and scraps of motley, much as in the other apartments. Tucked away amongst the filth are 8d20 gp.

Each suite has a 50% chance of containing 2d4 painted men (AC 8, HD 2, hp 9 each, #AT 1, D 1d8 (or 1d4 bite), MV (40'), Save F2, ML 9) and 3d4 painted juveniles (non-combatant).

Any painted men within will be asleep 50% of the time, and even those who are awake are easily surprised (1-3 on d6), as they usually quite busy doing something depraved.

There is a 10% chance that the *harlequin effigy* is present in the suite. If present, it will be standing upon a crude shrine made from table legs tied together with dried intestine.

a. Kitchenette

See the description of the kitchenette at 54a.

b. Bathroom

See the description of the bathroom at 54b.

c. Bedroom

There is a 75% chance that 1d4 corpulent painted juveniles (non-combatant) are hog-tied here, their faces firmly planted in a trough of slop that they greedily slurp up. If questioned, they will gleefully announce “We’re food! More food for food!” before plunging their heads back into the trough.

d. Master Bedroom

The floors to these bedrooms are carpeted with filthy hides, much like the other living areas of the painted men. Roll on the following table to determine what else is in this room:

Things Clowns Keep in the Bedroom

1. Bill from Dr. Giggles for “removal of excess thumbs” – 25 gp owed
 2. “Señor Laffso” trading card, with picture of a painted man wearing a sombrero
 3. Bright red clown nose
 4. Crude doll made of dried human fingers
 5. Ancient blue cap with a stiff bill to provide eyeshade. An ornate letter “B” is embroidered in red thread above the bill
 6. Leather necklace strung with velociraptor teeth
 7. Carefully folded suit of leather motley
 8. Bedbug infestation
 9. Pouch containing 1d20 gp
 10. Sketchbook with poorly drawn images of painted man domestic life
 11. Carton of slightly moldy cigarettes
 12. Silver necklace with small amethyst pendant, worth 200 gp (only found once, re-roll if this result occurs again)
 13. Green tube, 4” long, with a blue button on one end. Pressing button causes a minor shock (50% chance of taking 1 hp of damage)
 14. Box of crayons – all are “burnt sienna” color
 15. Cardboard box full of dried dung
 16. Badly stained photograph of one of the player characters, taken in the dungeon, labeled “SURVEILLANCE 0319314219”
 17. Rat-hunting black snake (4’ long, AC 8, 1 hp, harmless to characters)
 18. Pitted, rusty pistol, firing mechanism is rusted solid
 19. Spool of blue twine, 100’ long
 20. Plastic tube with screw-on lid, containing 15 kidneys
-

Two of these bedrooms have secret doors leading to area 56. The doors are activated by pressing a button hidden behind the rotting baseboards. From the south side, the secret doors are clearly visible and may be opened using stainless steel grab-rails.

56. Residential Access Corridor

The secret doors here are all clearly visible from this corridor, and may be easily slid open using stainless steel grab-rails. Each secret door also has a tiny peephole (not visible from the other side) that may be used to spy on the occupants of the rooms beyond.

The corridor is faced with dressed stone, and has no lighting of any kind.

At the far eastern end of the corridor, a dark smoker (AC 4, HD 3, hp 17, #AT 2, D 1d4/1d4), MV (40’), Save F3, ML 9) has made its lair. The creature has been stealing food and valuables from the painted men for centuries, and has amassed 500 gp, a scroll with the cleric spell *neutralize poison*, and a vast collection of worthless bone trinkets.

57. Residential Security Monitoring

The south wall of this room has a metal desk with a video monitor embedded in it. Next to the video monitor are a dial and four buttons, labeled “LOCKDOWN,” “CLEAR,” “LOCK SELECTED,” and “CLEAR SELECTED.”

The north wall has dozens of stainless steel pegs embedded into it. The only thing left hanging from the pegs are two *headsets of subterranean communication*, each labeled “LEVEL 2 RESIDENTIAL SECURITY AUTHORIZED PERSONNEL ONLY.”

The room is lit by a glowing crystal dome attached to the ceiling. There is no mechanism to turn the light off.

The video monitor currently displays an image of the kitchen (room 46). Turning the dial will cause the monitor to display images of the other rooms in the residential area (rooms 42 through 55).

Pressing “LOCKDOWN” will cause all the doors in the residential area (excluding the secret doors) to lock shut. Pressing “CLEAR” will unlock them. “LOCK SELECTED” and “CLEAR SELECTED” will operate only on the room currently being viewed on the monitor.

58. Armory

The walls of this room are lined with stainless steel pegs, and are pockmarked where bullets have chipped away the stone. A few empty ammunition clips, spent shell casings, and fragmented lead bullets lie on the floor, covered by dust – the room is otherwise empty. The debris from the spent ammunition is noticeably corroded and ancient.

The secret door to 59 is not visible from this side. It is activated by pulling one particular peg out of the wall.

59. Back Door

This room is completely empty. The secret doors here are plainly visible from this room, and may be pulled open using ancient bronze handles.

From outside, in the corridor to the west, the northernmost secret door may be opened by depressing a block of stone immediately above the door – this is made obvious should the door be opened, as the block is forced to pull inward by the door's sliding motion.

60. Antechamber

The walls of this chamber are painted with scenes of featureless humanoids being slaughtered by a giant figure in black plate mail.

61. Arena

The stairs leading down into this room are covered with the crushed, decomposing bodies of painted men. Each stairway is littered with the remains of a half dozen of them.

In the center of the arena stands a gladiatorial automaton (AC 2, HD 6, hp 28, #AT 2, D 1d6/1d6, MV (30'), Save F6, ML 12). It is able to remotely control a force field, sealing the room at the top of the two staircases and at the short northern corridor. It will wait for the entire party to enter before activating the force field and shouting "For your entertainment, I shall slaughter these worthless meatbags!" at no one in particular. The automaton will then attack.

The force fields are humming translucent purple barriers, and will remain active until the automaton or its opponents are dead. While the force fields are operational, dwarves and elves will be able to see (via their wide-spectrum vision) the radio waves the automaton uses to control it. The radio waves appear as a bright glow centered on the automaton's head.

62. Red Hot Checkers

The floor of this room consists of alternating red and black 2' square tiles in a checkerboard pattern. Each tile has a 1" wide round hole in the center of it, at the bottom of which can be seen some kind of oily, waxy substance.

The floor is trapped. Each tile depresses when weight is placed upon it. If two different tiles of the same color are depressed in a row, jets of flame will

shoot up to the ceiling from the holes in the center of each tile, causing 1d8 points of damage to anyone in the room. Pressing repeatedly on the same tile does not trigger the trap.

The easiest way to safely cross this room is to stand on a different colored tile with each step.

63. Studio

This room has seven rusty steel tables, all but one holding a piece of marble in the early stages of sculpting. The seventh table has an exquisitely sculpted statuette, 2' tall, of a coiled, tentacled worm. This statuette is worth 400 gp to a collector.

64. Damp Room

Water drips from a crack in the ceiling of this room, leaving the floor damp and mostly covered with a filthy puddle. A gray ooze (AC 8, HD 3, hp 23, #AT 1, D 2d8, MV (3'), Save F2, ML 12) lurks in a depression in the floor, under the puddle. It will surprise the unwary on a roll of 1-4 on a d6.

65. Head Exchanger

Along the north wall of this room is a leather chair with stainless steel straps at the neck, wrist, and ankle locations. Above the chair, a metal armature sticks out of the wall, terminating in an array of drills, saws, and pincers. Next to this contraption is a locked stainless steel cabinet, 8' tall. The cabinet is fastened securely to the wall and floor, and will not move.

There is a dial on the side of the cabinet with several settings: the numbers one through ten, and the word "Off." It is currently set to "Off". There is also a light above the dial. While set to "Off," the light is unlit. If the dial is set to a number corresponding to a head in the cabinet, it will glow green. If it is set to a position in the cabinet with no head, it will glow red.

A crude, hand-lettered sign on the south wall of this room reads "Please visit us in our new office! Just moments from the Plastic Tombs!"

Should anyone sit on the chair (or be forced into it), and the dial is set to a number (as opposed to "Off"), the straps will clamp down firmly, holding the subject in place. The metal armature will then swing down, blades will spin and messily cut off the top of the subject's head, pincers will remove the brain, and a pair of shears will snip off the

remainder of the head at the neck. The pieces of the head will roll into the subject's lap, while a second set of pincers reach into the cabinet from the top.

If the dial is set to a spot in the cabinet with a head, the pincers will remove a new head, dripping with preservative fluids, the light changing from green to red as the second head is lifted away. The new head will be sawn open, the brain dropped in its new home, and then head and brain will be reattached to the subject's body. The entire procedure will be completed in under five seconds, and the subject, although enduring excruciating pain, will not suffer any loss of hit points. A hideous wound with thick black stitching is left around the subject's neck where the new head has been attached, and will become a prominent scar. The stitching around the top of the skull where the character's brain was inserted is finer, and that scar will fade in time.

If the dial was set to an empty spot, the second set of pincers will come back empty. The brain will be placed on the subject's neck and re-attached, but without any head. While alive, the subject is blind, deaf, and mute, and will suffer seizures and hallucinations if the brain is touched. If water and pre-chewed food are poured down the esophagus, the subject can live indefinitely in this horrible state.

The top of the cabinet has a small sliding hatch that will automatically open and close to allow the armature access to the heads. Other than that, the key is required to open the cabinet doors. If opened, ten head-jars full of preservative fluid will be revealed. New heads may be placed in the jars and attached to subjects, if desired, once the cabinet is open. The heads of prior subjects of head-transplantation are ruined, however, as the skull tops have been cut off, and the machine will not stitch them back together – instead, it will merely grab the separated skull cap and plop it on top of the still-living brain.

The following table lists the heads initially present in the cabinet:

Heads and Their Effects		
1.	Incredibly handsome human male head	Subject's charisma increased by 1d4 points, if male (not to exceed 18)
2.	Giant fly head	Subject now unable to speak
3.	Troglodyte head	Subject's charisma decreased by 1 point due to nasty odor
4.	Oversized fat human head	If subject isn't already fat, charisma decreased by 1 point
5.	Empty	
6.	Medusa's head	Subject's gaze turns people to stone
7.	Screechman head	Subject has to scream constantly to see clearly via echo-location. -2 to hit if not screaming
8.	Empty	
9.	Cod-man head	Subject can breathe water
10.	Incredibly beautiful human female head	Subject's charisma increased by 1d4 points, if female (not to exceed 18)

Note that dwarves and elves who have their heads exchanged will lose their wide-spectrum vision, unless the new head is also dwarven or elven.

The key to the cabinet is inside the desk of Dr. Giggles, in room 86. Should players unlock the cabinet (or break it open), and the medusa's head is still present, they will need to save vs. petrification or be turned to stone.

66. Hounds of Hell

This mostly-octagon shaped room contains four statues of gruesome, slaving hounds. The toothsome hounds are 4' tall and sit atop fluted pedestals, each 3' tall. The statues are placed four feet apart in the center of the room, arranged so they are facing each other. Each hound has an open mouth filled with cruel fangs, and slowly drips black oil onto a puddle on the ground.

Suspended by four wires running from inside the statues' mouths is a 6" diameter glass sphere containing a delicate mechanical hummingbird, flitting about on tiny metal wings. The sphere and hummingbird are worth 200 gp to a collector, if intact.

This is a trap, of course. Any change in tension on a wire will cause the corresponding hound to breathe a gout of flaming oil, causing 1d4 points of damage to anyone within 5' of the front of the statue. Pulling or smashing the sphere will cause all four wires to trigger at once, doing up to 4d4 points of fire damage, depending on where players are standing.

The flaming oil will not harm the sphere (or the hummingbird). The oil is essentially unlimited for purposes of triggering the trap – there are gallons of it within the statues and the pedestals they stand upon.

The hummingbird presents a second danger: if the sphere is broken, the released hummingbird will head towards the nearest player and attempt to inject him with poison (AC 4, HD ½, hp 1, #AT 1, D save vs. poison or die, MV (20'), Save F1, ML 12). It has enough poison for one injection attempt – after that it is annoying, but essentially harmless.

67. Violent Treasure

Four coin automatons stand here (AC 3, HD 3, hp 14 each, #AT 1, D 1d8, MV (30'), Save F3, ML 12), armed with stainless steel mauls. They have been commanded to kill any who disturb them. They will follow this order relentlessly, pursuing intruders outside the dungeon if need be.

Each automaton is armored with a coin-cloth made from 5,000 silver pieces.

The door to the northwest is made of stainless steel, rather than the normal iron-reinforced oak. There is an ancient handwritten note on the ground in front of the door (once taped on, but the adhesive dried up long ago) reading "WARNING! Spontaneous traps sighted in area, proceed with caution."

68. Floor Fiends

This room has six levers arranged in a row on the south wall, all in the "up" position. Opposite the levers, in the alcove to the north, is a stainless steel music stand with an ancient, yellowed scrap of paper resting on it. The stand sits on a section of floor that carefully conceals a pressure plate, 10' in diameter.

The scrap of paper requires players to step within three feet of the stand to read it. They will likely trigger the pressure plate when doing so, which will cause the stainless steel doors to slam shut and lock with an audible click, trapping the party inside.

As soon as this happens, the levers will begin sliding down, one at a time, in this order: sixth, third, fourth, first, fifth, second. When describing the action as the trap is sprung, only tell the players this sequence once. Quick-witted players will make note of the order.

Until the pressure plate is stepped on, the levers are frozen in place, and cannot be moved. Once the doors have locked, each lever may be moved back into the "up" position, locking it back in place. Once all six levers are up, a loud ticking will be heard, and if they were pushed back up in the same order they moved down, the doors will unlock after a turn.

If the levers are not pushed back up in the same order they slid down, two sections of the floor (one on the east side of the room, one on the west) will spring open, releasing ten toothman skeletons (AC 7, HD 1, hp 5 each, #AT 1, D 1d6, MV (20'), Save F1, ML 12).

The message on the scrap of paper reads "To unlock doors, push levers up in the same order they moved down, and then wait. And whoever keeps putting this stand on the pressure plate, knock it off."

69. Junked Machinery

Scraps of wire, broken gears, and rusted metal odds and ends are heaped into a pile in the center of this room.

Buried in the scrap is a water-stained and mostly ruined song book. The only pages left visible are a diagram showing the notes that piano keys play (see *Player Handout #1*), and the opening riff of *Smoke on the Water* transcribed for piano. It is trivial to convert this to guitar tablature, should a player try to play it with the *metal axe*.

70. Crystal Spikes

The door to this room is made of black metal. Embedded in its surface is a sheet of dimly glowing purple crystal carved into the shape of a battle axe.

The crystal sheet is rock hard, and inseparable from the door.

This room is in the shape of an octahedron, with points in the center of the floor and ceiling (think an eight-sided die standing on a point). The walls of the octahedron are covered with translucent multifaceted crystal spikes. The spikes glow with a faint purple light.

The downward-point of the octahedron lies 40' below the level of the tunnels leading in and out of this room. The spikes are razor sharp and hard as steel, and anyone falling onto them will take 6d6 points of damage.

There is no obvious way across the room to the other side, and the sharp edges of the spikes will quickly chafe through any ropes coming in contact with them.

The door on the opposite side of the room is made of the same black metal with an identical purple-crystal-axe inlay.

71. Little Drummer Boys

Three drum automatons (AC 4, HD 3, hp 16, 12, 10, #AT 2 or drum, D 1d4/1d4 or special, MV (20'), Save F3, ML 12) stand guard in this room. When the party enters, they will announce "Who dares disturb the Tomb of Metal?" and attack. One automaton will drum while the others enter melee.

Inside the drum-body of one of the automatons is a scroll, upon which is written the tablature for *Run to the Hills*.

72. Organ Grinder

This room contains two large bronze organs, one against the east wall, and the other against the west wall. Above the eastern organ, the words "FIRE" and "SKY" are carved, and above the western organ are the words "SMOKE" and "WATER".

The double doors to the south are locked, with no visible keyhole. Each door has the image of a skull sitting atop a pair of crossed battleaxes carved into it.

If the riff from *Smoke on the Water* is played on both organs simultaneously, the doors will creak open. If it is only played on a single organ, a

grinding noise will be heard from the doors, but they will not open.

Should any other tune be played on either organ, an incredibly loud crash will be heard from above, and chunks of stone will fall from the ceiling. Everyone in the room will take 1d8 points of damage (save vs. petrification for half damage). After the third failed attempt to play, the room will collapse completely, and anyone inside at the time will take 5d8 points of damage.

Even in this future age, *Smoke on the Water* is well known to beginning musicians, and most any player will know how to play it correctly if they try. If the players have the songbook from room 69, they will definitely succeed.

73. Aging Axes

Hanging from the walls here are dozens of rotting electric guitars, in all shapes and sizes. The strings have all snapped, the necks are warped, and the bodies are cracked.

The double doors to the south are carved with flaming skeletons wailing away on demonic-looking electric guitars.

74. Tomb of Metal

The walls, floor, and ceiling of this magnificent chamber are carved in minute detail with metal themes – skulls, lightning, flames, and incongruently placed crucifixes abound. The vaulted stone ceiling is 40' high at its tallest point.

Six statues glower at the players from the sides of the room, each 16' tall, and each standing upon a 4' tall black marble pedestal. Midway up the east and west walls are large glass windows overlooking the central chamber. Finally, at the far south end of the chamber stands an even larger statue, 30' tall.

- a. This statue is of a skinny man with short hair, wearing a studded leather vest, studded leather wrist-guards, and a peaked officer's cap.
- b. The statue here is of a long-haired man with a moustache. He is missing two fingers on his left hand.
- c. This is a statue of a long-haired man who appears to be stuffing a bat into his mouth.

- d. This is a statue of a long-haired man wearing a jacket, shirt, tie, shorts, and schoolboy's cap.
- e. A statue of a man with long curly hair tied in a top-knot stands here. He has abstract flame-like decorations on his face, and an inhumanly long tongue. His clothing bears useless decorative spikes.
- f. The statue here depicts a man with long curly hair wearing a top hat, vest, and sunglasses.
- g. At 30', this statue is the tallest in the room by far. It depicts a long-haired man with a handlebar moustache bridging his impressive set of muttonchops. He also has several prominent warts or moles sculpted on his face.
- h. The east wall of this room is a glass window overlooking the main chamber. In front of the window is a steel console with four buttons, labeled "A", "F", "D Sharp", and "G".
- i. The west wall of this room is a glass window overlooking the main chamber. In front of the window is a steel console with four buttons, labeled "B", "D", "E Flat", and "G Flat".

There are two puzzles present in this room.

Should players begin naming the musicians the statues represent, a faint hot pink nimbus will surround the first player to identify one of the statues. As players name more of them, the nimbus will grow in brightness, surrounding all player who contribute a name. Once all seven are correctly named, a 10' tall apparition of a skeleton wearing armor with absurdly large spikes will appear, and proclaim "You are wooooorrrrrrrttttthhhhyyyy." Select one of the players who named a statue at random – lightning will begin to dance over the character as the apparition fades away, and he may increase one of his stats by one point (not to exceed 18).

The second puzzle operates the secret door. If the players press the "D Sharp" button in area "h" and the "E Flat" button in area "i" simultaneously, a distorted electric guitar will sound and the secret door will slide open. If they press only "D Sharp" or "E Flat" without the other, a loud "clunk" noise will be heard from the south wall of the main chamber, but there will be no other effect. If they press any other buttons, a hideous shrieking cacophony will

shake dust from the ceiling, and everyone in the room will take 1d4 point of damage to their eardrums. If a means of safely crossing over the purple crystals in room 70 has been left by the players, then a wandering monster check should be made as well.

The secret door is obvious from the south side, and may be slid open and shut using a bronze pull-bar.

75. Metal Axe

This chamber is decorated with frescos of the long-haired man with the handlebar moustache running into his sideburns. In the center of the room is a featureless stone sarcophagus.

Inside the sarcophagus is a skeleton. Resting on the skull is a gold-and-lapis lazuli death mask, worth 1,500 gp, sculpted to resemble the same bearded man on the frescos and the large statue in the Tomb of Metal. The *metal axe* lies across the skeleton's body, its hands resting on the weapon's six-stringed handle.

76. Forgotten Hall

This hall resembles the Dungeon Highway from the first level, but has not seen use in many hundreds of years. It is spotlessly clean, thanks to the efforts of the gelatinous cube detailed below.

a. This alcove appears to have a translucent red "field" across it. Beyond the field, a gleaming metallic skeleton floats in mid air, completely immobile. This is actually a red gelatinous cube (AC 8, HD 4, hp 13, #AT 1, D 2d4 + paralyze, MV (20'), Save F2, ML 12), discolored due to malnutrition. It has gone into a dormant state and will not attack unless disturbed in some way. Once awoken, however, it will relentlessly pursue its prey. The metallic skeleton is made of solid silver, and is worth 900 gp. It appears human, except for the tiny silver fangs in the jaw.

b. This alcove has roughly six dozen toothman skulls arranged on bronze shelves. The skulls are several hundred years old, and have yellowed with age. The secret door is opened by pushing one of the bronze shelves upwards.

c. The door in this alcove is made from ancient oak planks, and reinforced with bands of rusting iron. A yellowed, laminated piece of paper is tacked onto

the door, and reads “Warning: Anomaly Ahead: Lazarus Room. Authorized Personnel Only.”

d. A jeweled God’s Eye is firmly mounted to this wall. The metal frame has been damaged by vandals trying to pry it off the wall on its left side. The Eye is making a crackling noise, and sparks are visible along the edge of the frame. There are 17 aquamarines (worth 10 gp each) remaining on the frame, and three empty holes where jewels have presumably been pried away. If anyone tries removing the jewels, they will take 1 hp of electrical damage per gem while doing so.

e. The iron-reinforced oak door in this alcove looks like it has been broken and repaired several times over its history – the oak planks are of different ages, some varnished, some not, and scratches and gouges terminate at one board and continue on the one after.

77. Lazarus Chamber

This room has a raised oval dais at its western end, and rows of stone pews on the north and south ends. The dais has two stone columns running from floor to ceiling, carved with skull-headed angels. There is a niche in the west wall, four feet up from the floor of the dais, that has three metal pins protruding from its bottom.

If a blue crystal skull is placed within the niche, it will begin to glow. If there is a dead body laid between the two pillars on the dais, the body will be surrounded by a nimbus of blue light as it is brought back to life, fully healed, with no penalties. The skull will then shatter. If there is no body, the skull will continue glowing until it is either removed, or a body is placed on the dais. If multiple bodies are placed on the dais, only one will be returned to life.

Skulls of another color placed on the pins will cause sparks to fly from the skull’s surface, and the skull will vibrate noisily until it is removed.

If the stone pews are searched, a thousand-year-old scrap of paper will be found, reading “Feared and Hated Guznar, I greet you from the beyond. I have used the last of the resurrection skulls you left in the steel sphere downstairs. My minions have left a red skull in its stead. I remain your esteemed enemy, Unkorto”.

78. Crushing Floor

There are two crushed troglodyte skeletons in the middle of this room, at least a century old. The room appears to be otherwise featureless.

Appearances are deceiving, of course, and the room is trapped. The center 10’ diameter area of the room is actually a well-disguised pressure plate, and the slightest pressure will cause the trap to trigger.

First, a 1’ section of stone running along the edges of the wall will begin to rise. This will take a single round to complete. The inward-opening door to the south will either snap off its hinges if it was left open, or be impossible to open if it was closed prior to triggering the trap. Players may leap over the wall as it rises to escape the room, most likely into the tunnel to the east.

After the surrounding stone wall has risen to the top of the room, the rest of the floor will slam upwards with incredible force, causing 20d6 points of damage to anyone still inside.

The floor will remain pressed against the ceiling for an hour, after which the trap will reset.

79. Laser Attack

This room contains two black metallic posts, four inches in diameter, rising five feet from the ground, 10’ from the north and south ends of the room, respectively. The posts have numerous silvery dots facing the center of the room.

The posts emit infrared beams from their silvery dots. Should the beams be interrupted (by someone walking between the posts, for instance), the posts will fire high-intensity lasers at each other through the same silvery dots, hitting anything standing between them for 3d6 points of damage.

The infrared beams are clearly visible to dwarves and elves via their wide-spectrum vision.

The posts can be pulled out, leaving broken and snapped electrical cords protruding from holes in the floor (touching these will cause 1d8 points of damage). Without a power source of the proper voltage, however, the posts are fairly useless.

The secret door is obvious from inside this room, and may be yanked open by pulling on a bronze bar mounted on its surface.

80. Unlucky Traveler

This room has four metal bars mounted to the north wall, looking much like towel racks. Each may be lifted upwards – if all four are lifted simultaneously, the secret door will slide open. They are spaced far enough apart that four separate individuals will need to operate them simultaneously (barring any schemes such as tying 10' poles to them).

A cave scyphistoma (AC 9, HD 10, hp 18, #AT 3, D 1d3 plus paralysis, MV (0'), Save F0, ML 12) stands near the precipice at the end of the tunnel heading south from this room. Lying at the base of the scyphistoma is a rotting human corpse, wearing a tattered three-piece suit. A leather briefcase is clutched in one hand, and has opened slightly to reveal the glint of gold. If retrieved, the briefcase will be found to contain three gold bars, each worth 750 gp.

a. A similar arrangement of four metal bars along the southern wall of this corridor may be pressed upwards simultaneously to open the secret door from this side.

81. Fat Grundle

The iron-bound oak door to this room has three rotten heads attached to it, each spiked through the mouth: a troglodyte, a painted man, and a necromantic midget (which, in its state of decay, is easy to mistake for a child's head). The thick door is barred from the inside, and will take two turns to chop through.

Inside lives Fat Grundle (AC 6, HD 5, hp 18, #AT 1, D 1d10 (or 1d8 fire), MV (30'), Save F5, ML 8), a grotesquely oversized painted man, 9' tall and weighing five hundred pounds. His teeth rotted away long ago, and he has been fitted with steel replacements by Dr. Giggles.

Fat Grundle eschews clothes, preferring to fight naked – his ghost-white skin is as hard as boiled leather, and he sees no need for armor. He wears a pit viper (AC 6, HD 2, hp 5, #AT 1, D 1d4 + poison, MV (30'), Save F1, ML 7) around his neck, and will toss it at opponents before wading into

battle, swinging his great iron jug like a club (for 1d10 points of damage).

The rot-gut in Fat Grundle's jug is highly flammable, and he may (25% chance per round) decide to take a swig and spew out flaming liquid at a single opponent (on a successful hit, the victim will 1d8 points of damage the first round and 1d8 more the second round). He lights the booze by gnashing his metal teeth together to create sparks.

Fat Grundle is a mercenary, working for whoever will pay his price (100 gp per combat, or a barrel of booze). He has nailed heads representing the three factions of the level to his door as a gruesome display of his neutrality.

The gigantic clown spends much of his time drunk or hung-over. Consult the following table to determine Fat Grundle's disposition.



Fat Grundle shares a flaming beverage with an unlucky elf

Fat Grundle's Sobriety

Roll 1d8 on the table below to determine Fat Grundle's state of mind.

- | | |
|------|--|
| 1. | Passed out. No amount of noise will wake Fat Grundle for another 1d4 hours |
| 2-5. | Drunk off his gourd. Fat Grundle is at -2 to attacks, but players receive a -1 bonus to reaction rolls |
| 6-7. | Hungover. Players receive +1 penalty to reaction rolls |
| 8. | Inexplicably sober |

Should players approach with offers of booze, they will gain a -1 bonus to reaction rolls, in addition to any other modifiers listed above.

Fat Grundle keeps few belongings other than his snake and jug. There is a wooden tub filled with fermenting molds, stinking of unwashed feet – hidden under the thick layer of scum in the tub are his collected savings, 652 gp.

82. Lurkers in the Wall

Three stone lurkers (AC 2, HD 2, hp 11 each, #AT 1, D 1d8, MV (30'), Save F2, ML 8) are hiding in the walls of this room, waiting to ambush lone travelers.

83. Cryogenics Hall

The white argonium walls of this room are honeycombed with transparent cylindrical containers, each 8' tall and standing upright with a vertical seam down the middle. The cylinders are stacked four high, and there are a total of four hundred of them in this room. A protonium-metal rolling multi-level platform with steep circular stairs allows access to the upper cylinders.

Most of the cylinders are empty, except for some foam with a body-shaped depression. The cylinders may be pried open with moderate difficulty using a crowbar or dagger.

In the center of the room is a protonium-metal console, attached solidly to the floor with no visible bolt heads to detach it. The console has three knobs on it, each with settings numbered 0 through 9, and a pale white hemisphere, an inch in diameter.

The knobs are initially turned to 6-8-2, and the hemisphere is unlit.

The cylinders were used to cryogenically freeze human beings. Most of these have been raided for food centuries ago, when the freezing period expired, but a few are still occupied, both by their original occupants and by later dungeon inhabitants, imprisoned by their brethren on a lark.

Should the knobs be turned to a number corresponding to an occupied setting, the hemisphere will light up – green if ready to be opened, and yellow if the occupant still has more time to go before un-freezing. Pressing the hemisphere while it is green will cause the occupant of the cylinder to instantaneously de-thaw, and the cylinder to swing open, releasing its occupant. The freshly-unfrozen occupant is 50% likely to topple out of the cylinder to the floor of the room, if the rolling platform has not been positioned under the cylinder.

Pressing the hemispherical button while it is yellow will cause a warning buzzer to sound, but other than that there is no effect.

The cylinders, occupied and unoccupied, are unlabelled, but their number can be determined by counting from the 12 o'clock position of the room, clockwise, and then adding 100 for each floor upwards (so 0-0-0 through 0-9-9 are on the ground level, 1-0-0 through 1-9-9 on the level above, and so on).

If an occupied cylinder is pried open without being thawed properly, the occupant will remain ice-cold and frozen. Normal amounts of heat (being left out on pavement on a sunny day, for example) will not thaw the occupant out. Fires hot enough to cause damage will undo the freezing, while also cooking the victim.

Should somebody be placed in an unoccupied cylinder, and the cylinder closed, they will be flash-frozen for a period of 1,000 years. Until that time, the hemispherical button on the console will glow yellow.

The following table details the occupied cylinders:

Cryogenic Cylinders		
Position	Time Left	Occupant
0-0-9	974 years	Painted man, frozen while struggling to escape
0-7-6	Ready to thaw	Narshnagel, a toothman frozen as punishment centuries ago (AC 5, HD 5, hp 17, #AT 1, D 1d10, MV (40'), Save F5, ML 8)
0-9-8	37 years	Human male, with no skin.
1-3-4	382 years	Nude human female. One of the concubines of the November Gentlemen, she was optimistically frozen for future use
3-3-1	Sort-of-ready to thaw	Human skeleton – the freezing unit failed
3-4-5	Ready to thaw	Nude human male. This is Roy Nelson, from the 21 st century (3 hp). He has no idea where he is or how he got there – he only remembers getting really drunk the night before
3-9-0	Ready to thaw	Nude human male. If revived, he will die within 1d4 rounds, as a large hole has been drilled in his back so that 5 blue pearls (150 gp each) could be hidden in his lungs.

84. Come to See the Doctor

This room is empty, except for a sign on the north wall reading “The Office of Dr. Giggles,” with an arrow pointing east.

85. The Lurking Mistake

This room is full of mistake-dung and bone fragments. On the ceiling (20' above) is the Medical Mistake (AC 4, HD 4, hp 24, #AT 6, D restrain plus single 1d8 bite, MV (30'), Save F4, ML 8). The mistake lurks in this room when it isn't busy hunting down the recovering patients of Dr. Giggles' surgery.

The mistake has a 1,200 gp emerald-encrusted platinum hairpin in its gullet, causing it no end of intestinal distress.

86. Dr. Giggles' Boudoir

Dr. Giggles uses this secret room as his private sanctuary, hidden away from patients and staff alike.

This room contains a remarkably clean hospital bed, a steel dresser, and a steel writing desk. Propped in a corner of the room is a 5' tall rod of Asclepius, with a brightly-shining stainless steel serpent wound about it.

Lying motionless on top of the bed is a nude Painted Woman (2 hp), with a scar running across her forehead. She is alive, but her brain was accidentally removed in a botched tonsillectomy, and she will be completely non-responsive to the players.

The steel dresser and desk have been scrubbed free of rust with a wire brush. The dresser has four drawers, each containing neatly-folded surgical scrubs. Underneath the scrubs in the bottom drawer is a solid gold stethoscope, worth 150 gp.

The desk has a single drawer, trapped with a poison needle (save vs. poison or die). The needle is jabbing out from the underside of the pull handle on the drawer, out of sight unless the players carefully examine the drawer before opening it.

Inside the desk drawer is a pouch containing 50 gp, the key to the cabinet in room 65, a cleric scroll with the spells *phantom ally* and *plane shift*, and a 2' long rod of striking with 6 charges remaining.

The rod of Asclepius is a *staff of the serpent*, capable of sending its steel serpent into battle. Like all *staffs of the serpent*, it is only usable by clerics. The command word is “Hippocrates.”

If Dr. Giggles catches the party in his boudoir, he will be enraged past the point of violence, and will relentlessly hunt the party throughout the dungeon until either they or he is dead.

a. A crudely cast bronze sculpture of a staff with both a clown's head atop it and a snake wrapped around it is mounted to the wall here. Above it is a bronze plaque engraved with “To Heal and Protect”. Rotating the sculpture will cause the secret door to swing open.

87. Reception

A troglodyte in a white nurse's uniform (AC 5, HD 2, hp 5, #AT 3 (2 claws, 1 bite), D 1d4/1d4/1d4, MV (40'), Save F2, ML 9) sits behind a stainless steel desk. She will ignore the characters until they walk up to the desk, at which point she will ask if they have an appointment ("No problem if you don't, we take walk-ins"). She'll also ask about insurance ("We take Under-Miami Mutual Insurance") and co-pays ("20 gp. We'll worry about that after the doctor sees you.")

After checking the players in, the nurse will hum for a bit, and then poke her head into room 88 to call for Dr. Giggles.

If one or more of the players are severely injured (less than 25% of their hit points remaining) she will dispense with the routine and immediately summon the doctor.

There are a few chairs and a sofa arranged around a battered coffee table in the northwest corner of the room. On top of the table are several 3,700 year old magazines, which will break into fragments if roughly handled. Several hours of study will allow the players to converse intelligently about ancient celebrity gossip and sports teams.

88. Surgery of Dr. Giggles

The walls of this operating room are lined with shelves painted in gun-metal gray and filled with medical equipment and unlabeled vials and syringes. In the center of the room is a rolling cart holding more medical equipment and a surgical table with frayed bloody cushions, bolted to the floor.

One corner of the room has a functional sink with a threaded faucet, and a dried, cracked rubber hose is coiled underneath it. Another corner has a steel drum full of medical waste – rotting kidneys, lungs, intestines, arms, and so forth, along with the occasional used syringe. A dried trail of blood runs from the surgical table to a floor drain near the sink.

The rolling cart's medical equipment consists of seven rusting bone saws, three dull scalpels, over a dozen bloody, stinking sponges, and a fist-sized box with a stubby metal antenna sticking out of it and lots of blinking lights. This machine makes inexplicable beeping noises when held next to a living body. If stolen and sold, this device is worth

100 gp to the Scientists for its charming noise-making capabilities, but only half that to collectors (who prize their silence).

The shelves hold more rusty medical equipment – there are items resembling nut crackers, awls, an eyeball-sized ice cream scoop, a foot pump with a hose leading to a spinning set of razor blades, coping saws, and a sledgehammer. Mingled with these are a total of 130 vials of unlabeled medicine and 28 syringes full of clear fluid. If stolen and sold, the syringes and vials are worth 1 gp apiece to quack doctors.

Dr. Giggles (AC 8, HD 2, hp 15, #AT 1, D 1d4 or syringe, MV (40'), Save F2, ML 7), a painted man in a bloodstained white doctor's jacket, is usually found in this room vivisectioning a hapless dungeon inhabitant (equal chance for a necromantic midget, a painted man, or a troglodyte). If attacked, the doctor will stab with a scalpel for 1d4 points of damage (50% chance) or with one of the many syringes he keeps in his pocket (50% chance, see the *Medicinal Effects* table below for effects).

The doctor typically has three "orderlies" in bloodstained blue scrubs assisting him – two painted men (AC 8, HD 2, hp 9 each, #AT 1, D 1d8 (or 1d4 bite), MV (40'), Save F2, ML 9) and a troglodyte (AC 5, HD 2, hp 9, #AT 3 (2 claws, 1 bite), D 1d4/1d4/1d4, MV (40'), Save F2, ML 9). These creatures bear hideous scars from the operations that possibly saved their lives (or possibly were entirely unnecessary – the advancement of medical science must not be impeded by petty concerns for a patient's welfare).

Dr. Giggles learned everything he knows about medicine from years of watching hospital soap operas in the Learnatorium (room 44). His speech and mannerisms are those of a soap opera doctor – he is always serious, and grimly pronounces the inevitable death of his patients unless he acts immediately.

The doctor's surgeries have saved (or convincingly not-saved-despite-heroic-efforts) members of all three major factions of the second level, and he is correspondingly well-liked. Anyone who does harm to him will earn the factions' undying enmity should their violence be discovered.

An operation by Dr. Giggles will restore up to 50% of a character's maximum hit points, and cure poisoned characters. This always occurs – the doctor has a certain amount of natural talent. He also has a generous allowance of incompetence, so roll d100 on the following table to see if there are any side effects:

Results of the Operation	
1-25	The operation... was a success!
26-35	An organ-shaped chunk of gold is found in the patient's body! (worth 500 gp)
36-50	An absolutely-medically-necessary limb swap occurs. Roll on <i>Which Limb Got Replaced</i> table, below
51-65	A vital organ (kidneys, liver, etc) is inadvertently discarded during the operation. The patient loses 1d8 points of constitution until <i>heal</i> or <i>regenerate</i> is cast upon him
66-80	A grotesque infection becomes apparent over the next 24 hours. Death will occur within 72 hours unless <i>cure disease</i> is cast upon the patient
81-90	Heart attack, hemorrhaging, and death. An orderly assures Dr. Giggles that "you can't blame yourself"
91-100	The doctor and his orderlies descend into a cannibalistic frenzy. The patient's organs are ripped out and messily consumed. Practicing modern medicine can really work up an appetite

When a limb replacement occurs, roll 1d6 to determine the limb, and then roll 1d6 again to determine the species of the donor.

Which Limb Got Replaced		
	Limb	Species
1-2	Right Arm	Painted man
3-4	Left Arm	Troglodyte (if arm, does 1d4 points of damage in lieu of weapon)
5	Right Leg	Stinging jellyfish tentacle (if arm, does 1d6 points of damage in lieu of weapon)
6	Left Leg	Necromantic midget (limb is tiny and useless except on halflings)

Anyone injecting themselves with one of the many syringes or consuming a vial of medicine is taking

their lives into their own hands – roll on the following table to determine the effects.

Medicinal Effects	
1.	This medicine cures all what ails you – diseases are removed, poisons are neutralized, and all damage is cured
2.	Who thought it was a good idea to leave unlabeled cyanide on the shelf? Save vs. poison or die
3.	Must be the same guy who thought it was a good idea to fill syringes with bleach. Take 2d8 points of damage (save vs. poison for half damage)
4.	Miraculous inflationary compound causes character to expand like balloon for 1 hour. The straps burst on his armor and it falls to the floor. It requires 300 pounds of ballast to pull him down from the ceiling.
5.	It's the Slow Rot. Immediately, the character will feel ill – and then one limb per hour will rot off his body. On the fifth hour, his head will rot off (fatal in most circumstances)
6.	It's the Fast Rot. The character's flesh rots off immediately, turning black and sloughing entirely off within one round
7.	The character's sweat becomes oily and highly flammable. When in contact with direct flame, he must save vs. spells or explode, doing 4d6 points of damage to himself and everyone else within a 10' radius (who may in turn save vs. spells for half damage)
8.	This anesthetic causes the character to be knocked unconscious for 3d6 turns
9.	This stimulant has the same effects as a <i>haste</i> spell. Once the effects wear off in 3 turns, the character must save vs. poison or take 2d6 points of damage due to rhabdomyolysis
10.	This psychoactive drug causes "The Fear". Screaming and fleeing rapidly commence, lasting 1d4 turns
11.	These hyper-potent anabolic steroids cause the subject to gain 1d4 points of strength (to a maximum of 18) and become incredibly violent (once combat starts, the character will not stop until everyone, friend or foe, is dead). The effects last 24 hours
12.	It's just a placebo. Even clown doctors know the value of controlled studies



89. Hall of Medical Miracles

This room is lined with sixteen 4' tall cylindrical glass tanks. Many of the tanks are filled to the top with a preservative solution, with preserved bodies and/or parts floating inside.

Against the west wall is a 10' tall stainless steel tank, also cylindrical, with a spigot and rubber hose at the bottom. The tank is half-full of preservative fluid, should the characters check by tapping the outside of the tank.

Dr. Giggles uses the glass tanks to proudly display the results of his most successful surgeries. If, after operating, he finds that he has done a superlative job, he will chop the patient down to size in such a way to best display his masterpiece, and place the remains in the tank.

If a tank is drained or broken open, and the preserved body is whole, it will return to life within 1d4 rounds. The "rescued" individual will have no memories of being placed in the tank.

Trophy Cylinder Contents

Cylinder	Occupant
1.	Empty
2.	Troglodyte head, with plush collagen-injected lips
3.	Empty
4.	Necromantic midget, with carefully sutured wounds visible (AC 7, HD 2, hp 6, #AT 1, D 1d4, MV (30'), Save MU2, ML 8)
5.	Painted man, minus head and legs, plus an extra pair of arms
6.	Empty
7.	Painted man, with extra heads sewn where legs and arms should be
8.	Empty
9.	Empty
10.	Chock full of ears
11.	Painted man curled up in the fetal position, with a velociraptor head stitched on his shoulders next to original head (AC 8, HD 3, hp 19, #AT 1, D 2d4, MV (40'), Save F2, ML 9). The velociraptor head will snap angrily at the painted man head until it

	is bitten off entirely (takes 2 rounds), and then the monster will go after the players
12.	Empty
13.	Three morlock heads, each with a left morlock arm sewn to the neck
14.	A 3' wide torus of heavily-muscled human abdomen
15.	Empty
16.	A humanoid figure made entirely of sewn-together rats (while it will "live" if the tank fluid is drained, it will simply squirm about uselessly)

90. Post-Op

This room is full of rusty steel gurneys with rotting blood-stained mattresses. Several of the gurneys have small pools of slime on them. If the players look up, they will see a trail of slime on the ceiling, heading south (and then west towards room 85 and the Medical Mistake).

After successful surgeries, Dr. Giggles will have his orderlies escort the patient to this room and leave him here. The Mistake will make its visit within 1d4 turns, should the patient linger.

91. Clown Gate

A bronze portcullis blocks the corridor here. On the south side of the portcullis two painted men (AC 8, HD 2, hp 9 each, #AT 1, D 1d8 (or 1d4 bite), MV (40'), Save F2, ML 9) stand guard, armed with pikes they use to poke between the bars. In close combat they will use their teeth.

Also on the south side, 10' from the portcullis, is a bronze winch, with a thick bronze chain partially wrapped around it. The chain runs from the winch up into a small hole in the ceiling. Turning the winch will raise or lower the portcullis. The winch has a locking mechanism that may be used to hold it in place once the portcullis has been raised.

The portcullis is very heavy (1000 lbs), and will require a combined strength of 60 to lift it without the use of the winch.

92. North Entrance

The north wall (and the entrance to room 93) is covered by a large hanging tapestry. The tapestry is very old and faded, with a few holes chewed in it, and depicts happy children frolicking on a carousel, playing carnival games, and eating cotton candy.

93. Food for Flies

Four giant carnivorous flies (AC 6, HD 2, hp 9 each, #AT 1, D 1d8, MV (30', fly 60'), Save F1, ML 8) are feeding on the corpses of a pair of necromantic midgits. One of the midgits has a pouch holding 25 pp.

94. Eyes Above

This room is choked with the dusty, withered corpses of painted men and troglodytes (27 corpses total). The dried corpses and their rusting and rotting equipment appear to have been partially dissolved, and all are missing their eyes. An eye jelly (AC 8, HD 5, hp 28, #AT 1, D 1d10 + acid, MV (10'), Save F4, ML 12) is clinging to the ceiling, and will drop on the first character to enter the room, surprising on a result of 1-4 on a d6.

Thoroughly searching the bodies will reveal 612 gp in loose coins.

95. Last Words

A well-preserved mahogany cabinet stands in the middle of this room, with rows of drawers arranged along the longer sides of the cabinet. Opening a drawer will reveal that it has a dozen depressions, in which rest small (2" diameter) black glass spheres. There are 16 drawers (eight per side), holding a total of 192 spheres.

Each sphere contains the death scream of someone (or something) who has died in the dungeon. The scream may be heard (loudly) by breaking a glass sphere. Any screams released in this room will attract the attention of the eye jelly in room 94, if the players have not yet killed or driven it off.

When initially found, the cabinet will be full of spheres holding ancient death cries – but should some be removed, new ones will appear as more deaths occur. Many of these new screams will likely be familiar to the players.

The cabinet is larger than the door to the room, and may not be removed intact. If the cabinet is damaged, new glass spheres will no longer appear.

Some sample screams follow:

Death Screams

1. Choking, gurgling sound
 2. "My eyes! My eyes!"
 3. Hissing noise
 4. Grunt
 5. Minutes-long scream of agony
 6. Baby's wail
 7. "You'll never take me –" followed by a screech of pain
 8. Agonized roar
 9. "Yes, my dark lord, finish me!" followed by ecstatic sigh
 10. Piteous animal whine
 11. Repeated gasping noise
 12. Sound like a wet sponge slapped against something
-

96. Lightning in a Bottle

In the center of this room is a lattice frame constructed of thin silver rods, running from floor to ceiling, and supporting a glass jar in the middle. Five of the silver rods terminate inside the bottle itself, while others wind around it.

The jar holds an electrical charge, and will shock anyone touching the frame for 3d6 points of damage. Small amounts of insulation (such as leather gloves, or a leather-wrapped metal pole) will reduce this to 1d6 points of damage. Thicker insulation (more than half an inch thick) will allow the rods and jar to be safely handled.

As long as the jar remains intact, it will continue to shock those who touch it or any metal that contacts it. Breaking the jar will fully discharge it, causing 6d6 points of electrical damage to everyone within 15' feet (save vs. spells for half damage). If properly insulated, the jar could be removed and used as a weapon this way.

The silver rods are worth 500 gp if recovered and sold.

97. Hall of the Underlords

This hall stands 40' tall, with a byzantine vaulted ceiling carved into abstract spirals and triangles. The walls are decorated with bas reliefs, depicting ambitious underlords of the Anomalous Subsurface Environment who sought to rule the subterranean realm.

Each bas relief occupies a 20' by 20' area on the walls, and is bordered by raised black stone, carved

in a spiral and veined with a translucent blue mineral.

a. This section of the wall bears the same border the other bas reliefs do, but is empty, except for these words carved at the bottom: "The Last Underlord, Whose Rule Is Yet To Come."

b. This bas relief depicts a goblin in armor, attended by robed, man-sized goblinoids with swollen heads. These words are carved beneath: "Uligub, Lord of the Labyrinth. His mind lives still."

c. The mural here shows three robed and bearded men of advanced age. The first man holds a loaf of bread, the second has a belt around his waist from which dangle severed hands, and the third is cutting through his robe and abdomen to reveal his bowels. The image is titled: "The November Gentlemen. Living or dead, all kneeled before them. Devoured by darkness, they shall not return."

d. Carved onto this section of the wall is a spider in a vast webbed hall. It is titled: "Morguilos, Spinner of Lies. Fire burned lie and spider alike."

e. The section of the southern wall pointing inwards is carved with skulls. Below the skulls are carved the words "The Treasures of the Underlords."

f. This bas relief shows a man-shaped figure made of spikes and blades, surrounded by corpses. The words carved below it read: "The Blade of Kharg. He slew all who fought with sword, but was laid low by the song of Lem."

If the bas relief of the November Gentlemen is inspected carefully, the players will find that the carved bowels of the third gentleman may be depressed. Doing so will cause the eye sockets of the skulls carved into the southern wall to open. If the skulls in the Disco Vault (room 27) are still within, alternating green and blue lights will shine from the sockets, resulting in bright circles of color on the northern wall. Players may peer through the sockets to see within room 27. The sockets will remain open for as long as the bowel-carving is depressed.

98. Corpse Curtains

Horrible tapestries made from flayed skins (with teeth, eyes, and tongues still attached) hang across the northwest, northeast, and southeast exits of this

room. These are corpse curtains (AC 9, HD 5, hp 25 each, #AT 6, D 1d4 each, MV (0'), Save F1, ML 12) and will attack anyone who comes within range, unless accompanied by a necromantic midget.

If approached from behind, the curtains appear to be made from rotting skin – the faces, arms, and legs are not visible from the back.

99. Worthless Remains

The remains of the necromantic midgets' experiments are laid to rest here. In the center of this room is a 10' tall pile of bones, skulls, and rotting meat. The bones are mostly human, with a few goblin and troglodyte remains for variety.

100. Zombie Guards

Eight blade zombies (AC 7, HD 2, hp 9 each, #AT 2 (hand blade, head butt at -4), D 1d8/1d4, MV (40'), Save F2, ML 12) stand guard here. The zombies are under instructions to kill any intruders who come from the cavern – they will not attempt to stop anyone who enters via the southwest door. While the zombies will not follow retreating assailants into the cavern, they will not hesitate to pursue intruders through the southwest door, deeper into the dungeon.

The room is empty and featureless, with the exception of several prominent bloodstains on the walls and floor.

101. Ghoulish Tapestry

The tapestry hanging over the eastern entrance to this room illustrates a gruesome scene of animated, rotting corpses feeding on terrified, still-living naked humans. It is an accurate depiction of the residents of this room: four ghouls (AC 6, HD 2, hp 9 each, #AT 3, D 1d3/1d3/1d3 plus paralyze, MV (30'), Save F2, ML 9) who wait by the tapestry, seeking to ambush anyone who walks by. They will surprise on a roll of 1-3 on d6 if nobody thinks to check behind the tapestry as they pass. They may also be surprised on a roll of 1-3 on d6 by a party entering quietly through the western door, as their attention is focused on the eastern corridor.

There is a tall pile of well-chewed painted man and troglodyte bones in the center of the room. Mixed in with the remains are 648 gp.

The tapestry is illustrated with the same scene on both sides.

102. Middens

Gnawed bones are scattered around this room.

103. Bear Traps

The floor to this room is divided into hexagonal stone tiles. The one-inch-wide gaps between these tiles hold hexagonally shaped bear traps, and any pressure on a tile will cause its trap to snap shut, causing 1d2 points of damage and holding its victim tight until a successful "force doors" roll is made. A triggered trap will reset once pressure is removed (hard to do without forcing it open first, as the jaws will hold a foot firmly in place).

The tapestry depicts seven necromantic midgets standing in a circle around a blade-pieced corpse, performing some kind of ritual.

a. This side chamber is nearly empty – the only thing in here is a skeletal foot with a severed tibia and fibula, covered with dust.

104. Zombie Crossing

The floor of this chamber is worn from heavy foot traffic. Each round the players spend in this chamber, there is a 10% cumulative chance that 1d6 blade zombies (AC 7, HD 2, hp 9 each, #AT 2 (hand blade, head butt at -4), D 1d8/1d4, MV (40'), Save F2, ML 12) accompanied by a necromantic midget (AC 7, HD 2, hp 7 each, #AT 1, D 1d4, MV (30'), Save MU2, ML 8) will come marching through on some errand.

105. Insect Nightmare

A carcass scavenger (AC 7, HD 3+1, hp 19, #AT 8, D paralysis, MV (40'), Save F2, ML 9) hides in this room, waiting to ambush a lone blade zombie. Fresh meat will do in a pinch, of course.

106. Eggs

A bloated, twitching corpse rests in the middle of this room, with blades shoved through its skull and hands, and six inch long squirming maggots visible through holes in its flesh. This blade zombie fell victim to the carcass scavenger in area 105, and the eggs laid in the corpse have since hatched. The immature scavengers are too small to pose a threat to adventurers.

107. Workroom

Two necromantic midgets (AC 7, HD 2, hp 7 each, #AT 1, D 1d4, MV (30')), Save MU2, ML 8) and four blade zombie guards (AC 7, HD 2, hp 9 each, #AT 2 (hand blade, head butt at -4), D 1d8/1d4, MV (40')), Save F2, ML 12) are in this workroom. The necromantic midgets are standing around a (very) low table holding a painted man corpse, impaling it with ceremonial jeweled gold blades. The blade zombies stand by the door, guarding against unwanted intrusion.

The workroom has several low shelves (only reaching waist high) holding many jars of dusts, salts, and reeking fluids. The fluids are suitable for embalming, and poisonous if consumed.

The four gold blades in the midgets' possession are crusted with tiny garnets and worth 300 gp each. They may be used in combat as daggers, although they blunt easily and only do 1d2 points of damage (when used for the midgets' voodoo-stab, they will cause a full 1d4 points of damage).

108. Compressors

Transparent flexible tubes carrying a glowing blue fluid run from stainless steel ports in the wall to a series of four segmented barrels, vaguely resembling pineapples. They have hinged lids, and are halfway full of the glowing blue fluid.

If the tubes are damaged or disconnected, blue goo will spill into the room for 1d4 rounds, after which the supply of blue fluid will run dry.

If the blue fluid is ingested, consult the following table:

Effects of the Blue Fluid	
Roll 1d6 to determine effect	
1-3.	Save vs. poison or die
4.	Blade zombies mistake player for one of their masters, and refuse to attack him
5.	Player becomes zombie, but retains intelligence. Clerics may turn him, and he begins rotting
6.	Player gains voodoo-stab ability

Should a body (alive or dead) be placed in a barrel, and the lid secured, the interior of the barrel will compress the body violently, producing a live necromantic midget (although without robes, rag

doll, or dagger). The necromantic midget will have all the knowledge and maliciousness of its brethren.

Small bodies (such as halflings or grunkies) placed in the barrel will create pitifully small necromantic midgets, only a few inches high. These necromantic inch-men have only 1 hp, and have the relative intelligence of a hamster (although still evil, and prone to fits of biting and flinging poo).

109. Soon-to-be-Hidden Treasure

A necromantic midget (AC 7, HD 2, hp 7 each, #AT 1, D 1d4, MV (30')), Save MU2, ML 8) is overseeing a trio of blade zombies (AC 7, HD 2, hp 9 each, #AT 2 (hand blade, head butt at -4), D 1d8/1d4, MV (40')), Save F2, ML 12), who are lowering a chest on a rope down to area 10 of level 3.

The zombies will continue lowering the chest until ordered to attack by the necromantic midget. Should he be slain before he can give the order, they will continue to lower the chest until it hits bottom, and then simply stand in place, completely motionless. If he does give the order to attack, the zombies will immediately release the rope, sending the chest plummeting down to the third level, destroying the potions within. The end of the rope will follow the chest down the next round unless a quick-thinking player grabs it.

The chest is locked (the necromantic midget has the key on a string around his neck), and contains 600 gp, a *potion of extra-healing*, and a *potion of levitation*.

110. Deviant's Lounge

The southern wall of this room has shackles hanging from chains on the wall, with a rusting iron maiden (its door open) standing next to them.

Along the northern wall are a rotted sofa, coffee table, and a large cabinet with peeling green paint. Stenciled on the doors of the cabinet are the words "Enter For New Pleasures". The cabinet stands seven feet tall, and is big enough to hold a man. Should someone step inside and close the doors, they will find their gender switched. Stepping inside a second time to try to undo the effect will result in the subject being entirely unsexed. Subsequent visits to the cabinet by an unsexed individual will cause no change to their condition.

111. Parlor

A pair of sofas made from bones and tanned morlock skins are arranged around a ratty Oriental carpet. The carpet is threadbare and valueless.

112. Salute

An oversized (8' tall) statue of a nastily grinning necromantic midget, extending his middle finger, stands at the north end of this room. A 3' square section of the floor in front of the statue is a pressure plate, and stepping on it will cause a block to fall from the ceiling. Whoever is beneath the block must save vs. paralyzation or take 1d12 points of damage.

113. Guest Room

This room is a fully furnished bedroom. It contains a king-sized bed, a pair of nightstands, a full-length mirror, a wardrobe, and a chest at the foot of the bed. Brown-furred hides are scattered about the floor as makeshift rugs.

The nightstands and wardrobe are empty, and the chest contains only spare bedding. The furniture is all simply made from rough-cut oak, and has no particular value.

114. Golden Pendulum

In the center of this room is a 3' square wooden platform, six inches high, supported by a series of dowels. The wood is incredibly old and fragile, and it will break easily if disturbed. Carved into the top of the platform are the words "Warning: Pressure plate beneath. Do not disturb."

There is indeed a pressure plate beneath the platform, easily spotted now that players know to look for it. Moving the platform will cause its dowel legs to start snapping – players will need to take care to prevent it from triggering the trap.

Any pressure on the plate will cause a blade at the end of a long bronze chain to swing down from the ceiling, causing 3d6 points of damage (save vs. paralyzation for half damage) to anyone standing in its path (running from southeast to northwest through the center of the room). The blade has a second chain connected to it, running from the southeast end of the slot, that will immediately start pulling the chain and blade back into the slot after the trap has swung once.

The blade is cast from solid gold, and is worth 400 gp. Close inspection will reveal the blade's edge is a thin length of razor-sharp carbide steel embedded into the gold body.

The slot that the chain and pendulum rest in (and just a tiny glint of gold) can be seen should players think to examine the ceiling, 10' above.

115. Preying Upon the Dead

Four giant geckos (AC 5, HD 3+1, hp 15 each, #AT 1, D 1d8, MV (40'), Save F2, ML 7) are squabbling over the remains of a blade zombie.

116. Hookahs of Heroes

The floor of this room is covered with a thick red carpet (worth 50 gp) and gold-dyed pillows (two dozen of these, worth 1 gp each). In the center of the room are three large hookahs, carved from the stone of the floor. The first hookah has a yellow metal pipe attached, the second blue, and the third pink.

The two tapestries depict scenes of humans in togas reclining on pillows, being fed grapes by scantily clad servants while they smoke from a variety of hookahs and pipes. These particular tapestries are illustrated on both sides, but somewhat moth-eaten. They are worth 25 gp apiece to a buyer seeking a bargain in wall-coverings.

Under one of the pillows is a small coffer filled with tobacco. Smoking this tobacco (or any other variety of tobacco or herb) using one of the hookahs will cause the following effects:

Yellow: The character has a vision of himself sitting in the lotus position, repeating the "OM" mantra, while floating several feet off the ground. For the next twenty-four hours, while the character is in that position and ceaselessly repeating "OM", they will be able to *levitate* as per the spell. Should the character move out of the lotus position or stop chanting "OM", the levitation effect will immediately cease until the lotus position and mantra are resumed.

Blue: The character has a vision of a muscle-bound hero wearing nothing but a loincloth slaughtering his enemies. For the next twenty-four hours, the character will have a +3 bonus to hit and damage, as long as he wears nothing more than a loincloth.

Pink: The character has visions of himself surrounded by untold riches. For the next twenty-four hours, he is able to sense the direction of the largest treasure hoard within 100' feet.

A character may only smoke from any hookah once per week. Attempting to smoke from the same or a different hookah within a week will only cause a brief but violent coughing fit.

117. Lair of the Necromantic Midgets

At the north end of the room is a dais, raised a few inches off the floor, on which sits a child-sized gilded throne. Luxurious shag carpeting covers the room, and large pillows (serving as mattress for the diminutive necromancers) are scattered across the floor. Along the west wall are seven iron-bound oak chests.

Seated on the throne is Yeximantin, King of the Corpsemongers (AC 7, HD 3, hp 18, #AT 1, D 1d6, MV (30'), Save MU3, ML 8). At 3'6", he towers over his fellow necromantic midgets. His voodoo-stab is particularly effective and will do 1d6 points of damage. He carries the keys to chests #2 and #4, and a *potion of healing*.

Yeximantin is being waited upon by five necromantic midgets (AC 7, HD 2, hp 7 each, #AT 1, D 1d4, MV (30'), Save MU2, ML 8) of normal stature, four blade zombies (AC 7, HD 2, hp 9 each, #AT 2 (hand blade, head butt at -4), D 1d8/1d4, MV (40'), Save F2, ML 12), and a ghoul (AC 6, HD 2, hp 9, #AT 3, D 1d3/1d3 plus paralyze, MV (30'), Save F2, ML 9).

Also here is Nimirlan (AC 4, HD 4, hp 13, #AT 1, D 1d10, MV (40'), Save T4, ML 8), a hinge-headed ambassador of the Basalt Ziggurat on the fourth level, along with his two Neanderthal slaves (AC 8, HD 2, hp 9, 3, #AT 1, D 2d4, MV (30'), Save F2, ML 7). Nimirlan will try to avoid combat if at all possible, shouting loudly about his "diplomatic immunity". He carries a pouch with 50 gp and an *ultrasonic trapfinder* (12 charges remaining) under his robes.

Determined looters will be able to get 500 gp for the rug (although transporting it will be difficult given its size), and the 20 pillows are worth 1 gp each. The gilded throne is worth 1,000 gp.

The contents of the chests are:

Chest 1: One dozen clay jars of salt are stored in here.

Chest 2: This chest is locked (Yeximantin carries the key). It contains the *helm of the skull*, and a bolt of fine red silk worth 150 gp.

Chest 3: In this chest are two dozen crude rag dolls and seventeen daggers.

Chest 4: This chest is locked (Yeximantin carries the key). It contains a small sack holding 500 gp, a pouch with three well-cut chrysoberyl gems (200 gp each), and a green crystal skull. The skull may be used in the various item enchantment niches through the dungeon (such as room 9 of level 1).

Chest 5: This chest is filled with old rags, on top of which sits a sealed jar of pink ointment (smelling of raspberries, if the jar is opened). It has a label reading "Rub thoroughly on corpse. Must be dead for less than one week." Should the players thoroughly rub a corpse with the ointment, it will immediately animate as a hostile and hungry ghoul (AC 6, HD 2, hp 9, #AT 3, D 1d3/1d3/1d3 plus paralyze, MV (30'), Save F2, ML 9). There is enough ointment to cover two human-sized corpses.

Chest 6: The dried remains of four cobras are coiled in the bottom of this chest.

Chest 7: A human-sized gold lamé suit with incredibly wide lapels has been carefully folded and stored in this chest. It is worth 150 gp.

118. Molten Treasure

In the center of this room is a large brassy metal bowl on a tripod, shaped like a perfect hemisphere and filled with red-hot slag. Suspended from the ceiling above the bowl by three chains is a corresponding brassy metal lid, just barely resting atop the bowl below. The bowl and slag radiate immense heat, and touching either will cause 1d4 points of damage. Should the slag be dumped on an opponent somehow, it will cause 2d8 points of damage.

Buried in the slag are three fist-sized carnelian spheres. These semi-precious stones are worth 250 gp each.

If the bowl is removed from the tripod, it will eventually cool down, and the slag will solidify. The tripod is mounted firmly to the floor, but with enough effort it may be torn out, leaving the shredded remains of a fibrous plastic cable protruding from a hole where one of the tripod's legs was mounted.

119. Records Dept.

The walls of this room are lined with rusty filing cabinets. The papers within have all rotted to mush, with the exception of a sealed plastic filing box tucked inside the bottom of the one of the cabinets.

Inside the sealed box is a binder with a single three-hole-punched piece of paper inside. Written on it is the following:

DYNMAT RESEARCH DEPT.
ANNUAL PROGRESS REPORT
ABSTRACT

1. ACCELERATED EVOLUTION OF FRUIT FLIES WITHIN SUBTERRANEAN ENVIRONMENT
2. CORRELATION BETWEEN UNIDENTIFIED RED HUMANOID (URH) SIGHTINGS AND SPONTANEOUS TRAP FORMATION
3. STABILITY OF ANTI-PROTONS IN RIGID BARYON MESHES
4. DETECTION AND ISOLATION OF NATURALLY OCCURRING SUBTERRANEAN ANOMALIES
5. SPECTROGRAPHIC ANALYSIS OF CRYSTAL SKULLS
6. ARGENTO-OSSIFICATION PROCESSES
7. EMPIRICAL ANALYSIS OF LAZARUS CHAMBER AND POST-RESURRECTION TEST SUBJECTS

120. Water Treatment Facility

The former water treatment facility for DynMat's residential facilities is located in this room. Two great water tanks, each labeled with the word "DYNMAT", stand in the lower section of this room. 10' above the floor, a wide stainless steel catwalk runs around the perimeter of the room, and a metal stairway runs from the western section of the catwalk down to the floor. The door to the west is at the level of the catwalk.

In the center of the ceiling, 50' above, a wide shaft eventually leads up to the well at the western end of area 24 on level 1.

The inhabitants of the first level have been shoveling their filth down that well for centuries – and the filth is currently 5' deep, hiding the low floor-level holes that lead into the water tanks, and this room's inhabitant, the Sewage Prophet – an advanced otyugh (AC 0, HD 9, hp 38, #AT 3, D 2d6/2d6/2d4 plus disease, MV (20'), Save F9, ML 9).

The Sewage Prophet is a jovial creature, having all the ordure it could possibly eat. It will telepathically greet visitors from below the surface of the sewage, and ask what knowledge of the past, present, or future the party seeks.

Once a question is asked, the Prophet will demand its payment – a contribution of sewage to its cesspool. The size of the contribution depends on the question. It will know the answer 35% of the time, and answer vaguely but correctly. The other 65% of the time, it will make something convincing up.

If asked for assistance, the Sewage Prophet will give the players a scroll upon which the spell *sewer servant* is written. It will not willingly leave the sewage pool or fight on behalf of the players.

Each player is allowed one question. The Sewage Prophet is aware of the lowly status of henchman, and will haughtily refuse to answer their questions – only player characters are afforded this boon.

There are 2' high holes corroded into the bottoms of each of the two water tanks – these holes are hidden from casual observation by the sewage that has flooded the room. At the bottom of the northern tank are the valuables the otyugh has confiscated from insufficiently deferential visitors – a sealed bone tube containing the spell *sewer servant*, a *symbol of authority*, a fist-sized red garnet worth 1,500 gp, and an ivory statuette of a robot whale worth 500 gp.

121. Southern Grotto

This cavern stretches over 200' across, and is 100' tall from floor to ceiling. The floor of the cavern is a level field of spongy earth, from which grows a forest of 10' tall yellow cave ferns. Under the ferns,

the top-soil is carpeted with a thin white grass-like fungus. The stone floor of the cavern itself lies a foot underneath the cave-soil.

The cavern is lit by glowing red bioluminescent microorganisms. The ceiling of the cavern is coated with the stuff, and occasionally large patches drift away from the ceiling in clouds, to be eaten by the glittering cave corals along the floors, walls, and ceiling. There are also faintly glowing plants and fungi in shades of green, violet, and yellow, visible to those traveling along the cave floor.

Visibility is limited to 30' or so when walking across the cavern floor, due to the wide variety of plant-like life. Yellow cave-ferns grow 10' high, and obscure the cave anemones, corals, and giant mushrooms that thrive among them.

The following table lists common vegetation and fungi to be found in the grotto:

Cave Vegetation and Fungi
Yellow cave-ferns, 10' tall
Giant mushrooms, 5' – 8' tall, in various shades of orange, yellow, and red
Thorn bush with spiral trunk and faintly glowing violet and green leaves
Luminescent yellow congeries of fungus-bubbles, piled 4' high
Blue fungus-vines, encircling the withered husks of giant mushrooms
White grass-like fungal ground cover
Waist-high gray mushrooms with rippling red fronds sprouting from their caps
Closely-packed slime-covered blue stalks, 7' tall
Thorny red plant with putrid-smelling basketball-sized fruits
Birdbath-shaped purple plant full of transparent sticky goo
Dark green puff-ball with a spongy yellow interior, 4' high
Striated vegetable spike with blue and yellow stripes



While within the grotto (and within the caverns at areas 22 and 123), use the following table to determine wandering monsters:

Wandering Monsters – Caverns	
Roll 1d6 every turn, and on a result of 1, roll 2d6 to determine the wandering monsters encountered.	
2.	1d6 fangopedes (AC 7, HD 2, hp 9 each, #AT 1, D 1d6 + poison, attachment, MV (30'), Save F2, ML 7)
3.	Red biomass (AC 9, HD 2, hp 9, # AT 1, D illumination, MV (0', fly 20'), Save F1, ML 12)
4.	1d6 void bats (AC 4, HD 1+1, hp 6 each, #AT 1, D 1d6 + non-healing wound, MV (3', fly 50'), Save F3, ML 9)
5.	Those aren't plants - subterranean coral polyps suddenly withdraw into their tubes
6.	2d6 subterranean locusts (AC 4, HD 2, hp 7 each, #AT 1, D 1d2 (bite)/1d4(slam)/(spit), MV (20', fly 60'), Save F2, ML 5)
7.	1d12 aerial jellyfish (AC 4, HD 1, hp 4 each, # AT 1, D 1d3 + paralyze, Save F1, ML 12)
8.	1d6 giant pill bugs (AC 0, HD 3, hp 14 each, #AT 1, D 1d6, MV (30'), Save F3, ML 8)
9.	1d6 troglodytes (AC 5, HD 2, hp 9 each, #AT 3 (2 claws, 1 bite), D 1d4/1d4/1d4, MV (40'), Save F2, ML 9)
10.	1d8 morlocks (AC 8, HD 1, hp 5 each, #AT 1, D 1d6, MV (40'), Save F1, ML 9)
11.	1d6 dungeon snails (AC 3, HD 4, hp 20 each, #AT 1, D 1d8, MV (3'), Save F2, ML 5)
12.	The Man from Below (see area 122f)

a. The pill bug herd has made a large nesting area here. Several shallow craters have been dug into the ground, and are filled with infant pill bugs. The herd consists of 18 adult pill bugs (AC 0, HD 3, hp 14 each, #AT 1, D 1d6, MV (30'), Save F3, ML 8), 30 non-combatant juveniles (AC 3, hp 4 each), and innumerable infants (each the size of a clenched fist).

b. Covered with crawling blue fungus-vines is an ancient marble temple. The windowless building has a single entrance on its southern wall. Within, the roof is supported by two rows of Doric columns. This is the Temple of Sorrow, and is the home of an invisible ethereal horror, the Eater of Woe (AC 9, HD 7, hp 43, #AT 1, D 1, MV (0'), Save F0, ML 12).

Those who enter and are suitably sorrowful (a companion PC or henchman has died in the last 3 days) will see an apparition of the deceased. This apparition is a product of the Eater of Woe's feeding upon their sorrow. Their hearts will lighten as their grief is digested, granting a +1 on all "to hit" rolls and saving throws for the next 24 hours. Those affected will definitely note that their joy is unnatural in origin. After a few minutes, the apparition will begin to decay and crumble in upon itself. The agony upon the apparition's face as it corrodes does nothing to reduce the supernatural joy of its former friends and colleagues.

If no one in the party is sorrowful, the Eater of Woe will manifest itself as a telepathic command to "GO FORTH AND BRING ME YOUR SORROW!" The famished Eater's urgent order causes nose bleeds, quivering, and 1 hp of damage per round to those within the Temple, until either they depart or someone dies, causing a fresh source of sorrow. Such a victim must, of course, be actually missed by the survivors.

c. The large pit in the floor here extends down 20', where it fades into a formless gray void. This interdimensional oddity is a hole between realities. Players who explore this pit (presumably by lowering themselves on ropes, although magical means such as *fly* spells will work as well) will find that it is bottomless, and that once below the 20' mark the void extends in all directions – the pit is visible above as a strange opening in an otherwise flat gray void. Consult the following table for encounters while suspended in the void:

Wandering Monsters – Gray Void	
Roll 1d4 every round, and on a result of 1, roll 1d6 to determine the encounter. A full turn (10 rounds) must pass before another encounter may occur	
1.	1d6 void bats (AC 4, HD 1+1, hp 6 each, #AT 1, D 1d6 + non-healing wound, MV (3', fly 50'), Save F3, ML 9)
2.	A skeleton slowly drifts upwards at an angle, passing 10' from the player(s) at its closest. The skeleton still clutches a sword with a charred hilt and a blade of flowing yellow pus in its clawed hand, that coalesces to a sharp cutting edge when pressure is applied (treat as a <i>long sword</i> +1). The skull has small horns and barbed fangs.
3.	A closed window drifts by. On the other side, the window opens onto a nondescript room

with a man banging frantically on the window, soundlessly screaming for help. The window comes within a few inches of the player(s), but cannot be opened by any means. The window cannot be slowed or stopped by the players – anyone gripping too hard will be carried off into the void with it.

4. Void worm (AC 6, HD 3, hp 13, #AT 1, D 1d8 + dissolve, MV (10', fly 40'), Save F3, ML 7)
5. Bloodstain phantom (AC 5, HD 3, hp 14, #AT 1, D 1d6 + absorb blood, MV (40', fly 40'), Save F3, ML 9)
6. Deep groaning and cracking sound from somewhere far below. Several seconds later, a shockwave blows past, violently shaking any player(s) who are hanging suspended from ropes

Players who jump or are pushed into the pit will find themselves falling forever, never to be seen again.

d. The well shaft from the northeast section of the Dungeon Highway on level 1 (area 24) exits through the ceiling here, 100' above the cavern floor. The shaft itself is 50' long, so at least 150' of rope is necessary for spelunkers hoping to enter the second level through the well.

Those descending on ropes will be granted a view of the entire cavern's contents, well-lit by the glowing red biomass coating the walls and ceiling. The cavern is filled by a lush jungle of tall yellow cave ferns, with patches of dim multicolored lights flickering between the fronds. The Temple of Sorrow, Pit of the Gray Void, pill-bug nests, and rock falls are all clearly visible. Ominously, the fern fronds can be seen to occasionally shake due to unseen creatures moving about below.

The tunnels to the south and east are obscured by the cave ferns, but the exit to the north (leading to area 122) is 50' tall and clearly visible.



While climbing down a rope from the shaft, use the following wandering monster table:

Wandering Monsters – Descent from the Shaft	
Roll 1d4 every round, and on a result of 1, roll 1d6 to determine the encounter. Once an encounter has occurred, wait a full turn (10 rounds) before rolling for another encounter	
1.	1d6 void bats (AC 4, HD 1+1, hp 6 each, #AT 1, D 1d6 + non-healing wound, MV (3', fly 50'), Save F3, ML 9) emerge from the gray void
2.	Red biomass (AC 9, HD 2, hp 9, # AT 1, D illumination, MV (0', fly 20'), Save F1, ML 12) drifts in the players' direction
3-4.	1d4 aerial jellyfish (AC 4, HD 1, hp 4 each, # AT 1, D 1d3 + paralyze, Save F1, ML 12)
5.	1d6 subterranean locusts (AC 4, HD 2, hp 7 each, #AT 1, D 1d2 (bite)/1d4(slam)/(spit), MV (20', fly 60'), Safe F2, ML 5)
6.	1d6 troglodytes (AC 5, HD 2, hp 9 each, #AT 3 (2 claws, 1 bite), D 1d4/1d4/1d4, MV (40'), Save F2, ML 9) spot the players from the cavern floor below

e. A rock fall in this section of the cavern has left a pile of rubble along the eastern wall. Extensive digging in the rubble (for more than 10 rounds) will expose a colony of 7 fangopedes (AC 7, HD 2, hp 9 each, #AT 1, D 1d6 + poison, attachment, MV (30'), Save F2, ML 7). If gutted, each fangopede has a 10% chance of having 1d3 gems in its gullet.

Digging for another 10 rounds after finding the colony will reveal a human corpse with leathery skin the color of burgundy. The corpse has a gold dagger protruding from its chest (worth 250 gp) – the dagger's handle is in the shape of a key, and will unlock the door to the Deep Tower at area 123.

122. Northern Grotto

This cavern is much like its southern neighbor (area 121), with similar vegetation, fungi, and cave molluscs. Use the wandering monster table from area 121 as players travel through this cave.

The cave is bisected by a swiftly-flowing river. The river is only a few feet deep, but to cross without being knocked off their feet characters must save

vs. paralyzation (add their Dexterity bonus as a modifier). Characters who fail will be swept off their feet, and if not secured by ropes or some other means, will be dropped down the cataract at location 122d, eventually washing up at area 137 of level 3.

a. A giant mushroom towers above the cave ferns here. The yellow trunk is 20' wide, and the cap, 80' above the cavern floor, is 40' in diameter.

Dozens of ropes dangle from the underside of the mushroom cap. Roughly half of the ropes end in nets entangled around decomposing corpses, some of which still twitch, and many of which have knives thrust through their hands and eyes. These corpses dangle 20' above the ground.

The remaining ropes run all the way to the ground, where they are attached to nets poorly hidden in the white fungus-turf of the cavern floor.

The struggling corpses are the remains of hunting parties the necromantic midgets have sent into the cavern to gather troglodytes. As the necromancers do not personally explore these caves, and the zombies don't possess the faculties to understand the threat, most of these hunting parties become caught up in these traps.

If players look carefully, they will see the counterweights that govern the net traps hanging from the underside of the mushroom cap

Should players climb to the top of the mushroom and manage to haul themselves over the edge of the cap, they will be able to see the layout of the entire cavern. The troglodyte guards at area 127 and the Man from Below at area 122f are each 25% likely to notice the players atop the mushroom.

b. 15' up the cavern wall, water flows quickly from three 5' wide bronze pipes into the pool below. The pool is 20' deep at its center, but becomes quite shallow (3' deep) as it becomes a river flowing towards the cataract at 122d.

Any characters swimming at the surface of this pool must save vs. paralyzation (with their Strength bonus added as a modifier, rather than Dexterity) every round to avoid being swept down the river and through the cataract.

The light in this cavern illuminates the pool to a depth of 5', revealing only smoothly-worn rock surfaces. Should players dive to the bottom, they will find 154 gp in loose coins and dozens of stone spear-heads.

c. Five rotting giant mushroom trunks (3' in diameter) have fallen here by the edge of the river. Each is partially collapsed and covered with sticky blue slime. The mushroom caps, being of frailer stuff, have already disintegrated. Within the trunks are two giant leeches (AC 7, HD 6, hp 31, 26, #AT 1 (drain blood), D 1d6, MV (40'), Save F3, ML 10).

d. Here, the river becomes a cataract, plunging noisily into a black pit against the southeast wall of the cavern. Characters who are swept along the river will take 1d6 points of damage each as they bounce off the stone walls on their way to area 137 of level 3.

e. A number of short green mushrooms (each 1' high) mark a ring 20' in diameter. Inside the ring, there is no growth other than the ever-present white grass-like fungus.

Players who step within the ring must save vs. poison as a puff of spores is ejected from the mycelium beneath. Those who fail their save begin to suffer from mild hallucinations (-1 on all attack rolls), but are now able to communicate telepathically with the fungal intelligence of the mushroom ring. The hallucinations only last 2d4 turns – but the telepathic link is continuous while the affected players remain within 30' of the fungus. Those who succeed on their save merely cough for a bit, and are otherwise unaffected.

Upon making telepathic contact, the mushroom ring will become aware that the players hail from the outside world, and will desire to experience this new place. It will trade its only asset, its knowledge of the underground caverns (areas 121, 122, and 123) in exchange for transporting its fruiting bodies to the surface world.

The fungal intelligence does not remember its own origins or the origins of any structures in the cave. It is able to see and hear through any fungus in the cavern, though, and is aware of the movements of creatures through the caverns, the death and burial of the burgundy man in the rockfall at area 121e,

and of the fact that the Man from Below has died and returned repeatedly over many centuries.

If transported to the surface, the mushroom intelligence will attempt to wheedle the players into leaving its fruiting bodies in a populated area. Regardless of where it is planted, it will grow at an alarming rate, and begin to assemble a horde of fungus-infected slaves – sooner rather than later if near a town or city.

f. The Man from Below (AC 6, F 4, hp 17, #AT 1, D 1d10, MV (40'), Save F4, ML 8) makes this ledge his home. He is a middle-aged man, wears hand-crafted studded leather armor (fashioned from troglodyte hides and scraps of sheet metal), and wields a pole-arm (a voulge, specifically). He keeps a pouch containing two polished agates (25 gp each) and 45 pp here. There is also a lacquered wooden coffer with a broken lock, containing four quills, ink, and the Man from Below's diary.

The ledge is 30' up from the cavern floor, and hidden handholds make it an easy climb for those who know where to look (1 in 6 chance of noticing if searching) – otherwise, standard climb checks apply.

The Man from Below is here 50% of the time – on other occasions, he is off wandering through the cavern. His solitary existence in the cavern has left him highly paranoid (+1 penalty to reaction rolls).

The following information can be discovered by reading the Man from Below's diary (or by just talking to him, if the players do not slay him outright):

The Man from Below is a citizen of the underground metropolis Under-Miami, accessible from the fifth level. His assigned name is James Gordon, although he prefers the much more dramatic "Man from Below."

He has awakened many times in Under-Miami, full of an inexplicable anxiety and a desire to rush out of the safety of the subterranean city. He has always made his way to the Deep Tower, and from there up to this cavern, where he rediscovers his diary on the ledge, and begins writing anew. The handwriting is consistent, but the dates, if accurate, indicate a span of centuries.

Most of the entries in the diary involve skulking around the cavern, figuring out which mushrooms are fatal if eaten through repeated experimentation, and stalking or hiding from the troglodytes. There is one entry that stands out from fifty years ago, where he describes murdering a wine-colored leather-man with his own key and burying him in a rock fall.

Some of the above information will necessarily sound like nonsense to the players – which is a perfectly normal reaction. The Man from Below can't elaborate further – his diary is all he's got to go on.

123. Cavern of the Deep Tower

This cavern contains the topmost section of the Deep Tower. The tower is a perfectly smooth stone cylinder 50' tall, topped with a 20' tall stone dome. The dome has a ring of thick acrylic portholes affixed around its perimeter, allowing its occupants to stare out at the fungus-infested cavern below.

There is a large bronze door (8' tall) on the north side of the tower, allowing entrance. It has no visible hinges, only a bronze knocker in the shape of a lizard's head, a curved door-handle, and a keyhole. The dagger-keys from area 121e and room 1 of the Deep Tower will unlock the door.

Knocking on the tower door will summon Trimexis from his office in the dome (if he is still alive). See room 1 of the Deep Tower for further information on Trimexis.

124. Storage

There are two dozen ancient wooden crates here, their lids pried off. They have been stuffed with various dried mushroom caps, varying between 3" and 24" in diameter. They are all edible, despite their horrendous flavor.

There is also a 5' high aluminum barrel, filled with water. A hand-carved wooden ladle and two large wooden buckets sit on the floor next to the barrel.

125. Contest of Chance

In the center of this room is a round stone table atop a pedestal, with a transparent yellow dome covering the table top. The pedestal is ornately carved, with pairs of smiling and frowning figures engaged in contests of strength. On top of the

table, under the dome, is a pair of twelve-sided dice, one black, and one white.

A person can put one hand through the dome without resistance, and pick up a single die. The dome will be impassable for a second hand from the same person. A second person can also put a single hand in, but any additional people will be blocked by the dome. The dice cannot pass through the surface of the dome – it acts as a solid surface with respect to them.

Objects other than a character's hands (and forearms, of course) cannot penetrate the dome. Should characters experiment with holding objects in clenched fists, and dropping them on the table, or wearing gloves, they will find that they can leave objects under the dome this way, and remove them later – it is only the dice that may never be removed.

The table is a game of chance. If two individuals roll the dice simultaneously, the person who rolls highest will gain a point to a randomly selected attribute, and the loser will lose a point from a randomly selected attribute. On a tie, each player both loses a point and gains a point. Note that the attribute for each gain and loss is determined separately – player "A" could gain a point of Charisma, while player "B" could lose a point of Strength. They do not have to be the same. This rule applies to ties as well – player "A" could gain a point in Strength, and lose a point in Intelligence, where player "B" could gain a point in Dexterity, and lose a point in Dexterity, and thus have no change at all.

Roll a d6 on the following table to determine which attribute gets modified for any gain or loss:

1. Strength
2. Intelligence
3. Wisdom
4. Dexterity
5. Constitution
6. Charisma

No attribute can be raised above 18 via this game. Re-roll to select a different attribute if an attribute is to be increased, and is already at 18 or higher. If a character has all stats at 18 or higher, it is impossible for him to receive any benefits from playing this game. Correspondingly, no attribute

can be reduced below 3 – re-roll to determine a different attribute to reduce if it is already at 3 or less. If a character has all stats at 3 or less, he cannot be further harmed by playing this game.

The dice, when released simultaneously, will wildly bounce off the table and inside surface of the dome, sparking madly at each impact, confounding efforts to cheat by trying to control the landing of the dice.

If the dice are rolled by the same person, or not rolled simultaneously, there is no effect.

126. Watchpost

There is a brass telescope mounted to a pedestal here. It may be used to inspect the eastern half of the cavern at area 122. If removed, the telescope will fetch 500 gp in the open market. It is fragile, and care must be taken transporting it.

10% of the time, the Man from Below (area 122f) will be here, watching over the cavern.

127. Troglodyte Lair

Two troglodytes (AC 5, HD 2, hp 9 each, #AT 3 (2 claws, 1 bite), D 1d4/1d4/1d4, MV (40'), Save F2, ML 9) stand guard at the top of the stairs.

Eight troglodytes are stationed (AC 5, HD 2, hp 9 each, #AT 3 (2 claws, 1 bite), D 1d4/1d4/1d4, MV (40'), Save F2, ML 9) here. Only two stand at the top of the stairs actually keeping watch – the other six lounge about the cavern napping. If anyone approaches, one of the alert guards will rouse the sleepers.

128. Larder

Nine painted man corpses have been piled up against the wall, and in the center of the cave fifty putrid-smelling basketball-sized red vegetable spheres are stacked in a pyramid.

129. Chief Hissesissus's Sanctuary

This cavern is the sanctuary of Chief Hissesissus (AC 5, HD 4, hp 21, #AT 3 (2 claws, 1 bite), D 1d4/1d4/1d4, MV (40'), Save F2, ML 9), a troglodyte of enormous size.

The chief sleeps on a bed made of thick coiled loops of stranded silver wire, worth 2,000 gp. It will take several strong men to carry the heavy load of wire. If stretched end-to-end, the wire is ¼ of a mile long.

Chief Hissesissus has a double-barreled shotgun propped up against the wall, with his last two shells chambered (see ASE1 for rules concerning firearms). He will unload both barrels at the players before leaping for their throats.

130. Common Room

Twelve troglodytes (AC 5, HD 2, hp 9 each, #AT 3 (2 claws, 1 bite), D 1d4/1d4/1d4, MV (40'), Save F2, ML 9) are going about their reptile lives here. Piles of putrid painted man hides are arranged into a nest, and three bowling ball-sized eggs sit atop it.

There is a small chest on the south side of the room, containing 100 gp.

The trap door in the ceiling is 25' above the level of the cavern floor, and cleverly concealed. The troglodytes are unaware of its existence.

Level 3 – The Flooded Halls

The third level of the Anomalous Subsurface Environment suffers from severe drainage problems. The artificial river in the caves of level 2 flows down into a vast cavern on this level, creating an underground lake. Unfortunately the drains at the bottom of the lake are inoperative, and the water has flooded most of the corridors of this level to a depth of 2' or more. A second set of emergency drains at area 21 keeps the level from completely filling with water, but debris partially

clogs the pipes below and ensures that the tunnels remain damp.

The walls of the third level are typically dressed stone. Unless otherwise noted, the doors on this level are made of bronze, unlike the reinforced oak of the upper levels.

The water in the tunnels is murky, and players are only able to see a few inches into it.

Factions

The third level supports four major factions: the moktar invaders from the surface world, the cod-men, the goblins, and the hinge-headed.

The moks are outsiders attracted by the search lights. They have established a foothold in the dungeon, and are engaged in a brutal war of attrition with the cod-men.

Things the moks know about: Quite a bit about starting fights with everything in the dungeon, and

not much else.

The cod-men were engaged in a three-way struggle with the goblins and the hinge-headed when the moks attacked. They are now being beaten on all fronts and would desperately like a peace treaty with either the hinge-headed or the goblins.

Things the cod-men know about: They know that gold can be used to kill the invisible plodder that stalks the dungeon, and they are aware of the Bone



Lord's lair. They have managed to trap many of his undead progeny in room 42. They greatly fear the Bone Lord and will not willingly attack him. They know about the power of the pink trails in room 96, and their chief keeps the key to the room in his *extradimensional egg*.

The goblins are led by a hive-mind, and are thus far more intelligent and dangerous than normal. They are at war with the cod-men and the hinge-headed. The hive mind Grolikus wishes to establish total dominion of this level. He considers the cod-men and the hinge-headed to be his inferiors. Goblins killed will eventually be replenished unless Grolikus himself is slain.

Things the goblins know about: Grolikus (and through him, the goblin tribe) is aware of Sancho in room 105, some of the traps in the cluster of rooms to the east of the goblin lair, the Bone Lord, and the fact that gold can be used to drive off the invisible plodder. He knows about the broken elevator in room 97a, and believes the easiest way to level four is the stairway in the hinge-headed outpost.

The hinge-headed outpost to the north of the great underground lake is home to an advance force of Neanderthal slaves and their minders. They have sent an emissary, Nimirlan, to the second level to learn the lay of the dungeon, and have designs on conquering all the upper levels. They will readily make deals with anyone willing, and will just as readily break them. They view the rest of the dungeon's inhabitants as nothing better than potential slaves.

Things the hinge-headed know about: They are more alert than most of the dungeon denizens. They have spotted adventurers and/or wizards in the flooded halls, have witnessed battles between the cod-men and the moktars, and of course control what they believe is the only passage to the fourth level. Nimirlan's expedition has explored most of the large halls, but he has not yet returned with his map and notes (currently located with the supply cache in room 3). They have heard rumors and legends of the crystal skulls, and will be murderously keen to investigate any the party may have found.

Time Passes – The Outside World

As the party reaches the third level, other adventuring parties and wizards yet to establish their own towers will begin making expeditions into the dungeon. Some will stumble across the trail to the gatehouse (either accidentally, through rumors told by former henchman, or by actively following the players), and others will bribe the moktars to let them pass through to the third level.

Likely activities at the various entrances are:

- The moktars continue their war with the cod-men, and accept bribes in exchange for safe passage from parties of NPCs they don't feel strong enough to murder.
- The entrance to the fifth level remains collapsed, and is guarded by a unit of the Unyielding Fist.
- The black dragons in the missile silo on the north side of the mountain keep an eye on the entrance to the seventh level as they continue to establish their lair.
- The Unyielding Fist completes the construction of the blockhouse that guards access to the eighth level. No more patrols are sent into the dungeon here, due to the high casualties.

The village green in Chelmsfordshire is quickly becoming covered with the recruiting tents of various NPC adventuring parties, seeking henchmen and hirelings to fill out their ranks. An enterprising merchant named Fitzzy is operating a tent selling basic dungeoneering supplies.

The owner of the Muddy Cup is delighted by the increased custom, and is making plans to build an addition, turning the tavern into a full-fledged inn.

The following rumors may be heard should players find an inebriated henchman to interrogate:

Rumors – Level 3		
1.	There are crystal skulls that can grant wishes in there!	Partially true
2.	There's an entrance to the dungeon that the Fist haven't sealed up, but it's full of moktars	True
3.	So inside is a secret circus, and if you go in the big top you'll be richly rewarded by their clown-god	False
4.	There's a tomb full of vampires in there	False
5.	Halfling wizards that live in there will make you one of them if you ask nice	Partially true
6.	There's talking monster crap. I mean, like poop. That kind! Talking!	Partially true
7.	Seriously! Giant clams were chasing me! They were fast!	True
8.	The dungeon is controlled by talking wires – better obey them!	False
9.	If you keep going down, there's a giant pyramid full of muscle-men with cans on their heads	True
10.	A giant diamond is sitting at the bottom of the underground lake, as big as my head	False
11.	My friend Jim saw this red guy messing around in an empty room. He walked in, and the red guy disappeared – and wham, a bear trap takes off his leg! Felt bad about leaving him there	True, except for feeling bad
12.	There's a room on the second level that can bring the dead back to life	True
13.	The tunnels are full of statues that will attack if you get close	False
14.	Most of them monsters down there are just lookin' for a friend	False
15.	Too many riddles and traps down there. Don't ever touch anything for any reason	False
16.	The Exalted and Chosen Brethren have been sniffing around town. They're gonna want a cut	True
17.	The Gods are down there with us, but their Eyes are all busted up	Partially true

18.	Some of the mold in the flooded dungeon is magic	True
19.	A hero's tomb on the second level has a magic mandolin	Partially true
20.	Dungeon pizza will give you super-powers	False

The following wandering monsters may be encountered in the level, as well:

Wandering Monsters – Level 3	
Roll 1d6 every 2 turns, and on a result of 1, roll 2d6 to determine the wandering monsters encountered.	
2.	1d4 giant cave salamanders (AC 6, HD 5, hp 22 each, #AT 1, D 1d10, MV (30', swim 30'), Save F5, ML 7)
3.	Rival NPC adventuring party or wizard
4.	1d4 subterranean sharks (AC 4, HD 4, hp 19, 18, #AT 2, D 2d6/1d6, MV (swim 60'), Save F4, ML 7)
5.	The four face exchangers from room 56
6.	2d4 moktars (AC 5, HD 2, hp 9 each, #AT 1, D 2d4, MV (40'), Save F2, ML 8)
7.	1d10 cod-men (AC 4, HD 3, hp 14 each, #AT 2, D 1d6/1d6, MV (30', swim 40'), Save F3, ML 8)
8.	2d10 goblins (AC 6, HD 1-1, hp 4 each, #AT 1, D 1d6, MV (20'), Save F0, ML 7)
9.	2d8 vampiric flying piranha (AC 6, HD 2, hp 9 each, #AT 1, D 1d6, MV (0', swim 40', fly 30'), Save F2, ML 11)
10.	1d3 hinge-headed (AC 4, HD 4, hp 18 each, #AT 1, D 1d10, MV (40'), Save T4, ML 8) and 2d4 Neanderthal slaves (AC 8, HD 2, hp 9 each, #AT 1, D 2d4, MV (30'), Save F2, ML 7)
11.	2d10 goblins (AC 6, HD 1-1, hp 4 each, #AT 1, D 1d6, MV (20'), Save F0, ML 7) and a goblin emissary (AC 3, HD 4, hp 16, #AT 1, D hive mind's powers, or laser pistol, MV (30'), Save MU4, ML 11). The emissary has a 50% chance of being armed with a laser pistol.
12.	Invisible plodder from area 73

1. Automated Taunting Machine

Mounted to the southwest wall of this room is a *proximity-sensing taunt recorder*. If the party has not yet had run-ins with competing adventuring parties, the recording will be of a hinge-headed, reciting “I claim this worthless stretch of dungeon in the name of Lord Pimifus and the Basalt Ziggurat!”

On the other hand, if rival parties of NPCs have made an appearance, the message will consist of taunts, boasts, and displays of valuable loot the NPCs have recovered (preferably referencing areas the party has previously passed up or puzzles they were unable to solve).

2. Safe Passage

This room has bits of broken wood and metal scattered about. Painted in black on the south wall (on the secret door, in fact) are the words “SAFE PASSAGE – SO SAY I, NIMIRLAN” and a black triangle.

Pressing on a loose block of stone (right under the painted triangle) will cause the secret door to open.

3. Supply Cache

The following supplies have been left by Nimirlan’s expedition to the second level:

- Crate with two weeks of trail rations, subsurface style – they are predominantly jerked cave-lizard and dried mushroom caps
- Three barrels of water
- Crate filled with one dozen leashes, one dozen manacles, and one dozen leg-hobbles
- Stoppered clay jug half-full of black paint
- Satchel containing a paint brush and a jar of smelly ointment (used to soothe aching hinge-headed muscles)
- Scroll tube with crude partial map of the third level (see *Player Handout #2*)
- Scroll tube with *scroll of ward against magic*
- Coffin containing 350 gp
- Six two-handed swords

Both secret doors are obvious from this side, and may be pulled open easily using bronze handles.

4. Casualties

Two rotting Neanderthal corpses have been shoved into the southeast corner of this room. If the players examine the bodies closely, they will see evidence of bite wounds and acid burns.

The secret door is activated by pushing a loose stone block in the north wall.

5. Garlic Stairs

The stairs descend into the water here (which, as noted earlier, is 2’ deep). The bottom stair is coated with a slimy brown fungus smelling of garlic – if ingested, it will act as a truth serum, and the consumer will be completely unable to tell a lie for the next 1d6 turns. There is enough fungus for two doses of truth serum.

6. Hidden Oozes

Under the surface of the water here are 3 gray oozes (AC 8, HD 3, hp 16, 12, 9, #AT 1, D 2d8, MV (3’), Save F2, ML 12). They will surprise on a roll of 1-5 on a d6.

7. Dead Man’s Chest

A bronze chest sits atop a stone outcropping at the northern end of this cave. Two human skeletons, a cod-man skeleton, and a somewhat fresher Neanderthal corpse with gaping slash wounds lean against the outcropping.

If opened, a 3’ long scything blade will spring from the chest, unfolding and sweeping from left to right in a 180 degree arc, causing 3d6 points of damage to anyone who fails a save vs paralyzation. The chest will slam shut again after the blade has swept across, unless something is jammed quickly under the lid.

Inside the chest is a large flywheel and clockwork mechanism to drive the blade, and a mummified severed hand, wearing a tarnished silver ring with an aquamarine mounted on it (worth 600 gp).

8. Damp Cave

This damp cave is empty.

9. Amphibian Surprise

Two giant cave salamanders (AC 6, HD 5, hp 22 each, #AT 1, D 1d10, MV (30’, swim 30’), Save F5, ML 7) lurk under the water here, surprising on a roll of 1d3 on a d6.

10. Bottom of the Cavern

This is the bottom of the cavern that spans levels 1, 2, and 3 of the Anomalous Subsurface Environment. Thousands of years of murder, misadventure, and littering have resulted in a thin layer of bones under the surface of the water. Searching through these remains will yield 1d10 gp per turn spent searching.

This cave is also home to a school of 11 vampiric flying piranha (AC 6, HD 2, hp 9 each, #AT 1, D 1d6, MV (0', swim 40', fly 30'), Save F2, ML 11). For every turn spent in the cavern, there is a 10% cumulative chance that the piranha will become agitated and attack.

There is a 5% chance that the torchlight of another adventuring party may be seen far above whenever this cavern is entered. Loud shouts from either party have a 75% chance of immediately attracting the piranha.

11. Down the Hatch

On the floor in the center of this room is a bronze hatch with a valve on it. The valve is broken, and spins freely without locking or unlocking the hatch.

Beneath the hatch is a bronze ladder leading to the watery corridor below.

12. White Room

The walls and ceiling of this room are smooth, and coated with hard white enamel. In the center of the room is a white enamel-coated pedestal, from which a 3' gold rod extends straight up. The rod is visibly vibrating, and emits a high-pitched hum.

Touching the gold rod with bare flesh will cause a temporary shift of ability scores, increasing strength, constitution, and dexterity by 1, while reducing intelligence, wisdom, and charisma by 1, for a period of 6 hours. Once touched, the rod will stop vibrating, and touching it will no longer have an effect.

It takes one week for the rod's vibrations to recharge.

The gold rod is ½" in diameter, and hollow. If sawn off, the rod is worth 200 gp.

13. Black Room

The walls and ceiling of this room are smooth, and coated with hard black enamel. In the center of the room is a black enamel-coated pedestal. There is a roughly cut stump of a hollow gold rod (½" in diameter) protruding from the top of the pedestal. Touching the stump of the rod does nothing.

Prying the stump out will take 1 turn, and will provide 8 gp worth of gold.

14. God's Eye

There is a God's Eye on the south wall. It is 4' in diameter, and has an unadorned stainless steel frame. The screen of the Eye flickers on and off, showing a distorted image of a blonde-haired man with incredibly angular features in a suit and tie. A quiet whispering voice can be heard from the Eye: "establishing contact... insufficient signal strength... retrying..."

Below the God's Eye, almost completely under the surface of the water, is a pile of rusting metal and loose wires.

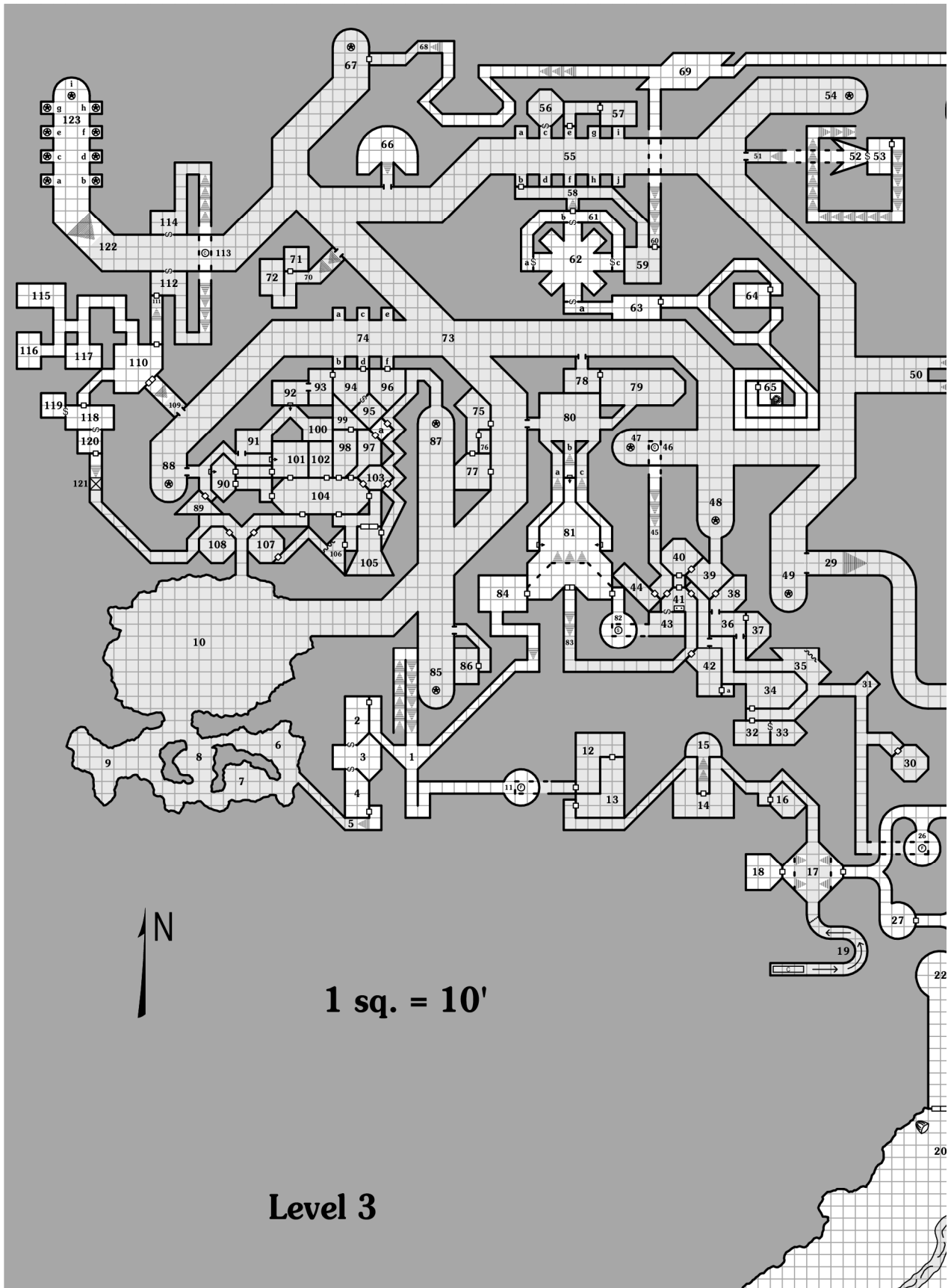
The door to the north has a short length of 2x4 pine board wedged under the door handle, in an attempt to keep the door shut. The pine board is quite solid and not at all rotten.

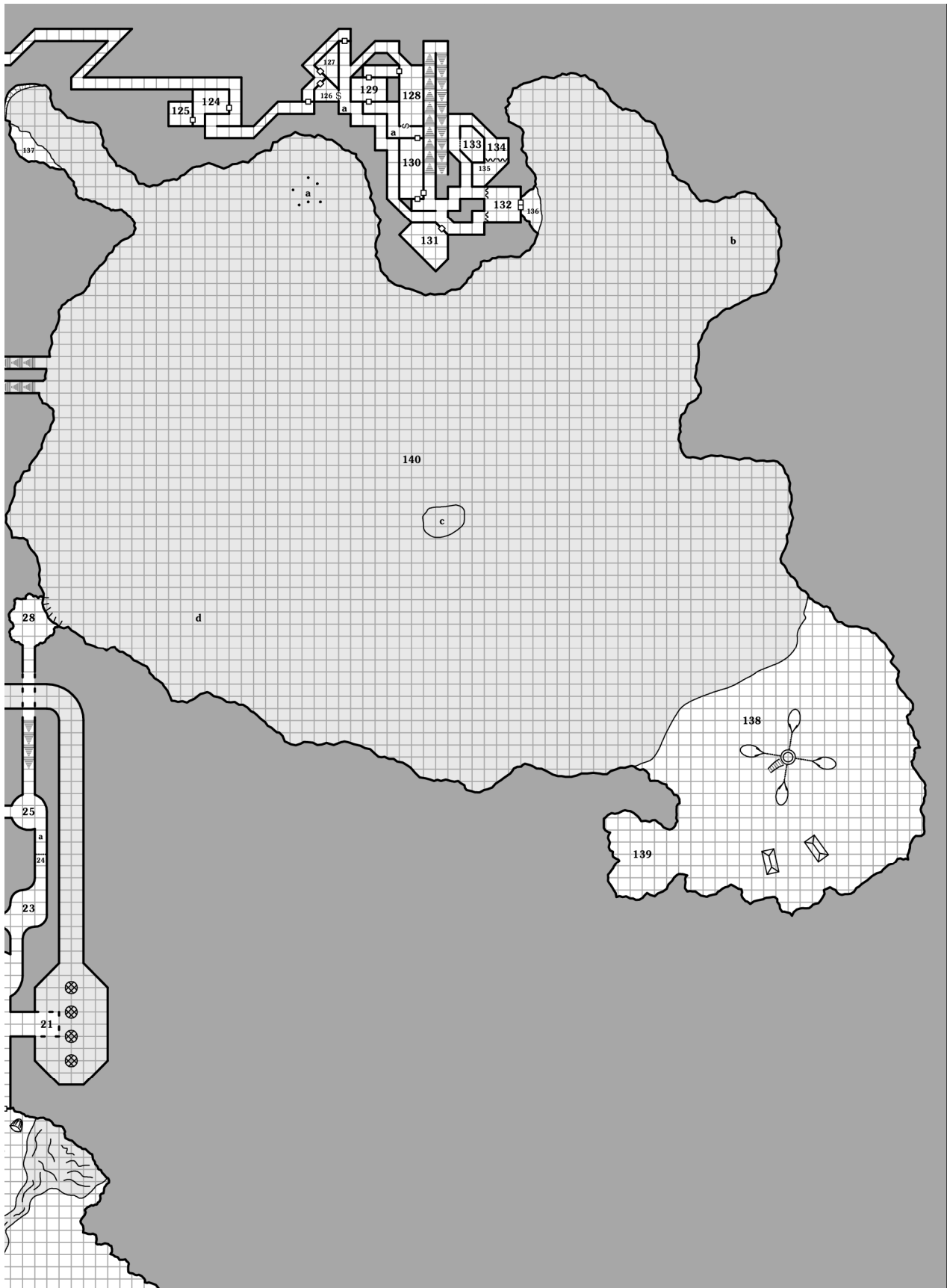
15. Submerged Room

The hallway leading to this room appears to be a dead end, as the stairs are entirely submerged. Characters walking down the hall without probing ahead must save vs. paralyzation as they reach the stairs to avoid falling down them (characters in heavy armor will tumble all the way into the room at the bottom of the stairs).

The room at the bottom is only 10' tall and is completely submerged. Within are two giant crabs (AC 2, HD 3, hp 15,14, #AT 2, D 2d6/2d6, MV (20'), Save F2, ML 7). The crabs are starving, and will attack anyone who tumbles into their lair.

Also in this room, nearly buried under bits of debris and crab-filth, is the skeleton of a toothman wearing a *ring of puissance*.





16. Egg Bait

On the far side of this room from the door is the bait to the trap within – a single cod-man egg, sitting atop a pile of gnawed cod-man bones. The room has a horrible stench of death and decay.

The moktars left this here as a trap, not realizing that no cod-man ever wanders into this section of the dungeon. Submerged under the water is a crude trip-line. It runs up the north corner of the room to the ceiling, where a wooden lattice with sharpened bone spikes hangs. The lattice is weighted with four rotting headless cod-man corpses.

If the trip-line is disturbed, the lattice will fall, and everyone in the room will take 2d8 points of damage.

17. Ribbit

Eight giant killer frogs (AC 8, HD 1+4, hp 9 each, #AT 3, D 1d2/1d2/1d4+1, MV (20', swim 40'), Save F1, ML 7) have been released here by the moktars, in the hopes that they would hunt down a few cod-men or other dungeon residents. This hope has not been realized, as the frogs cannot see in the dark, and the cod-man lair does not lie in this direction.

Floating face-down in the water is a well-chewed corpse. The body has a remarkably human face, but is otherwise covered in fur and has dozens of blue crystals protruding from the flesh. The crystals may be cut away, and are worth a total of 500 gp.

The bronze door on the west wall of this room has ancient letters engraved in it, reading "MUNITIONS TESTING".

Careful examination of the stairs will reveal that under the water, the risers are actually bronze grates. Narrow stone passageways (3" wide) behind the grates meander underground to connect to the drainage system in area 21. Blocking these grates will eventually fully flood rooms 12 through 16, and create a shallow stream of water running to areas 20 and 21.

18. Area-of-Denial

An area-of-denial automaton (AC 6, HD 4, hp 18, #AT 2, D 1d8/1d8, MV (0'), Save F0, ML 12) has been left active against the west wall of this room. It faces the door, and will blast away at anyone who opens it. Above the automaton is an ancient

laminated sign reading "FACE WEAPON AWAY FROM DOOR WHEN LEAVING".

The inside of the door is heavily scarred by laser fire.

19. Water Slide

The log flume trap in area 15 of level 2 drops players down this steep slide. The rushing water will quickly sweep them into room 17.

The bronze portcullis in the slide lifts when the trap above is triggered, and remains elevated for the next 3 rounds. After that, it drops down again, trapping players in level 3 (or if players are especially unlucky, trapping them in the slide itself).

20. 3rd Level Exterior Access

Immediately after the first level was unlocked, machinery hidden under the soil and brush came to life, the massive klieg lights emerged from the ground to light up the sky, and the 20' wide doors swung upon, dislodging earth and rubble.

A warband of moktars was nearby when this happened, and they quickly invaded the third level, seeking the riches within. Pickings were easy at first, but now the denizens of the dungeon are on their guard, and the moktars are engaged in a brutal conflict with the cod-men.

The pool here is the result of the pumps under room 21 – they are vainly trying to drain the dungeon.

The double-doors are wide open, and many footprints can be seen coming from and going into the tunnel beyond.

The klieg lights are unlikely to still be lit, unless the players investigate this area before they reach level 2.

21. Drainage Room

Four moktars (AC 5, HD 2, hp 9 each, #AT 1, D 2d4, MV (40'), Save F2, ML 8) nervously stand guard here, their eyes on the waters below.

Iron tripods holding lit braziers have been left on the platform overlooking the water 8' below, illuminating the room within 30' of the platform. Four whirlpools are visible on the surface of the water in the center of this room.

Also on the platform are a 15' pole with a hook on the end, and a 50' length of rope with a grappling hook tied to it, for use by the moktar guards should anything interesting get swept into the room.

The water is 22' deep. At the bottom of the room are four 10' wide circular grates, and beneath those are the pumps to drain excess water out into the pool in area 20. Anyone spending time in the water here must make a "force doors" check or become stuck to one of the grates due to the suction.

22. Warband Camp

Eight wounded moktars are resting here (AC 5, HD 2, hp 5 each, #AT 1, D 2d4, MV (40'), Save F2, ML 7) on top of piles of matted furs.

32 crates are stacked against the circular walls of this room. The crates are each marked "PRODUCT OF DENETHIX", all have been pried open, and

each contains 25 days worth of trail rations. The rations have been "sprayed" by Gurrk the moktar chief to mark his ownership, fouling them badly.

Three barrels of water off to the side are happily un-contaminated, and safe for adventurers to drink.

In the center of the room a smoky fire has been constructed, and fishy-smelling pieces of cod-man are roasting on spits.

23. Chief's Room

Gurrk, the chief of the moktar war-band (AC 5, HD 4, hp 24, #AT 1, D 1d8+3, MV (40'), Save F4, ML 9) and his three strongest warriors (AC 5, HD 3, hp 15, 15, 13, #AT 1, D 2d4+1, MV (40'), Save F3, ML 9) are sitting cross-legged around a low wooden table, loudly boasting to each other in their language of growls and roars.



In the northwest corner of the room, Gurrk is attempting to build a throne from the skulls of his enemies – in this instance, cod-men. The skulls stink of rotting fish, and there are only fifteen skulls in the piles, so it's a rather low throne. A flat board is sitting on top of the skull-pile to provide better support for Gurrk's posterior.

Shoved under the low wooden table is a locked strongbox containing the war-band's loot – 750 gp, a crude silver sculpture of a cod-man worth 300 gp, an ancient phenolic plastic staple remover worth 10 gp, four grease-stained plastic baby dolls, a tube containing a scroll with the magic-user spells *detect invisible*, *gore guardian*, and *lightning bolt*, and a *submersible flashlight*.

Gurrk wields a steel maul in combat – on a miss, he is 25% likely to hit one of his comrades, doing half damage, as he has little control over the weapon in such a confined area.

Gurrk wears a pouch tied around his neck. It contains a key to the strongbox and a pink diamond worth 1,000 gp.

24. Portcullis

The portcullis here is made of protonium-metal rods that retract into the ceiling. Usually these are in the “up” position, in which case a row of 1” wide, 1” deep holes will be visible in the floor, and the tips of the protonium-metal rods visible in the ceiling.

24a. Activation Switch

There is a red button on the west wall here. Pressing it will alternately raise and lower the portcullis at area 24.

25. Guards

Five bored moktars (AC 5, HD 2, hp 9 each, #AT 1, D 2d4, MV (40’), Save F2, ML 7) stand guard here, watching the north tunnel for signs of activity.

26. And More Guards

Nine belligerent moktars (AC 5, HD 2, hp 9 each, #AT 1, D 2d4, MV (40’), Save F2, ML 7) are watching the trapdoor in the floor, waiting for a cod-man attack.

The trapdoor is a circular plate of bronze, and has a valve on both sides that may be used to seal it shut. A bronze ladder under the hatch leads down to the corridor below.

27. Floating Sphere

In the center of this room is a 3’ wide stainless steel sphere, floating between a pair of stainless steel metal plates attached to the floor and ceiling. The sphere is not floating due to magnetism, and no metal the players are wearing will be affected should it be placed between the plates. The sphere cannot be moved more than an inch or two from its position in any direction, and it will bounce back to its original position when pressure is released.

If touched in any way, a disembodied voice will state, “What would you like to retrieve from the sphere?”

If the word “skull” is uttered in any context after touching the sphere, the voice will say “Retrieving skull”, and a circular aperture will open in the sphere, revealing a red crystal skull within. This skull may be used in the portal niches throughout the dungeon, such as those in room 16 of level 1 and area 55g of level 2.

28. Raft

The moktars have constructed a crude raft from logs and rope, and left it upon this ledge. It is 8’ wide by 10’ long, and may hold up to 4 PCs. There are two undersized paddles here as well, that may be used to propel the raft at a rate of 30’ per turn.

The surface of the underground lake is 40’ below the ledge. The moktars have yet to launch the raft, as they are still seeking a block and tackle to lower it down to the water.

29. Drainage Tunnel

The tunnel here has a ceiling 20’ above the surface of the water. The water flows swiftly here, and white-water is visible where the shallow swift-moving water hits the deeper water at the stairs.

The level of the water is constant past the stairs, aside from the churning, and incautious players who are not probing ahead must save vs. paralyzation with a -2 penalty to avoid falling. Characters in heavy armor will tumble down the stairs, while unencumbered characters will be swept towards room 21, where they may or may not be rescued by the moktars standing guard there.

30. Sharks

A bronze chain is attached to the latch of this door, running up to a pulley on the ceiling, and then back down to a pulley on the floor underneath the water. Pulling this chain will cause the door to swing open, releasing the pair of subterranean sharks within (AC 4, HD 4, hp 19, 18, #AT 2, D 2d6/1d6, MV (swim 60'), Save F4, ML 7).

31. South Guard Post

6 cod-men (AC 4, HD 3, hp 14 each, #AT 2, D 1d6/1d6, MV (30', swim 40'), Save F3, ML 8) stand guard here. The other end of the chain from the door to room 30 ends here, and is coiled underwater in the corner of the room. Only if threatened by superior numbers will the cod-men pull this chain to release the sharks, as they do not wish to risk becoming shark-food themselves.

32. Fearful Statues

There are three statues of men in lab coats, recoiling in horror from something that once stood in the center of the room. The statues are made of a transparent brown resin, except for their eyes, which are opaque yellow with black pupils, and follow players throughout the room.

One of the statues clutches a clipboard. A scrap of sculpted paper is attached, and the following words are barely visible upon it: "Artifact: Trapezohedron: Laser Saturation, Intensity Level 2."

There is also a small black plastic square (4" by 4") on the eastern wall. If someone looks closely at it, they will see a brief flash of red light from a retinal scanner. If one of the statues is maneuvered such that its eye looks into the square, the secret door to the east will open.

33. Voice from Elsewhere

The blurry, oversized image of a man's head floats in the center of this room. It is unstable and unfocused, flickering in and out of existence. An echoing, crackling voice continually asks "Who's there? Can you hear me? Please respond! What do you want?"

If the players answer the voice, it will ask general questions about the party, along the lines of "Who are you? Where do you come from?" The players may ask it three questions in return, before the image permanently flickers out of existence.

The voice will know the answers to the players' questions, regardless of topic. If asked its name, the voice will answer "Frank", and if asked where it is located, it will respond (somewhat unhelpfully) "The other side."

The secret door on the west wall is not secret on this side, and is opened and closed by pressing a large red button next to the door.

34. Lair of the Cod-Men

A pile of refuse and filth has been heaped into a nest in the center of this room, about which lounge 12 cod-men (AC 4, HD 3, hp 14 each, #AT 2, D 1d6/1d6, MV (30', swim 40'), Save F3, ML 8).

Atop the nest are seven large cod-man eggs, and dozens of juvenile cod-men (with fins and tails instead of arms and legs, although they do have humanoid heads) swim about in the water surrounding the nest. The juveniles are disturbing, but non-combatant, and have only 1 hp each.

If the nest is torn apart and searched, the following treasures will be found buried within it: 2,000 sp, 500 gp, 100 ep, and a pair of rubies worth 500 gp each.

35. Synthetic Tapestry

The tapestry hanging in the northeast corner of this room initially appears to be a drab beige plastic curtain. The material is very strong, and is hung from wires that run into the ceiling. It will take a successful "force doors" check to yank the tapestry down.

Mounted to the wall in the niche behind the tapestry is a dial with five settings: "Grotto," "Hothouse," "Sunken Garden," "Mercury Lake," and "Off." It is currently set to "Off."

Turning the dial to the other settings will cause the tapestry to display a documentary describing the subject selected, with accompanying audio. The documentary will loop endlessly, starting over from the beginning as soon as it finishes.

Setting the dial to "Grotto" will display video of the caverns of level 2 (areas 121, 122, and 123). A soothing female voice narrates: "Here you see the fungal forest, cave corals, and floating bioluminescent clouds we discovered in a series of large caverns on the second level. Over here is a pit

leading to the famous Gray Void, and here is an ancient marble temple – nobody knows who built it or why. As we go deeper into the cave, we see the underground river flowing from ancient bronze pipes. Finally, in the furthest reaches of the cave, we find this tower. Within the tower, stairs run hundreds of feet down, all the way to the fifth level. Who constructed it, and why? Yet another mystery of the Anomalous Subsurface Environment.”

Setting the dial to “Hothouse” will display video of the hothouse areas on level 6. A cheerful male voice narrates: “Go down far enough, all the way to level 6, and you’ll see the amazing hothouse the good scientists of DynMat have constructed. The great circular artificial sun provides light, and sprinklers provide water for the thirsty plants below. We’re growing palms, oaks, maples, mahogany, apples and oranges – every kind of tree imaginable! All in this glorious underground greenhouse!”

Setting the dial to “Sunken Garden” will display video of the underwater gardens in area 140a of level 3. A heavily accented male voice narrates: “On level 3, deep below the surface of the underground lake, we find this amazing marine world, full of life and minerals. Nestled between the gold nodules on these natural pillars are a mating pair of giant blind albino catfish, and over here we see a cluster of polychaete worms feeding on the corpse of a cave squid.”

Setting the dial to “Mercury Lake” will display video of the mercury lake in the sulfur caverns of level 8. Men in white hazmat suits are rowing in canoes, scooping glittering gems from the surface of the silvery lake. More men in hazmat suits carrying automatic rifles occasionally come into frame. A droning female voice narrates: “The first men to reach level 8 found a vast lake of mercury, upon which floated cut and faceted jewels – sapphires, rubies, emeralds, diamonds, and more. You can see here our recovery operations – the jewels are not as dense as the quicksilver, and float to the surface. Who or what cut the facets on these gems, we still do not know.”

36. Tentacled Arches

Bas reliefs are carved upon the two archways leading into this room, representing a pair of squid stretching their tentacles up towards the ceiling. Other than these decorative touches, the room is empty.

37. Piranha Surprise

The south end of this room has a 3’ tall bronze cage, 10’ across at its widest, wedged into the southern corner of this room. As the water is 2’ deep here, only the top of the cage is visible.

In the center of the room is a pressure plate. If depressed, the front of the cage will swing down, releasing the 10 vampiric flying piranha within (AC 6, HD 2, hp 9 each, #AT 1, D 1d6, MV (0’, swim 40’, fly 30’), Save F2, ML 11).

A small section of the top of the cage is hinged and held shut with a simple latch. The cod-men use this hatch to feed their pets. The hatch is only visible upon close examination of the cage.

38. Evolving Paradigm

In the center of this room is a protonium-metal pedestal, on top of which is attached an uncomfortable-looking stainless steel chair. The arms of the chair are covered with black plastic beads.

An aged plastic console with two knife switches protrudes from the pedestal. One is labeled “Devolve,” and the other “Evolve.”

If a switch is pulled while a creature sits in the chair, they will either evolve or devolve, visibly transforming to their new state. Pulling both switches simultaneously will cause the poor creature to oscillate back and forth between evolutionary states. While either (or both) of the switches are pulled, an impenetrable, glowing field of rainbow hues dances around the chair, and its occupant (if any) will be held immobile.

Evolution		
Devolved characters may go through the “evolve” process to return to normal, and the evolved may likewise “devolve”. If quoted text is present, a mechanical voice recites that message and no transformation occurs.		
Species	Devolve	Evolve
Human	Cod-man	Hyper-man
Elf, Dwarf, Halfling	Goblin	“Hybridization prevents further analysis”
Goblin	“Further regression impossible”	Hive Mind (unless a devolved elf / dwarf / halfling, in which case the subject will return to his normal state)
Cod-man	“Further regression impossible”	Human
Hyper-Man	Human	“Maximum evolution achieved”
Moktar	Housecat	“Maximum evolution achieved”
Insect-Man	“Insufficient mammalian DNA”	“Insufficient mammalian DNA”

The options listed above are not comprehensive, and it is left to the referee’s discretion on how to deal with other species and states of evolution.

Monsters transformed into higher or lower states will not experience a change in personality, and will likely be quite upset about their transformation.

39. North Guard Post

6 cod-men (AC 4, HD 3, hp 14 each, #AT 2, D 1d6/1d6, MV (30’, swim 40’), Save F3, ML 8) stand guard here.

40. Chief’s Office

Chief Pyceen, a monstrous cod-man (AC 2, HD 5, hp 30, #AT 2, D 1d8/1d8, MV (30’, swim 40’), Save F5, ML 9), his two frock-coated cod-man advisors Norka and Runk (AC 3, HD 4, hp 25, 20, #AT 2, D 1d6/1d6, MV (30’, swim 40’), Save F4, ML 9), and the cod-man witch doctor Ferbis (AC 4, HD 3, hp 11, #AT 1 or spell, D 1d6+1 and infection, MV (30’, swim 40’), Save F3, ML 8) are pushing small mother-of-pearl tokens around the top of a badly scratched and rusty steel table.

The mother-of-pearl tokens (there are 20 in all) are worth 5 gp each.

Ferbis, the cod-man witch doctor, wields a *fungal staff*, and has the following spells memorized: *light*, *magic missile*, and *mirror image*. He also has a scroll-tube hanging from his neck by a sinew-necklace, containing a magic user scroll with the spell *invisibility*.

Sitting atop a bronze tripod near the north wall is an *extradimensional egg*. Inside are 2,000 cp, 1,000 sp, 100 gp, 30 pp, a black pearl (worth 500 gp), and the bronze key to the door in area 74f.

41. Temple of the Cod-Men

A slab of black basalt 4’ high, 4’ wide, and 8’ long sits against the south wall. The cod-men use this slab as an altar, and it is covered with dried blood and surrounded by humanoid bones just under the surface of the water.

Atop the altar are a rusty knife and a stone chalice, both blood-stained. Any non-cod-man touching these items must save vs. spells or fall into a stupor for 2d6 turns, as his mind fills with visions of the bloody sacrifices performed upon the altar. A *remove curse* spell will instantly awake the victim.

A secret compartment in the altar (opened by pressing inward on the panel covering it) contains the witch-doctor’s spell book, a tome constructed of laser-engraved aluminum plates. It has the following spells inscribed in it: *light*, *locate object*, *magic missile*, *mirror image*, and *read magic*.

The secret door is opened by pulling a bronze chain emerging from a hole in the floor in the southwest corner of the room. The chain is hidden under the surface of the water, beneath the bones of sacrificial victims and other debris.

42. Surströmming

The bronze door to this room is barred from the outside with an iron bar, and the noise of someone or something pounding on the door is easily heard from the corridor outside.

Inside this room are 9 bloat zombies (AC 7, HD 3, hp 15 each, #AT 1, D 1d8, MV (40’, swim 20’), Save F3, ML 12). They will burst through the door to attack as soon as the bar is removed.

42a. Closet

This walk-in closet has a long stainless steel shelf against the back wall. On the shelf is an ivory statuette, 1' tall, of a marine worm wrapping itself around a nude woman. The worm and the woman's hair have been covered with gold leaf. The statuette is worth 2,000 gp.

43. Bones

Piles of bones and rusty bits of metal have been tossed into a corner of this room, well above the surface of the water.

The secret door is obvious from this side, and may be pulled open using a bronze chain attached to an eye-bolt in the backside of the door.

44. Four Arms and a Forehead

A bronze statue, green with verdigris, stands at the far end of this long hall. It has been cast in the form of a muscular four-armed man with a bulbous forehead, and each of the arms holds a sword. In the center of the forehead is a fist-sized, pale blue-green gem (unfortunately only a zircon, but still worth 500 gp).

The gem is trapped, and if it is pried off the four sword-wielding arms will swing in towards the statue's forehead, causing 4d6 points of damage to the plunderer unless a successful save vs paralyzation is made.

45. Buttery Stairs

Stone stairs lead up out of the murky water here. The stair nearest the water is coated with a brown slime-like fungus with a buttery odor – if ingested, it merely tastes awful, and has no other effects.

46. Eyes Above

A cod-man (AC 4, HD 3, hp 14, #AT 2, D 1d6/1d6, MV (30', swim 40'), Save F3, ML 8) watches through a peephole in the trapdoor here. If anyone passes through the corridor below, he will alert the chief in area 40, who will then gather the guards from area 39 and confront the intruders.

47. Statue of the Toothman

A 12' tall statue of a toothman wearing a mitre and long robes stands here. If examined closely, the face can be seen to have a seam – with some effort, the face may be spun counterclockwise to unscrew it from the statue, leaving only a threaded hole.

48. Statue of the Pregnant Woman

A 12' tall statue of a nude pregnant woman holding her belly stands here. If examined closely, the face can be seen to have a seam – with some effort, the face may be spun counterclockwise to unscrew it from the statue, leaving only a threaded hole.

The statue has a 6" hole smashed into its belly. Inside can be seen a statue of a baby. Anyone reaching in and disturbing the baby will cause a pair of guillotine-like blade to slam down just inside the hole, severing the offender's hand unless a save vs. breath weapon is made.

49. Statue of the Musician

A 12' tall statue of a man with small horns on his head, wearing a cap and an ancient schoolboy uniform, stands here gripping a stone guitar. If examined closely, the face can be seen to have a seam – with some effort, the face may be spun counterclockwise to unscrew it from the statue, leaving only a threaded hole.

The bridge of the guitar also has a seam – and pulling up on it will reveal a folded piece of paper, upon which is written the tablature for the song *Back in Black*.

50. Slippery When Wet

A torrent of water rushes down the pair of stairs here. It is very difficult to remain upright in this area, and anyone attempting to climb the stairs must save vs. paralyzation or be knocked off their feet, taking 1d6 points of damage as they are swept back down.

51. The Last Toothman

Bathakrog, one of the last of the toothmen (AC 5, HD 5, hp 22, #AT 1, D 1d10, MV (40'), Save F5, ML 8), stands at the top of the stairs, looking ominous. He will demand the party's business, and then advise them that "only an upright man may pass". He will not elaborate further, or try to stop the party from entering room 52.

Bathakrog and Narshnagel (from room 83 of level 2) will attack each other on sight, if for some reason Narshnagel is accompanying the party. Something about old poker debts, or eating someone's mother – it's been a long time, and Bathakrog's memory isn't what it used to be.

52. Laser Trap

The north and south walls to this arrow-shaped room are lined with shiny black hemispheres, 2" in diameter, spaced 2" apart. All along the room, the line of hemispheres at a height of 5' 6" shine faint beams of red light at each other. The rest of the hemispheres are dark.

The eastern wall has only one hemisphere, mounted seven feet off the floor. It has no red beam of light shining from it. If this hemisphere is depressed, the secret door below will open.

Anyone crossing the room while breaking the path of the red beams will be safe, and not trigger the trap. Anyone who reaches the middle of the room without at least one red beam of light being interrupted by some means will cause the rest of the hemispheres to shoot high-energy purple lasers across the room in a three-dimensional mesh. Everyone inside once the midpoint is reached will take 6d6 points of damage – if within 10' of an exit, they may make a save vs. dragon breath for half damage.

53. Toll Collector

Carumnox, a gulping troll (AC 4, HD 6, hp 25, #AT 1, D 1d12, MV (30'), Save F6, ML 9), will demand 50 gp from each member of the party trying to pass up or down the stairs. "All must pay! The stairs are mine, and all must pay, with coin or with blood!" Carumnox will, of course, immediately devour any tolls paid, turning the gold into flesh as he consumes it.

The secret door on this side is opened by depressing a rather obvious black hemisphere mounted above it, 7' from the floor.

54. Statue of the Hanged Man

A 12' tall statue of a man in rough clothes and a wide-brimmed hat with a noose around his neck stands here. If examined closely, the face can be seen to have a seam – with some effort, the face may be spun counterclockwise to unscrew it from the statue, leaving only a threaded hole.

Should the players inspect the stone noose, it will become apparent that it is not part of the statue, but is in fact a separate sculpture. If touched, the stone noose will collapse into dust, and a noose of hemp rope will crawl up the back of the player's shirt and constrict itself tightly around his neck.

Allow for a round or two of panic – and then the PC will find that he no longer needs to breathe at all.

The noose cannot be cut or damaged by any means, and will remain around the PC's neck until death, at which point it will unknot and become a normal piece of hemp rope.

55. First Hall of Alcoves

This area of the wide stone hallways that criss-cross the third level has ten alcoves cut into its walls.

a. The shell of a giant clam, 8' in diameter, is sitting in this alcove. The shell is empty.

b. The bronze door in this alcove is covered with a thick growth of algae. If wiped away, an ancient laminated sign will be uncovered, reading "Anomaly Within. Authorized Personnel Only."

c. A handsome bearded face is sculpted into the north wall of this alcove, with an unusually long tongue dangling out of the open mouth. Engraved in elaborate script below the face are these three lines: "An eye for an eye / A tooth for a tooth / A face for a face." The face's tongue is actually a lever, and pulling on it will cause the secret door to open.

d. Three black granite sarcophagi are leaning against the rear wall of this alcove. There is a pressure plate in the middle of the floor here – if stepped on, the heavy stone lids of the sarcophagi will fall over (save vs. paralyzation or be struck for 1d6 points of damage) in this alcove, and in alcoves "f" and "h" as well, releasing a total of 9 bloat zombies (AC 7, HD 3, hp 15 each, #AT 1, D 1d8, MV (40', swim 20'), Save F3, ML 12).

e. There is an unremarkable bronze door in this alcove.

f. This alcove is identical to "d", containing 3 sarcophagi and a pressure plate that will cause all 9 sarcophagi to open, releasing the bloat zombies.

g. The back of this alcove is framed by raised stonework depicting fluted columns, and a lintel protrudes above the columns, near the ceiling. Above the lintel is a recessed niche, 1' wide, 1' high, and 1' deep. Three pins of an unknown metal protrude from the stone at the bottom of the niche.

Placing a red crystal skull in this niche will cause the back wall of the niche (between the fluted columns) to become a portal to the Spider Throne (on the seventh level). The niche and portal act identically to the ones in room 16 of level 1.

h. This alcove is identical to “d”, containing 3 sarcophagi and a pressure plate that will cause all 9 sarcophagi to open, releasing the bloat zombies.

i. This alcove is empty except for some crude graffiti scratched onto the back wall: “Kill all toothmen!”

j. A heap of metal and wire piled 3' high protrudes from the water in this alcove. If searched, a life-sized marble arm, presumably broken off its statue at the shoulder, will be found in the refuse. The arm has an amethyst jewel on each of its five fingernails, and each jewel is worth 125 gp.

56. Lair of the Face Exchangers

Four face exchangers (AC 5, HD 3, hp 15 each, #AT 2 or face exchange, D 1d6/1d6, MV (40'), Save F3, ML 7) make their lair in this secret room. If the face exchangers have not yet been encountered as wandering monsters, they are only present here 50% of the time. After they have stolen faces, they will always be present in this room.

The secret door is obvious from this side, and is opened using a large bronze pull-handle.

57. Fear the Reaper

In the center of this room is a stone pedestal, on top of which stands a 2' tall gold statuette of a grim reaper wielding a scythe, worth 600 gp. The statuette glistens wetly, as it is covered with a contact poison (save vs. poison or die if handled with bare hands). The poison is not water soluble, and merely getting the statue wet will not remove the toxin – it must be scrubbed clean with soap.

58. Formerly Fresh-Bread Stairs

The stairs here bear scratch marks where they meet the water, left by some metal implement used to scrape away fungus. A few scraps of orange fungus smelling of fresh bread are left on the first step – ingesting them will cause a few seconds of euphoria, but there is not enough fungus to cause any long-lasting effect.

59. Floater

A bloated human corpse floats here, dead for perhaps two weeks. It wears a red leather jacket covered with zippers, black leather pants, a black fedora, and a single sequined white glove.

Tucked into one of the zippered pockets is a laminated paper card with the following written upon it: “Go up stairs to room with eight exits. Take southwest exit. Don’t disturb anything, it’s all trapped. Eventually reach room with two northwest corridors, take the left corridor. Past the room full of purple spikes is the Tomb of Metal.”

The sequined glove is a *glove of mesmeric dancing*, with 12 sequins remaining.

60. Stair Surprise

Just under the surface of the water at the bottom of these stairs is a mass of half-digested bones and rusted bits of metal. These are the table scraps of a stair constrictor (AC 3, HD 4, hp 12, #AT 2 plus constrict, D 1d6/1d6 plus poison, 1d4 constriction, MV (3'), Save F4, ML 10) that lurks halfway up the stairs.

61. Horseshoe Corridor

The walls in this corridor are sculpted with abstract representations of flowing water, with abstract dolphins at locations “a,” “b,” and “c.” The secret doors are opened by rotating their corresponding abstract dolphins.

62. Fountain Room

This room is decorated with elaborate frescoes of nymphs and octopi frolicking in azure pools. There are nine marble fountains in this room – a large central fountain, with miniature aqueducts providing water to eight surrounding fountains. The fountains are sculpted to resemble fanciful fish spouting water from their mouths.

The water changes color as it passes through the aqueducts and into the eight smaller fountains. Drinking these waters has various magical effects. If any enchanted water is removed from this room, it will become non-magical, normal water, unless transported in a specially-treated preservative bottle (such as the bottles in room 48 of level 1, or in room 1 of the Deep Tower).

There is a small lacquered wooden cabinet here. Resting on a shelf inside is an ancient yellowed note reading, "FYI, borrowed a preservative bottle, brought it to Jerry's office in the Deep Tower."

The various fountains and their effects are detailed below:

Main Fountain (center of room): The water in this fountain is crystal-clear. Drinking from it will cause intense sweating for the next 1d4 hours.

Orange (north alcove): This water acts as a *potion of healing*. It may only be drunk once per day – further doses have no effect.

Brown (northeast alcove): The brown water acts as the spell *cure disease*.

Chartreuse (east alcove): This yellow-green water acts as the spell *haste*. The drinker must also save vs. poison or temporarily lose 2d4 points of constitution. The lost points will regenerate at a rate of one per day. If a character's constitution drops below zero as a result of drinking the chartreuse liquid, he will die.

Mauve (southeast alcove): The drinker's eyes glow with a brilliant mauve light, illuminating the area in a 30' long and 10' wide cone in front of him. His eyes will continue to shine for 3d4 hours.

Maroon (south alcove): The maroon water acts as the spell *neutralize poison*.

Yellow (southwest alcove): The water from this fountain is a powerful laxative. Persons or creatures drinking this water are incapacitated for 1d4 rounds.

Fuchsia (west alcove): Drinking the fuchsia water will put the consumer into a deep sleep for 1d6 turns, from which they cannot be roused. Spellcasters will recover 1 spell of their choice when they awaken – but this particular benefit will only occur once per day. Further consumption of the fuchsia liquid will only cause sleep.

Teal (northwest alcove): A field of shimmering teal energy covers the drinker's armor and weapons for 1 turn, temporarily enchanting them as +1 items. Any gear carried that already has an enchantment will be unaffected.

The secret doors within this room are hidden from this side. They may be activated by pressing on certain raised nymph engravings on the wall.

In the corridor to the south of this room, there is a 10' square sculpted section of the wall depicting abstract waves with an abstract dolphin leaping among them – rotating the dolphin portion will cause the secret door to open from the south side.

63. Empty Room

There is a small heap of rags in the southeast corner of this room. If disturbed, the albino rats nesting within will squeak and run in fear from the party.

63a. Secret Door

The secret door is not a secret on this side – a bronze handle cast into the shape of a tulip may be used to pull the door open.

64. Gilded Armor

Tattered gray banners hang from the walls – whatever colors they once bore have long since faded. A wooden stand on the wall opposite the door supports a magnificent set of human-sized plate mail. It is chased with gold filigree and ornamented with 30 emeralds, and worth 4,500 gp intact.

If the players remove the gold and emeralds, rather than selling the armor as-is, 400 gp worth of gold and 3,000 gp worth of emeralds may be removed. Should a player decide to wear this armor, they will gain a bonus of -1 to reaction checks while doing so.

65. Deeper

A spiral staircase in the corner of this room leads down to level 6.

66. Feat of Mental Strength

Rows of rotting benches are arranged around this room, surrounding an unusual apparatus. It is a pair of pedestals, connected by dozens of cables, with a pair of knurled metal grips protruding from each pedestal. Between the pedestals, suspended from curling bits of brass, are an array of mirrors and glass tubes. A small placard is suspended by wires from the glass tubing between the pedestals, reading "Test Your Mental Strength!"

If two people grab the grips, compare their intelligence scores. The PC or NPC with the lower intelligence takes the difference in damage per round, groaning in agony as he is mentally bested by his opponent. The PC or NPC with the higher intelligence will feel an exhilarating rush of mental energies flooding his mind.

If the opponents each have the same intelligence, they will both take 1 hp of damage per round until one or the other (or both) reaches 0 hit points.

Once gripped, players cannot willingly let go of the apparatus until one or both opponents have dropped to 0 hit points. Other PCs present in the room may forcibly drag one of the mental combatants away from the machine, however.

If the victor in a match has held on until his opponent has reached 0 hit points, he will be able to retain the surge of mental energy, and unleash it as a focused blast of 1d12 damage on one opponent. This mental energy will dissipate over the next 12 hours – if not used before then, it is gone. Only one surge of mental energy may be held at any given time.

After loosing a mental blast upon an enemy, that character will be at a -6 disadvantage to their intelligence in any future matches using the apparatus that take place in the next 24 hours.

Note that hyper-men have a +5 advantage over opponents using this apparatus due to their natural mental prowess. They do not need to physically contact the grips to use the machine (nor could they, as their tiny arms are too short and close together).

67. Statue of the Automaton

A 12' tall statue of a slender automaton stands here. If examined closely, the face can be seen to have a seam – with some effort, the face may be spun counterclockwise to unscrew it from the statue, leaving only a threaded hole.

Tucked out of sight behind the statue are four goblin spawn-sacks with squirming goblin larvae within.

68. Brimstone Stairs

The first stair above the waterline here is covered with a red slime-like fungus, smelling of brimstone.

The walls to either side of the stairs are covered with scorch marks.

Anyone disturbing this fungus (by stepping on it or scraping at it) will cause it to release a cloud of spores in a 20' radius. The spores are harmless, except for their high flammability – if any open flames are present, the spores will explode, causing 2d8 points of damage (save vs. dragon breath for half damage).

Eating the fungus will cause 1d4 rounds of vomiting if a save vs. poison is failed.

69. Smoke Break

A mercantile expedition of 5 dark smokers (AC 4, HD 3, hp 17, 16, 11, 10, 7, #AT 2, D 1d4/1d4), MV (40'), Save F3, ML 9) is making their way through this level of the dungeon. They carry a chest supported on two long poles, containing selections of edible fungus, dried bits of humanoid flesh, a bright blue pearl worth 300 gp, a screw-top metal tube 1' long (filled with dinosaur dung), a rusty iron box containing 100 gp, and a certificate allowing the bearers to pass through the hinge-headed outpost to level 4, good for one use only.

70. Submerged Stairs

The hallway leading to this room appears to be a dead end, with the ceiling slanting down at a sharp angle to meet the surface of the water, as the stairs are entirely submerged.

The presence of stairs is presumably obvious, but oblivious characters walking down the hall without probing ahead must save vs. paralyzation to avoid falling down them (characters in heavy armor will tumble all the way to the bottom).

Any extensive splashing or floundering about is 50% likely to attract the attention of the moray snail in room 72, who will then lurk at the bottom of the stairs, waiting for its prey to approach (or snatch up a drowning meal should an unlucky character have fallen to the bottom).

71. Sunken Treasure

A chest lies within this sunken chamber, with a barnacle-encrusted skeleton draped over it. Inside are 50 gp, a thin metal scroll with a map engraved upon it (see *Player Handout #3*), and a vacuum-sealed plastic bag containing a *manifold short sword*, its wire blade curved into the shape of a

small cutlass (see ASE1 for a description of *manifold* weapons).

72. Moray Snail

A moray snail (AC 2, HD 5, hp 24, #AT 1, D 1d12, MV (20'), Save F5, ML 10) makes its lair here. There are 37 sp, 15 ep, 21 gp, and 6 pp scattered among the cave barnacles encrusting the floor of this room. The moray snail's shell is worth 500 gp undamaged.

73. Holes in the Water

If not previously encountered as a wandering monster, the invisible plodder (AC 2, HD 6, hp 38, #AT 2, D 1d8 plus hold, MV (20'), Save F6, ML 11) will be found here, in the middle of this broad intersection. It will be standing silently, waiting for prey to approach, and only visible as four cylindrical holes in the water, each two feet in diameter.

The plodder has a half-digested medusa (still recognizable as such, but with no risk of petrification), 1,528 sp, 63 pp, and a *robe of climate control* in its gut.

Once the plodder has been encountered here, it is only 50% likely to be met here on subsequent visits, if it is still alive.

74. Second Hall of Alcoves

This area of the wide stone hallways that criss-cross the third level has ten alcoves cut into its walls.

a. In the back of this alcove is a recessed niche, 1' high by 1' wide and 2" deep, covered by a recessed one inch thick transparent sheet of cast acrylic. Forty-eight faceted blue quartz gems (worth 10 gp each) rest behind the acrylic. Below the niche, embedded in the stone wall, is a stainless steel coin slot and chute. For each coin placed in the slot, a single gem will be dispensed from the chute.

b. Bronze shelves line the back of this alcove, holding racks of cracked, empty glass jars, varying in diameter and height from 6" to 2'.

c. An empty sarcophagus rests against the back wall, its lid propped up beside it. Behind the lid are two ruptured goblin spawn-sacks.

d. The bronze door in the back of this alcove is heavily scratched and dented.

e. There are eight threaded holes, $\frac{3}{4}$ " in diameter, drilled into the stone in the back of this alcove. They are arranged in an octagonal pattern, 2' wide.

f. The bronze door here has an ancient, yellowed plastic sign affixed to it, reading "Warning: Anomaly Ahead. Authorized Personnel Only." The door is locked – the key is in the *extradimensional egg* in room 40 of this level.

75. Grasping at Skulls

There is a flat-topped six-sided metal column in the center of this room, four feet tall and 2' in diameter. In the center of the column is an eight inch wide hexagonal opening – the cavity within is 2' deep, and at the bottom is a blue crystal skull.

If anyone disturbs the crystal skull, six titanium alloy blades will scissor inwards just beneath the opening, causing 3d6 points of damage and amputating any limb placed within (save vs. paralysis for half damage, and loss of just a hand rather than the entire arm).

The skull may be used in the Lazarus Chamber (room 77 of level 2).

76. Closet

This large walk-in closet is almost completely empty, except for a bronze rod mounted 7' from the floor on the north wall. There are three patchy suits of reflective plastic cloth, complete with cracked plastic boots and gloves and cloudy translucent plastic helmets, hanging from the rack. If the helmets are removed, a complete tooth-man skeleton will be found inside each suit.

77. Flash Freeze

In the center of this room is a large stainless steel cylindrical tank, 2' in diameter and 8' tall. Five metal hoses, spaced evenly around the tank, emerge halfway up and end in nozzles a few inches above the water in this room. A small black plastic box is attached to the west side of the tank, out of view from the doors, with a stainless steel control wire running down to the tripwire arranged around the tank under the surface of the water.

Anyone approaching within 10' of the cylinder will hit the circular tripwire, causing the tank to spray liquid nitrogen down at the floor, instantly freezing the water in this room. A notification light will also begin blinking in room 119, alerting the Hive Mind,

who will send the goblin emissary and eight goblins from room 118 to capture or kill those who triggered its trap.

Anyone who fails a save vs. paralyzation will be stuck in the ice. Those who succeed are able to leap free of the expanding circle of ice before their feet are caught.

The ice will take 12 turns to melt naturally. Applying flame or hammering away noisily will release characters within 1 turn. Sadly, the goblins will arrive via their transporter in half that time (5 rounds).

78. Moldy Room

The stone walls here once had a hardwood veneer, but moisture and decay destroyed the boards long ago, except up near the ceiling, where the rotted ends haven't completely disintegrated.

Moldy gray tapestries hang from the walls. Whatever scenes they once depicted have been devoured by a splotchy orange and black fungus. This mold smells like feet, and is harmless.

Five goblin spawn-sacks with accompanying goblin larvae are attached to the ceiling, should the players look upwards.

79. Feast of Fungus

A solid bronze table frame stands in the middle of this room, supporting a mold-covered wooden tabletop. The outlines of goblets, plates, and decanters can be seen under the thick layer of blue-and-purple mold. The table is 50' long and 6' wide.

The layer of mold rises and falls, as it releases puffs of reddish gas into the air. Anyone approaching the table closely must successfully save vs. poison each round, or succumb to the effects of the hallucinogenic gas. Those under its effects will become convinced that their comrades are hideous monsters, and either attack (50% of the time), flee wildly into the darkness (30%), or cower under the table (20%). The effects of the gas last 2d6 rounds.

A total of 24 silver goblets, 24 silver plates, and 8 silver decanters may be recovered from the mold. Each goblet and plate is worth 10 gp, and each decanter is worth 20 gp.

80. Assembly Hall

One hundred or so rusty folding chairs are arranged in the water here. The bloated corpses of six codmen and two goblins float face-down in the water between the chairs, and are crawling with small white crabs and sea-worms.

The walls to either side of the stairways at locations "a", "b", and "c" are carved with intricate magical symbols. The image of a winged skull is repeated multiple times among the symbols. As players pass up the stairs and between the walls, the symbols will flash with blue light. Each player who passes between must save vs. spells, or suffer the following effects, depending on the stairway chosen:

- a. Affected characters will see that they are being trailed by the grim specter of Death itself. It appears to be a skeleton in black robes, wielding a scythe. Death will not interact with the characters in any way, other than to silently follow them, and cannot be harmed by the characters in any way. It will disappear after 6 turns.
- b. Affected characters will see any corpses and/or undead as living creatures for the next 6 turns.
- c. Affected characters will see any living creatures as rotting corpses and skeletons for the next 6 turns.

The effects of the stairs are cumulative.

81. Tomb of the Bone Lord

This room is furnished luxuriantly with red velvet divans, oriental rugs, tapestries depicting elegantly dressed monsters (toothmen, morlocks, goblins, etc) attending parties, and exquisitely carved mahogany coffee tables. The floors and walls are hardwood, and the ceiling is arched and coffered. In the center of the room is a long table covered with silver dishes, cutlery, and goblets, with seating for twelve guests. The room is dimly lit by a silver chandelier holding flickering candles, hanging over the table.

Contrasting with the elegant furnishings is a stone sarcophagus sitting upon the elevated platform that occupies the southern half of the room.

The three doors in the lower, northern section of the room are one-way doors that will slowly swing shut after they are opened (over the course of two rounds). Facing the interior of this room, the bronze

doors are covered with a wood veneer, and blend in with the walls.

The two doors on the east and west ends of the southern platform, and the double doors to the south, are all carved from black stone and each is engraved with a large winged skull.

Each door has a skeleton in a tuxedo posted next to it, the double doors have a pair of well-dressed skeletons, and four more elegant skeletons stand around the table, each with a bottle of wine in their hands. Surrounding the stone sarcophagus are six skeletons in black gowns and veils.

When the players enter, the skeleton standing next to the door they use will silently point to the table. Once the players enter, the skeleton will close the door behind them, removing any spikes or such that may be placed to prevent the one-way doors from closing.

Should the players sit at the table, the wine-bearing skeletons will fill the goblets. The wine is poisoned, and anyone drinking must save vs. poison or begin writhing for the next 1d8 rounds. Affected characters are unable to do anything except crawl about miserably until the writhing runs its course.

Inside the sarcophagus is a wight, Tranitaxin the Bone Lord (AC 5, HD 3, hp 19, #AT 1, D drain life energy, MV (30'), Save F3, ML 12). If the players take the bait and head towards the table, he will wait until the players have had a chance to drink the poisoned wine before attacking – otherwise he will arise as soon as the players begin exploring the room, commanding his 17 skeletons (AC 7, HD 1, hp 5 each, #AT 1, D 1d6, MV (20'), Save F1, ML 12) to attack with the short swords concealed in their garments.



During the battle, Tranitaxin will taunt the players and boast of how he will feed on their sweet breath. Any turning attempts by the party's clerics will affect the skeletons with their lower hit dice first.

If the battle is going poorly, Tranitaxin will summon 1d4 dungeon-rot wights (AC 6, HD 2, hp 9 each, #AT 1, D drain life energy (save vs. spells to avoid), MV (30'), Save F2, ML 12), who will arrive from the flooded corridors to the north in 1d4 rounds. Normally he avoids the presence of other intelligent undead, especially drippy, gooey ones, but tough times call for tough choices.

Tranitaxin will not pursue the party into any flooded areas of the dungeon – he cannot abide getting his tuxedo wet, never mind the possibility of getting dungeon-rot in his dry mummy-like corpse-flesh.

If Tranitaxin drives the party away, any casualties that rise as wights will be tossed out of his lair and into the flooded tunnels of the dungeon, where they will become dungeon-rot wights.

Tranitaxin wears a stunningly well-cut powder blue tuxedo with matching top hat and bow tie – the contrast with his dried dead flesh and matted dreadlocks is quite flattering. The ensemble is worth 500 gp if it is somehow undamaged after the fight. He also has a platinum lapel pin encrusted with sapphires worth 1,000 gp, a silver ring with a marquise-cut ruby worth 600 gp, and an ivory ring carved in the shape of a winged skull, with tiny emeralds set in the eye sockets, worth 100 gp.

The sarcophagus is lined with plush red velvet. Hidden inside the velvet lining (obvious to anyone cutting it open or feeling the plush surface) is Tranitaxin's *sword of unlife*.

If the characters search carefully, under one of the rugs they will find a loose floorboard. It may be lifted up to reveal a lever – pulling this lever will cause the three one-way doors to spring open.

The furnishings also have value, although getting the larger pieces out of the dungeon may be a challenge:

- Dinner table, worth 500 gp
- Chandelier, worth 400 gp
- 12 mahogany chairs worth 50 gp each
- 6 divans worth 75 each

- 8 coffee tables, worth 50 gp each
- 9 rugs, worth 80 gp each
- 12 silver plates, worth 25 gp each
- 12 sets of silver cutlery, worth 10 gp each
- 12 silver goblets, worth 20 gp each

Anything left behind after Tranitaxin is defeated will be defiled and trashed by cod-men and other dungeon vandals.

82. Sterilization Chamber

The door at the end of the short northern corridor is made of black stone, and carved with an image of a winged skull. The trapdoor in the floor is a bronze hinged circular valve.

Embedded in the ceiling of this room is a ring of crystal, 15' in diameter and four inches thick. On the south wall is a white plastic box with a pale purple button on it, labeled "UV Sanitizer."

If the button is pressed, the entire room will be lit with a stark white light. Characters with wide-spectrum vision will see bright ultraviolet light as well. The intense light will last for one turn, and will cause 1d8 points of damage per round to any undead within this room.

Any characters remaining in this room for the full turn while the light is on will develop a deep tan, and be cured of any skin diseases. Any vegetable matter will be healed 1d6 hit points, and players with green skin from eating the asparagus in room 104 will regenerate 10 hit points. If the hypno-moss from area 87 is on a victim's head, it will instantly grow into their skull and devour 1d3 points of intelligence, as if 24 hours had passed.

83. Cinnamon Stairs

The first stair rising from the water is coated with a gooey black fungus that smells like cinnamon. If ingested, the black fungus will cause 1d4 points of damage, and protect the consumer from the level drain abilities of the undead for the next 24 hours. There is enough fungus for two doses.

At the top of the stairs is a pair of black stone doors, a carving of a winged skull extending over both of them.

84. West Tomb Entrance

The door on the west wall of this room has been carved from black stone, and an image of a winged skull has been engraved upon it. Above the skull are the words, "HEREIN LIES THE BONE LORD. IN DEATH HE SHALL KNOW NO REST."

85. Statue of the Powered Warrior

A 12' tall statue of a woman in power armor stands here. If examined closely, the face can be seen to have a seam – with some effort, the face may be spun counterclockwise to unscrew it from the statue, leaving only a threaded hole.

A necklace of closely-packed shark teeth, strung together on wire, has been draped around the statue's neck. This is a *necklace of decapitation*.

86. War is Hell

Floating face-down in this room are the bloated corpses of a hinge-headed (its head-can ripped open and the jewel missing) and three Neanderthals. The bodies are crawling with sea-worms and small white crabs.

87. Statue of the Muscled Man

A 12' tall statue of a heavily-muscled man wearing nothing but a loincloth stands here. The head of the man is covered with moss – this is a specimen of hypno-moss (AC 9, HD 1, hp 3, #AT mind control, D mind control, MV (0'), Save MU1, ML 12).

If the moss is removed, and the face examined closely, it can be seen to have a seam – with some effort, the face may be spun counterclockwise to unscrew it from the statue, leaving only a threaded hole.

If players look underneath the stone loincloth, they will see that someone has tucked a leather pouch with two pearls inside (worth 200 gp each) under it.

88. Statue of the Ape-Man

A 12' tall statue of a long-haired ape-man stands here. If examined closely, the face can be seen to have a seam – with some effort, the face may be spun counterclockwise to unscrew it from the statue, leaving only a threaded hole.

89. A Little R&R

This room is empty, with the exception of a small green hemisphere in the middle of the ceiling, 2" wide.

A few seconds after the players enter the room, the green hemisphere will emit a cone of light, in which a wavering hologram of six men appears. Their legs below the knees will reflect strangely off the water in this room, appearing to fold up to their waists.

A disembodied voice will introduce each of the men: "Please give a warm welcome to DynMat's very special band – Bob from Accounting, Bill and Larry from Engineering, Roy from Custodial Services, Ahkmed from Medical, and last but not least, Leonard, our dear VP of product development!" Applause will be heard from an unseen audience, and the six men (dressed in six distinct uniforms) will begin loudly singing an ancient hymn of praise to the naval forces.

The singing will go on for four rounds, and a wandering monster check should occur for each round the door is left open.

90. Lying Wires

Dangling from the ceiling between the two doors on the eastern wall is a thick cluster of wires, 2' in diameter. The wires hang to within a few inches of the surface of the water in this room.

If the doors are approached, the wires will stab into the nearest character unless a save vs. spells is made, causing 1d4 points of damage and taking control of the character's body. The victim's body will stand rigidly straight as it intones in a hollow voice, "If you attempt to remove the wires, this fleshy creature will perish. Perform a task for me, and I shall release the organism."

Roll on the table below for the task to be performed. The tasks are pointless busy-work, and the entity communicating through the wires will not release the body under any circumstances. It will instead demand that yet another task be completed.

The wires may be pulled from a victim without causing any harm. The true danger is in leaving a victim behind – wandering monsters and/or dehydration will likely kill the character, as the wires will not defend a controlled body in any way, or otherwise try to keep it healthy.

Pointless Tasks

Roll 1d8 to determine the pointless task the wire-controlled body demands.

1. Fetch me the mind of a hinge-headed. They shall know me, and I shall know them!
 2. Eliminate the goblins that infest this level. They have annoyed me for the last time!
 3. Retrieve one ounce of unprocessed nuclear fuel. You know this as “sick rock.”
 4. Return with an artifact from the Gray Void. I must know the nature of this dimension.
 5. Deliver this message to Trimexis of the Deep Tower: “Eight times eight is the number you shall aspire to.”
 6. Carve my likeness in the Hall of the Underlords. All who gaze upon me shall know despair!
 7. Fashion a suit of armor from the scales of the water serpent, and present it to me here.
 8. The cod-men have offended me one time too many. Bring me a dozen of their heads, and your companion shall be returned unto you.
-

The one-way door appears normal from the west side, and has springs in its bronze hinges that will cause it to swing shut automatically when released. From the east side, the door is a featureless bronze rectangle.

91. Empty Room

This room is completely empty.

92. Worm Food

The corpse of a 20' long giant albino catfish rots in the middle of this room. The stench is terrible, and characters must save vs. poison or be at -2 to hit while in this chamber.

The catfish is host to a giant polychaete worm (AC 3, HD 5, hp 16, #AT 1, D 2d6, MV (30', swim 50'), Save F5, ML 8). It will attack if the catfish is disturbed, surprising on 1-4 on a 1d6.

Inside the catfish's belly is a mostly-dissolved human skeleton and two solid gold spheres worth 400 gp each. Inside the worm's belly is a third gold sphere, also worth 400 gp.

The one-way door appears normal from the north side, and has springs in its bronze hinges that will cause it to swing shut automatically when released. From the south side, the door is a featureless bronze rectangle.

93. Stench of Things to Come

This room is empty, but there is a hideous stench coming from the archway to room 92.

94. Clams on the Hunt

Four crawling clams (AC -2 (tentacles 3), HD 3, hp 14 each (tentacles 5 hp), #AT 4, D 1d6 each, MV (30'), Save F3, ML 8) are scrabbling at the bronze door in the west wall with their clawed tentacles. They will be surprised by the party 50% of the time, as they are entirely focused on the scent of the rotting catfish coming from behind the door.

Two of the clams have 100 gp white pearls, and a third has a 500 gp black pearl.

The southeast and southwest walls of this room are dominated by huge skulls carved into their surfaces, the eye sockets, nose holes, and mouths covered with peeling black paint. Careful investigation will reveal that the paint in both the southeast skull's eyes is peeling away in vaguely hand-shaped patterns. Depressing the stone surfaces in both of the southeast skull's eyes simultaneously will activate the secret door.

95. Broken Platter

A shattered pedestal of stone partially protrudes from the water here, and a cracked stone platter leans on it. The platter has four sets of metal pins (each set having 3 individual pins), but it will not react in any way if crystal skulls are placed upon it – the platter and its pedestal are thoroughly broken.

If the players search the room, they will find a red crystal skull mixed in with the rubble from the pedestal. This skull may be used in the portal niches throughout the dungeon, such as those in room 16 of level 1 and area 55g of level 2.

The secret door is obvious from this side, and may be pulled open using a large bronze handle.

96. Pink Trails

In the center of this room is a 3' wide beam of bright pink light, running from floor to ceiling, that weirdly illuminates the standing water here.

The column of light is capped by a stone disc attached to the ceiling, with angular geometric patterns carved into it. On the floor, under the surface of the water, is a similar disc. Each disc is 3' wide, but only a few inches tall.

Any object (or limb) that is stuck into the light will leave pink trails of light behind as it moves. This effect will only last for a few seconds.

If a character stands on the platform, immersing himself entirely in the pink light, the beam of light will fade (but not extinguish), and the character will now have a +1 bonus to all strength-related activities (melee attacks, melee damage, and “force door” checks), as the pink trails of light streaming into his body add extra force to his blows. This effect will last for a full 24 hours.

The pink trails of light that follow the character will make him easily visible in the dark, and will illuminate invisible characters.

Once the 24 hour period has concluded, the pink light will resume its normal brightness. While dimmed, no objects or characters immersed in the light will leave the pink trails.

When first visited, the beam of light will always be at full strength. If the room is left unlocked after the first visit, the beam of pink light will be dimmed 50% of the time.

97. Sparklers

Four sparkler automatons (AC 4, HD 4, hp 18 each, #AT 1, D 1d8 plus dazzle, MV (30’), Save F4, ML 10) stand vigil in this room.

The four automatons have made a memorial out of the remains of their long-dead master, Robotics Engineer Jim Hargraves. His skeleton is mounted to the east wall with gold wire, and thin gold plates beaten into the shape of human musculature have been wired onto the bones. One of the sparklers is working on the final piece – the gold face-mask.

If engaged in conversation, the sparklers will gladly relate how they have spent endless centuries hammering gold coins into many-layered sheets of metal to create their memorial.

The gold plates, wire, and face mask are worth a total of 1,000 gp. The sparkler automatons will be violently opposed to their removal, of course.

The door to the northeast is unlike most of the doors on this level – it is a 4’ wide circular bronze hatch, mounted 3’ above the level of the floor. The

door may be sealed shut using a wheel-shaped handle.

97a. Elevator

The doors to this room are 4’ wide circular bronze hatches, mounted 3’ above the level of the floor. The hatches may be sealed shut using wheel-shaped handles recessed in the inner surface of the hatches.

A badly rusted elevator car occupies most of this area. The floor has almost entirely rusted through, and has several large holes in it. Beyond the holes, the elevator shaft below can be seen extending down. A panel on the inside of the elevator has unlit buttons reading “3”, “5”, and “6” – if pressed, nothing will happen.

The roof of the elevator car is likewise rusted through, and large holes allow party members to see a winch with nearly a thousand feet of steel cable supporting the car. The winch is only 10’ above the car, and the cable has rusted into a solid mass – it will never lower anything again. This can be seen from the entrance to the elevator car – it is not necessary for players to enter the car to figure this out. Note that there are no cables running up and down the shaft with counterweights – the single supporting cable for the car was wound entirely onto the winch above.

The shaft descends for several hundred feet, with an opening to the 5th level 430’ down, and an opening to the 6th level 510’ further down. The shaft ends 30’ below the 6th level entrance. The bottom is choked with ancient moldy skeletons, beneath which are 6” wide bronze grates covering narrow drainage pipes.

Anyone trusting their weight to the floor of the car will plunge through the thin layer of rust remaining, falling the full 960’ to the bottom of the shaft – a nearly eight second journey.

98. Weedy Grave

The thick brown fronds of seaweed choking this room are an algae nightmare (AC 9, HD 6+6, hp 44, #AT 2, D 1d4 drowning, MV (0’), Save F1, ML 12).

99. Nearly Empty Room

A pair of cod-man skeletons lay beneath the surface of the water – other than those remains, the room is empty.

100. Ribbit

There are three sonic frogs (AC 7, HD 4, hp 18 each, #AT 1 or sonic blast, D 2d4 or swallow or stun, MV (10', swim 30'), Save F4, ML 7) in this room. One of them has the mostly-digested remains of a hinge-headed in its stomach, the glowing crystal mind still intact. It will introduce itself as Expeditionary Captain Valsimix if it believes the party is not hostile towards the hinge-headed.

Also in the frog's stomach are 100 pp and a protonium-metal whistle with a piercing shriek – it is especially irritating to Neanderthals, who will be incapacitated for 1d4 rounds after hearing it.

101. Booby Trap

A gagged and bound cod-man (AC 4, HD 3, hp 8, #AT 2, D 1d6/1d6, MV (30', swim 40'), Save F3, ML 8) is suspended by his arms from a rusty iron eye-bolt in the ceiling. He wears a leather belt with a black box on it. A length of double-stranded wire runs underneath the belt to his backside, where it is then carefully wound through the ropes that bind and suspend him. This wire will only be observed if the ropes are carefully searched.

If a strand of the wire is severed (while cutting the cod-man down, for instance), the black box will explode, causing 4d6 points of damage to all in a 20' radius (save vs. spells for half damage).

The wire is a 12' long loop if unwound from the rope.

102. Green Room

The walls of this room are covered with peeling green paint down to the waterline.

103. A Tripwire Runs Through It

A tripwire runs across the middle of this room. If players walk into it, a one foot thick slab of stone

(10' by 10' wide) will be released from the ceiling, causing 3d6 points of damage to anyone underneath (save vs. paralyzation to jump out of the way).

If the ceiling is examined carefully, the seam around the stone slab can be seen.

104. Damp Feast

A stainless steel table runs the length of this room – it is 60' long and 10' wide. The table is covered with freshly cooked food. A black square machine hangs from the ceiling, its six arms dangling below it. The machine has a dark hole in its center, and is able to move from east to west along a stainless steel track attached to the ceiling.

The machine is responsible for cooking the food and keeping the table clean. It has imbued the foodstuffs with chemicals and nano-devices to provide varied effects to the consumer, controlled by ultramagnetic beams emitted by the machine.

The machine is intelligent and can speak. It will wait for players to try the food (or leave with the food) before speaking, and will not speak if animals or other non-intelligent beings consume the food.

The machine will not permit multiple players in the same party to experience the same effects – “Please try a different food. My culinary delights are best enjoyed as a surprise!” If players insist on trying a food another player has already sampled, there will be no effect at all. The machine is not stupid, and will remember who visited with whom, so sending people in after the machine has seen them together will not work.

The foodstuffs have no effect if removed from the room, and the machine will let the players know that as they leave – “I understand you want to take some home with you, but do be aware that any effects beyond sheer deliciousness will be inoperable away from my particular magnetic influences.”

Foods of the Damp Feast		
Food	Effect	Quip
Turkey	Save vs. poison or become unconscious for 2d6 turns	"Please enjoy the increased concentrations of tryptophan."
Baked Potato	Become intoxicated for 2d6 turns. -2 penalty to hit and saving throws	"My baked vodka potatoes are fermented in the skin."
Steamed Asparagus	Skin turns green. While in direct sunlight or concentrated ultraviolet light, regenerate 1 hp per round	"A fine choice for satisfying your daily chlorophyll requirements."
Bacon Cheeseburger, with grilled cheese sandwiches for buns	Maximum hit points increase by 5, permanently	"You have chosen the most awesome sandwich available. Enjoyment is inevitable."
Veal Parmesan	Save vs poison or muscles contract for 2d6 turns, forcing eater into fetal position	"To simulate the inhumane conditions required for a proper cut of veal, paralytics and muscle cramping agents have been added to the meat."
Carrot Cake	Skin turns orange. If buried to his neck in fertile soil, the eater may regenerate 1 hp per round	"It is amazing that something so sweet can be made from a root buried in dirt. Perhaps if you were buried you would be as sweet?"
Pepperoni Pizza	Gain 5d6 pounds immediately. If more than 10 pounds gained, armor no longer fits and must be removed	"It all goes straight to your thighs. Immediately, thanks to the hormones I've added"
Cheese Puffs	Fingers are covered with orange cheese dust	"Really? I cook all this food, and you go for the bag of cheese puffs?"
Lobster	Eater will now taste delicious, especially when consumed with drawn butter. Encounters with monsters and cannibals suffer a +1 penalty to reaction rolls	"I only hope you are as succulent as the meal you have just enjoyed!"
Mushroom Quiche	Causes flatulence	"Excuse you."
Buffalo Wings	Save vs poison, becoming immune to ingested poison if successful. If unsuccessful, spit out the flaming-hot wings and spend next turn trying to rinse spicy sauce out of mouth	"The man who can eat my buffalo wings can eat anything."

105. Sancho's Tomb

The tomb guardian Sancho (AC 3, HD 6, hp 27, #AT 1, D 1d8 or paralyze or howl, MV (40'), Save F6, ML 9 (12 if seeking crown)) reclines mournfully upon his stone throne at the southern end of this room. Dozens of skeletons are heaped about the base of the throne, the bones protruding from the water filling the room.

Sancho was once a tomb looter from Under-Miami, whose expedition slew the former tomb guardian, and then he in turn was cursed when he took hold of the *crypt crown* that he now wears. He last left this tomb several centuries ago, during the reign of the toothmen, and his knowledge of the area is fairly stale. He does know how to get to Under-

Miami, but won't know who or what may be encountered along the way.

In addition to the *crown*, Sancho has a *ghost revolver* holstered on his belt, which he will use in combat.

If the skeletons around the throne are searched, 600 gp will be found mixed with the bones.

106. Tarp Room

A plastic blue tarp hangs from the ceiling here, covering the northwest entrance to this room.

107. Jewels of the Sea

Four crystal starfish (AC 8, HD 3, hp 12 each, #AT 1, D 1d12 plus blindness, MV (3'), Save F6, ML 10) cling to the walls here. They will squirt at anyone entering this room. Each starfish has 250 gp worth of crystals on its body.

108. Golden Fusillade

In the center of this room, a stone cylinder, one foot in diameter, stands 3' tall (thus emerging 1' above the surface of the water). The cylinder has a 4" hole in it, and a non-stop stream of gold coins blasts upwards out of it at high speed, into an identical cylinder mounted on the ceiling (which is 10' high in this room, leaving a 4' gap between the two cylinders).

The cylinders appear to be carved from the very stone of the floor and ceiling, and are not secured by bolts or any other mechanism.

The stream of gold is blurry and indistinct due to its speed. It is made up of 750 dented, mangled coins, blasting up in a loop – those sucked in through the ceiling somehow end up routed back into the floor pipe, and are shot up again.

Interrupting the stream by placing an object between the two pipes will cause gold coins to ricochet throughout the room. A sword blade or other small object will cause 2d20 coins to spray about, doing 1d4 points of damage to everyone in the room who fails a save vs. breath attacks. Completely blocking the stream (e.g. with a shield) will cause all the coins to fly about the room in a lethal hail, doing 2d8 points of damage to all within (save vs. breath attacks for half damage).

Sticking a hand in the stream causes the same ricochet as a blade or small object, but the character who shoves his hand in will take an additional 1d6 points of damage.

The stream of gold coins is fairly loud, and wandering monsters will not be attracted by any noises the characters make while in this room.

Objects less than 4" in diameter may be tossed up into the hole in the ceiling-cylinder, or dropped into the hole in the floor-cylinder – they will cause small ricochets before becoming part of the stream (and may cause additional damage to hands, depending on how they are placed into the stream).

109. Bath Time

Six pressure-washer automatons (AC 7, HD 1, hp 5 each, #AT 1, D 1d4, MV (20'), Save F1, ML 12) are submerged under the surface of the water at the bottom of the stairs. They will surprise on 1-4 on a d6. They have been programmed by the Hive Mind in room 119 to shout out warnings ("Alert! Commence cleaning! Filthy humanoids present!") and then attack anyone who approaches without a goblin escort.

The stairs and walls here are incredibly clean and completely free of molds and mildews.

110. Goblin Nest

Twelve goblins (AC 6, HD 1-1, hp 4 each, #AT 1, D 1d6, MV (20'), Save F0, ML 7) wearing tight-fighting silver jumpsuits (+2 AC versus lasers) are standing here in complete silence. This is not typical goblin behavior – the mental presence of Grolikus the Hive Mind is suppressing their typical barbaric urges.

Goblin-sized hemispherical chairs and couches are scattered around the room.

111. Cherry Stairs

The first stair rising from the water is coated with a powdery brown fungus that smells like cherries. Anyone consuming a full dose of the fungus will gain the ability to see through doors and walls up to 2' thick as if they were made of gauze. The effect lasts for an hour, and there is enough fungus for two doses.

112. South Ambush Point

Six goblins (AC 6, HD 1-1, hp 4 each, #AT 1, D 1d6, MV (20'), Save F0, ML 7) are here, waiting for a signal from the watchman in area 113. They wear the same silvery suits as the rest of the goblin tribe.

The secret door is obvious from the south side, and may be opened by pulling a bronze bar. From the 30' wide corridor, a loose stone block 2' above the floor (at the waterline) must be depressed to open the door.

113. Peephole

Two goblins (AC 6, HD 1-1, hp 4 each, #AT 1, D 1d6, MV (20'), Save F0, ML 7) stare through the peephole in the trapdoor here, waiting for intruders to pass through the 30' wide corridor below. They

will then alert the goblins in the north and south ambush points (rooms 112 and 114, respectively), who will issue forth through the secret doors to attack the intruders, surprising on a roll of 1-4 on a d6.

The goblins wear the same silvery suits as the rest of the tribe.

114. North Ambush Point

Six goblins (AC 6, HD 1-1, hp 4 each, #AT 1, D 1d6, MV (20'), Save F0, ML 7) are here, waiting for a signal from the watchman in area 113. They also wear the silvery suits.

The secret door is obvious from the north side, and may be opened by pulling a bronze bar. From the 30' wide corridor, a loose stone block 2' above the floor (at the waterline) must be depressed to open the door.

115. Transporter Chamber

The walls and ceiling of this room are covered with organic-looking metal pipes, running between two large black cubes mounted on the walls, a glowing 10' wide circular disc on the floor, and a console near the entrance to this room.

The console has a single button, with the word "Transport" written on it in alien goblin-runes. If pressed by a goblin, everyone standing on the disc will be instantly transported to a location visualized by Grolikus the Hive Mind. If anyone else presses the button, those standing on the disc will be transported to a random location in the Anomalous Subsurface Environment (roll 1d4 for the level, and then 1d100 to determine a room within that level).

116. Storage

There are forty metal boxes in this room, arranged in stacks of four. The boxes have rounded corners and an industrial look to them, and each is securely latched with a rubber gasket visible in the seam.

Anyone opening a box must save vs. poison or die, as it is full of a deadly green preservative gas that keeps the algae-bricks within from becoming stale. Goblins are immune to this gas, and hybrids such as dwarves, elves, and halflings have a +2 bonus to their saving throws.

The gas will quickly dissipate, and is only a danger to those standing next to a box when it is opened.

The algae bricks are revolting, but edible (each metal box contains the equivalent of four weeks worth of rations).

117. Spawning Chamber

Four dozen spawn-sacks are attached to the walls, each containing a pulsating goblin larva.

118. Emissary's Chamber

A goblin emissary is here (AC 3, HD 4, hp 16, #AT 1, D hive mind's powers, MV (30'), Save MU4, ML 11), along with eight goblin attendants (AC 6, HD 1-1, hp 4 each, #AT 1, D 1d6, MV (20'), Save F0, ML 7).

The emissary wears flowing silver-metallic robes, and the attendants wear silver suits, all granting a bonus of +2 AC against laser attacks.

The emissary will refer to himself as Grolikus, and is in fact possessed by the hive mind. He sits in a tall cushioned chair, shaped like an egg cut in half. The chair is mounted to a steel column rising from the floor.

Standing on a circular plastic table next to the chair is an open mahogany coffer, containing 50 azurite stones (10 gp each), four zircons (50 gp each), three citrines (50 gp each), and two amethysts (100 gp each).

The secret door to the west may be opened by rotating the chair counter-clockwise. The secret door to the south may be opened by rotating the chair clockwise.

119. The Hive Mind

Grolikus the Hive Mind (AC 9, HD 5, hp 17, #AT 1, D 1d10 mental, MV (0'), Save MU5, ML 8) resides here, in a glass jar filled with green fluid placed atop a stainless steel pedestal. He is attended by a silver-robed goblin emissary (AC 3, HD 4, hp 12, #AT 1, D hive mind's powers, or laser pistol, MV (30'), Save MU4, ML 11), kept close by for safety's sake. This emissary is armed with a laser pistol.

Seven black metal boxes are piled haphazardly about the room, with wires and hoses connecting them to Grolikus' jar. One of these boxes has a speaker, which allows Grolikus to speak with humans should all his goblins be slain. In this dire

circumstance, he will tell everything he knows to save his life.

There is also a large black metal cabinet. Inside are a broken laser rifle with wires dangling from it, worth 400 gp for parts, a green crystal skull, a sack made of silvery metallic material containing 500 gp, a *potion of healing* in a stoppered spherical glass bottle, and a *wrist replicator* with two charges. The skull may be used in the various item enchantment niches throughout the dungeon (such as room 9 of level 1).

Grolikus is aware that Uligub does indeed still live, and is somewhere on the sixth level. He also knows the full history of the goblins and demi-humans, and knows that he is descended from the crew of a crashed saucer that was brought to the Anomalous Subsurface Environment by human scientists many thousands of years ago.

He is also aware of many of the nearby traps, the existence of Under-Miami, and the other factions on this level, of course.

The secret door to this room is obvious from this side, and may be pulled open using a stainless steel handle.

120. Planetary Science

A stainless steel sphere (1' in diameter) is mounted on a pole in the center of this room. Nine smaller spheres (ranging from the size of a pea to a golfball) are arranged on thin rods of varying lengths, protruding from the large sphere's equator.

Pulling upwards on the third shortest rod will activate the secret door.

121. Watery Pit

The pit trap here is triggered when weight is placed upon the center of the trap – it will then swing downwards, dropping any players weighted down with armor into the 10' deep submerged pit.

At the bottom of the pit are three human skeletons, some rusty bits of metal that used to be weapons and armor, and 400 scattered gold pieces.

122. Inscribed Steps

The stairs here are inscribed in many long-forgotten languages – although one inscription is in the common tongue: “Behold the faces of the heroes

gone before. They stand before the one who came first.”

If magical means are used, the other inscriptions will translate to roughly the same message.

123. Hall of Statues

The alcoves at the end of this hall each contain a faceless statue, with only a flat surface and a threaded hole where the face should be. These statues are nearly identical to the other statues scattered throughout the wide flooded halls of this level.

At the end of the hall, after the alcoves, a single 20' tall statue stands. This taller statue is the only one with a face, and is described further below (see statue ‘i’).

a. A 12' tall statue of a faceless man with small horns on his head, a cap, and a schoolboy outfit, clutching a stone guitar, identical to the statue in area 49. This guitar has no hidden compartment, however.

b. A 12' tall statue of a faceless nude pregnant woman. Unlike the statue in area 48, the belly on this statue is unbroken, and is in fact solid stone with no cavity within.

c. A 12' tall statue of a faceless toothman wearing a mitre and long robes, identical to the statue in area 47.

d. A 12' tall statue of a faceless woman in power armor, identical to the statue in area 85.

e. A 12' tall statue of a faceless long-haired ape-man, identical to the statue in area 88.

f. A 12' tall statue of a faceless heavily-muscled man wearing a loincloth, identical to the statue in area 87. No treasure has been secreted under the loincloth of this statue.

g. A 12' tall statue of a faceless slender automaton, identical to the statue in area 67.

h. A 12' tall statue of a faceless man in rough clothes and wide-brimmed hat, identical to the statue in area 54, except that this statue has no stone noose.

i. Here stands a 20' tall statue of a large smiling man with a goatee and glasses. Unlike the other statues present at the end of the hall, this one has a face (which cannot be unscrewed from the head). One hand is outstretched and holds a variety of dice (carved from the same stone as the hand – they cannot be removed). If the correct faces are screwed in to all eight statues in the alcoves, the twenty-sided die will glow bright pink, and become a *stone of retaliation*.

124. Bane of the Hinge-Headed

A lucrephage (AC special, HD 5, hp 17, #AT 1, D special, MV (30')), Save F5, ML 8) has made this room its lair, and preys on the nearby hinge-headed.

The door to the west is made of stainless steel, rather than bronze, and has an ancient, yellowing sign on it, reading "Mold Storage."

125. Bone Molds

This room is full of free-standing rusty steel shelves, sagging under the weight of the clay molds stacked upon them.

Each of the hundreds of clay molds is cracked, chipped, or otherwise broken. If not for this damage, the molds could be used to cast bones from molten metal. All the molds appear to be for human bones, with the exception of the fanged tooth-molds.

If examined closely, tarnished flecks of silver will be seen in some of the molds. Should hours of labor be spent, 10 sp worth of silver may be painstakingly extracted from the molds.

126. Guard Room

This room is brightly lit by glowing crystals mounted on brass wall sconces. Two hinge-headed (AC 4, HD 4, hp 18 each, #AT 1, D 1d10, MV (40')), Save T4, ML 8) and 4 Neanderthal slaves (AC 8, HD 2, hp 9 each, #AT 1, D 2d4, MV (40')), Save F2, ML 7, 12 w/ hinge-headed alive) stand guard here. One of the Neanderthals has his ear pressed closely against the door and listens for intruders passing by in the hall.

The secret door on the east wall may be opened by twisting one of the sconces.

If removed from the wall, the crystals will cease glowing after 1 turn.

a. A dust-covered stuffed Neanderthal stands on a wooden pedestal in the corner of this corridor, his arms hanging straight down. Lifting his right arm up will cause the secret door to slide open. Careful examination will reveal wear-and-tear of the preserved skin on the right shoulder.

127. Storage

Twenty-three crates of dry goods (mostly cereals, dinosaur jerky, and powdered spider milk) are stacked here, along with five barrels of relatively potable water.

128. Section Chief

This room is the main office of Section Chief Burtelix, a hinge-headed (AC 4, HD 4, hp 26, #AT 1 (+1 to hit), D 1d6+1, MV (40')), Save T4, ML 8). He sits behind a formica-covered desk at the south end of the room, and is surrounded by twelve motionless Neanderthal slaves (AC 8, HD 2, hp 9 each, #AT 1, D 2d4, MV (40')), Save F2, ML 7, 12 w/ hinge-headed alive). Players are unlikely to see the Section Chief through the tight knot of Neanderthals when they first enter this room.

This stone-walled room is cheaply furnished, with a threadbare gray carpet, four poorly-painted portraits of grim looking hinge-headed, and a half dozen rickety chairs. Two dozen candles placed on wall sconces illuminate the room.

In combat, the section chief wields his rod of office, a protonium-metal flagpole eagle attached to a 2' long oak handle. The rod is equivalent to a *mace* +1.

In the top drawer of the desk are an air horn (which Burtelix will blow at the first sign of trouble, in hopes of summoning assistance), a gold Möbius strip worth 250 gp, an ancient disposable lighter, and a small pouch containing *dust of robotic paralysis*.

The side drawer of the desk contains a sack of 930 gp, a scroll with the spell *horns of Tesla* inscribed upon it, and a logbook.

The logbook mostly contains boring details about Neanderthal daily caloric intake and occasional

skirmishes with the cod-men and goblins, but there are a few recent entries that stand out:

Entry #1: A human in unusual clothing was slain, and a scroll in an unknown language was found on his person. The body was left to rot.

Entry #2: Cod-men were spotted fighting cat-headed men in the tunnels. The patrol group did not intervene.

Entry #3: A request for additional Neanderthal resources was denied, due to increasing numbers of runaways and wolf-man predation.

The secret door to the south is opened by lifting two of the candles off their sconces on the south wall simultaneously. This will cause a polygonal shape in the southern wall to slide downwards, allowing access to the corridor to the south. Burtelix is aware of this secret door and will use it to escape, if necessary.

a. The secret door here is obscured by an 8' tall raised carving of a hand clutching a crystal. Pushing in on the thumbnail will cause the crystal-shaped portion to slide downwards, allowing access to room 128.

129. Wheels of Misfortune

On the east and west walls of this room are two 8' wide spoked ship's wheels. The central 10' portion of this room (running east to west) is a pressure plate. Should anyone step on this plate, the wheels will spin and dozens of blades on pendulums will swing down from the ceiling, doing 4d6 points of damage to everyone in the room (save vs. paralyzation for half damage).

If both wheels are held in place while the pressure plate is depressed, the blades will remain in the ceiling. If only one wheel is held in place, half the blades (staggered, so the entire length of the room is still incredibly unsafe) will fall, doing 2d6 points of damage.

If examined, slots in the ceiling for the pendulums will be seen. The slots alternate between running north-to-center-of-the-ceiling and south-to-center-of-the-ceiling.

The hinge-headed are aware of this trap and how it operates, and will instruct Neanderthal slaves to hold the wheels while they cross.

130. Salon

This room contains four couches upholstered in green velvet and a pair of glass coffee tables, all resting upon a worn shag carpet.

On one of the coffee tables is a statuette of a naked headless woman, 2' high, carved from purple crystal (worth 1,200 gp). On the other coffee table is a Neanderthal skull carved with an image of several hinge-headed ascending the Basalt Ziggurat (worth 50 gp).

Wall sconces made from preserved Neanderthal hands clutch a dozen sputtering torches, providing light in this room.

Six hinge-headed (AC 4, HD 4, hp 18 each, #AT, D 1d10, MV (40'), Save T4, ML 8) are relaxing here, waited upon by a pair of Neanderthal slaves (AC 8, HD 2, hp 9 each, #AT 1, D 2d4, MV (40'), Save F2, ML 7, 12 w/ hinge-headed alive).

131. Spares

Five hinge-headed bodies stand here, their head-cylinders left open in the back. They are positioned so that their armpits are supported by wooden pegs protruding from the southwest wall.

The head-cylinders do not have any crystals in them currently, and the bodies are entirely inert. If anything is placed in a body's head-hand, it will reflexively clutch that item, requiring a successful "force doors" check to pull the item free.

Hinge-headed who are badly injured in combat with the party will flee to this room to get a fresh body.

132. Guard Room

Two hinge-headed (AC 4, HD 4, hp 18 each, #AT 1, D 1d10, MV (40'), Save T4, ML 8) and 4 Neanderthal slaves (AC 8, HD 2, hp 9 each, #AT 1, D 2d4, MV (40'), Save F2, ML 7, 12 w/ hinge-headed alive) stand guard here. Each Neanderthal is wearing both a whistle and a bronze helmet with a lit torch sticking out of the top.

The guards will demand travel papers from anyone entering the room. If the party is violent or does not produce their papers in a timely fashion, the

Neanderthals will blow their whistles to alert the rest of the complex, and then both they and the hinge-headed will attack.

133. Neanderthal Pen

Eight Neanderthals (AC 8, HD 2, hp 9 each, #AT 1, D 2d4, MV (40'), Save F2, ML 7, 12 w/ hinge-headed alive) cower here, amidst their own waste. Without a hinge-headed present, they can be convinced to flee or join the party – at least until their masters are once again encountered.

134. Golden Tapestry

The tapestry to the south is woven from thin threads of silver and gold, and depicts several hinge-headed kneeling before a four-armed man with a jewel for a head.

The tapestry is worth 850 gp. It is also trapped – the tapestry is electrified (via a live wire running from a tiny hole in the ceiling next to one of the hooks supporting the tapestry), and will cause 5d6 points of damage to anyone touching it (save vs. spells for half damage).

The room has four empty bronze wall sconces on the east wall, and four more on the west wall. If the sconce closest to the tapestry on the east wall is rotated upside down, the electricity will be switched off, and the tapestry may safely be pushed aside (or more likely, looted by the party).

135. Crystal Communicator

In the center of this room, a stone statue carved in the shape of a hand is clutching a 1' wide multifaceted green crystal.

If anyone gazes into the crystal, they will see an image of cavern containing a great dark ziggurat, 200' wide, with many hinge-headed and Neanderthals walking about it. The pyramid will quickly grow closer, until nothing but stone is visible – and then another room containing an identical hand and statue will appear in the image. At this point, the crystal will make a loud ringing noise, and a hinge-headed will enter the room, demanding to know who has dared to activate the Crystal Communicator. The hinge-headed will make inappropriate threats and aspersions as to the viewer's character, and then leave the room.

An hour and a half after contact is made, a group of eight hinge-headed (AC 4, HD 4, hp 18 each,

#AT 1, D 1d10, MV (40'), Save T4, ML 8) and sixteen Neanderthals (AC 8, HD 2, hp 9 each, #AT 1, D 2d4, MV (40'), Save F2, ML 7, 12 w/ hinge-headed alive) will head up the stairs to re-take the complex.

The statue and crystal are extremely heavy (500 pounds), and worth 150 gp to a collector of oddities.

136. Lakeside Entrance

The two great bronze doors here are carved with an image of a hand clutching a crystal.

On the shore of the lake are four aluminum canoes. Each canoe may carry three passengers.

137. Waterfall

The river in area 122 of level 2 flows down into the lake here. Characters swept down the river may swim to this small stony ledge (unless they are wearing heavy metal armor – in which case drowning is the more likely outcome).

There are two free-standing wooden winches here, each with a length of stainless steel cable partially wrapped around them. The cables trail off into the water. The winches may be turned to haul out a 30' diameter net of stainless steel cable.

In the net will be any items the characters dropped on their way down the waterfall (or afterwards in their struggle to stay afloat), as well as a rusty iron strongbox containing 4,000 sp and a fourteen inch long protonium-metal fish hook (treat as a *dagger* +1, and once a hit is made the wielder may automatically cause 1d4+1 points of damage on the subsequent round by yanking the barbed hook back out).

A scratched and dented aluminum canoe (capable of holding three people) has been left on the ledge, next to the winches. In the bottom of the canoe is a single five-inch-long claw.

138. Hangway

The floor of the flooded cavern gently slopes up here to form this dry cave. A battered wooden rowboat (capable of carrying two people) with a pair of oars sits near the waterline.

In the center of the cavern are four curved pillars, bent inwards. From the end of each pillar hangs a

thick bronze chain – the four chains in turn support a 12’ wide stone circle with an 8’ hole in its center. The circle is suspended 10’ above the ground, and a stone staircase leads up to the circle.

The southernmost pillar has a one-foot-deep niche in it, containing a glowing yellow crystal skull, sitting on three metal pins protruding from the bottom of the niche.

The stone circle is a hangway – a portal between worlds. While the yellow skull is in the niche, the air inside the circle will shimmer, and anyone who drops through the circle will fall from a different hangway in another plane of existence.

If removed from the niche, the yellow crystal skull will cease glowing, and the air inside the hangway will stop shimmering. Without the skull, anyone falling through the portal will simply land on the floor of the cavern – it will no longer send them to another plane. Other hangways may still send travelers through this gate, despite the lack of a skull.

Non-yellow crystal skulls placed on the pins in the niche will only spark and vibrate noisily, and do not cause the hangway to activate.

The hangway’s exact destination is left to the referee to decide. It may vary, depending on phases of the moon or other factors. Note that foreign hangways typically do not require yellow crystal skulls to operate – the skulls are a feature peculiar to the Anomalous Subsurface Environment.

To the south of the hangway are two crudely constructed wooden shacks. Inside each are several cots and crates of moldy rations labeled in an unknown language. Anyone eating the moldy rations must save vs. poison or die.

If translated via magic or some other means, the labels on the crates read “Highest Grade Expeditionary Foodstuffs”.

Hangways are the creation of Michael Curtis and were first described on his web site, <http://poleandrope.blogspot.com>. It is used with his permission.

139. Cairns

This cavern has three stone cairns in it, each 3’ high, 8’ long, and 4’ wide. Crude markers protrude from the top of each cairn, with exotic glyphs carved into them. Three turns of effort are required to pull apart a cairn to see what is buried inside.

The first cairn (with glyphs reading “Nubolg, Slain by a Fearsome Fish” if translated via magic) contains the badly mutilated and dried-out corpse of a cactus-man.

The second cairn (“Emergency Supplies and Recovered Artifacts, for Those Who Follow After Us” if translated) conceals a sagging wooden crate, packed with straw. Inside is a *galvanic sword* with eight charges, a gold statuette of a cod-man lifting a barbell over his head (worth 600 gp), and a goblin head in a jar of formaldehyde.

The third cairn (“Nigel Unciter, Felled by Allergies” if translated) contains a blue human skeleton.

140. Subsurface Loch

Small waves ripple across the surface of this underground lake. There are occasional flashes of green light from beneath the water, from both subterranean sharks and from cave squids releasing their phosphorescent ink.

Wandering Monsters – Subsurface Loch

Roll 1d6 every turn, and on a result of 1, roll 1d6 to determine the wandering monsters encountered. Most encounters listed below will not be a threat to characters in boats, with the notable exception of the aquatic hydra.

1. Aquatic hydra from area 140b
 2. 1d8 subterranean sharks (AC 4, HD 4, hp 19, 18, #AT 2, D 2d6/1d6, MV (swim 60’), Save F4, ML 7)
 3. 1d4 cod-men (AC 4, HD 3, hp 14 each, #AT 2, D 1d6/1d6, MV (30’, swim 40’), Save F3, ML 8)
 4. 2d8 vampiric flying piranha (AC 6, HD 2, hp 9 each, #AT 1, D 1d6, MV (0’, swim 40’, fly 30’), Save F2, ML 11)
 5. 1d8 cave squid (AC 7, HD 3, hp 14 each, #AT 1 bite/10 tentacles, D 1d6/hold, MV (0’, swim 30’), Save F3, ML 8)
 6. 1d3 giant albino catfish (AC 4, HD 5, hp 28, 24, #AT 3, D 1d10/1d4/1d4, MV (swim 30’), Save F3, ML 8)
-

The cavern ceiling ranges from 50' to 100' above the surface of the lake, and the lake itself is an average of 30' deep.

a. A half dozen lumps of stone break the surface of the water here, protruding by only a few inches. Tiny specks of gold are embedded in their surface. They are the tops of the tallest of the 33 natural stone pillars that form an aquatic grotto here.

If players dive below, they will find that the pillars are covered with mussels, colorful flower-like tube worms, slimy fist-sized fish eggs, and nodules of solid gold. It takes an hour to chisel all the gold nodules from a single pillar, yielding roughly 200 gp in gold.

Unfortunately for any would-be prospectors, two giant albino catfish (AC 4, HD 5, hp 28, 24, #AT 3, D 1d10/1d4/1d4, MV (swim 30'), Save F3, ML 8) have made their nest in the grotto, and will attack anyone entering the water here after a single turn passes.

b. The lake's apex predator makes its lair in this corner of the cave: a seven-headed aquatic hydra (AC 5, HD 7, hp 56, #AT 7, D 1d10 each, MV (swim 40'), Save F7, ML 9). It is in the area 50% of the time, and will attack if present.

If encountered outside its lair, the hydra will fight until it loses a head, or it slays a character. If a head is lost, it will flee back to its lair to sulk – and if a character is slain or knocked unconscious, it will spend a round picking the body up with its remaining heads, and then swim back to its lair to devour its meal in peace. If cornered inside its lair, it will fight to the death.

The hydra's lair is a lodge constructed of bones on the bottom of the lake. The bones are of fish and cod-men, with a variety of squid-beaks mixed in. Partially buried in the floor of the bone-lodge is a rotten wooden chest containing 3,300 gp and a copper scroll tube engraved with images of Neanderthals in erotic poses, worth 10 gp to perverts and cave-men. The scroll inside has

become a runny mess of mushy paper. The rotten chest will fall apart if lifted, spilling the gold throughout the lodge.

c. The floor of the lake here has a 10' wide bronze grate covering a drain pipe. When allowed to drain water freely, the level of water in the lake remains a foot below the surface of the landings at the top of the stairs at area 50. As mentioned in the introduction to this level, the drain is clogged – by a 30' wide, 10' high blob of pulsating red-and-purple flesh. The flesh-blob is covered with thousands of fist-sized holes, and anemone-like clusters of tentacles (6" long) protrude and retract from the holes in a rhythmic cycle. The blob is immobile and non-aggressive – the only danger lies in harming it. Its blood is highly poisonous, and anyone within 5' of an open wound must save vs. poison or die. It takes 300 hp of damage to kill the blob – removing its several hundred tons of flesh will then cause the flooded levels to “dry out” over the next 1d4 days, although submerged areas at the bottoms of stairways will remain filled with water.

d. A plastic yellow buoy floats on the surface of the lake here, with a faded and tattered red flag with a diagonal white stripe hanging from a narrow pole atop it. The buoy is attached by a rusty steel chain to a small submarine that sank to the bottom here, 25' below the surface.

The 20' long submarine's exterior is covered with pale mussels. It may be entered through an open hatch – the mussel growth makes it a tight fit, and if 3 turns aren't taken clearing the shellfish first, anyone squeezing in will take 1d3 points of damage from their jagged shells.

The interior of the submarine was cramped before the current mussel infestation, and is now just a narrow space surrounded by shellfish. Shining metal can be seen under the mussels in the bow of the submarine, however – spending 3 more turns scraping will uncover three hollow platinum cylinders that may be pulled from their rusty steel housing. Each cylinder is worth 800 gp.

Deep Tower

The Deep Tower is an underground tower, stretching 600' from its base in the fifth level up to its pinnacle in the second level. The tower passes through solid stone for more than half that length.

It is currently the domain of the irascible wizard Trimexis and his small horde of burgundy men.

1. Dome

The interior of the dome is ringed with thick acrylic portholes, 2' in diameter, that allow the dome's occupants to view the fungal cavern surrounding the uppermost section of the tower.

The interior of the dome-room has been lined with white argonium, and softly buzzing fluorescent lights hang from the ceiling. A switch by the top of the stairs turns the lights on and off.

In the center of the room is a throne – a plastic composting toilet sitting atop a vented holding tank, 4' tall in full. It is surrounded by a high semicircular maple desk. On top of the desk is a 5" wide crystal globe on a black plastic stand, a ballpoint pen, a blank pad of paper, and a pair of gold daggers with key-shaped handles (these are worth 250 gp each, and fit the top door to the Deep Tower described at both area 2, and at area 123 of level 2).

The desk has several drawers – all but one are empty. A large filing drawer contains a single black bottle, labeled "Thaumaturgic Preservative Vessel. Return to Fountain Research Team". The bottle is uncorked and bone dry. This bottle radiates magic, and may be used to transport liquids from the fountains in room 62 of level 3.

Trimexis (AC 8, MU 7, hp 23, #AT 1, D 1d6 / 1d8+2 burst, MV (40'), Save MU7, ML 8) is the master of the Deep Tower, and is usually encountered in this room. He is an ancient white-haired bearded wizard in a blue pointy hat and long blue robes (with little beneath, should players be unlucky enough to look). He has the following spells memorized: *charm person*, *gaze of intestinal distress* (x2), *invisibility*, *levitate*, *chi slap*, *wall of kung fu*, and *polymorph others*.

Trimexis keeps an *invisible* light machine gun on

top of his desk, and will grab it if an encounter turns ugly. In most circumstances, he will then cast *invisibility* upon himself and sneak down to rally the burgundy men in room 5d.

The crystal globe on the desk is magically linked to a young woman in Under-Miami named Vera Grand, and allows anyone concentrating on the globe to see through her eyes and hear what she hears. Trimexis spends countless hours living vicariously through her.

Trimexis is a bitter and angry old man who despises interruptions. If anyone knocks on the door to the tower at area 123 of level 2, he will peer at them through the door's keyhole and demand that they leave immediately and stop harassing him.

If players persist, he will first cast *gaze of intestinal distress* upon the most obnoxious character, and if this is insufficient to dissuade them, he will send for 1d6 burgundy men (see room 5d) to chase the party off and/or kill them. The burgundy men will arrive within 1 turn.

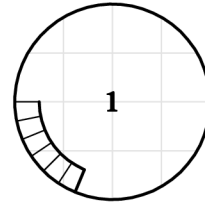
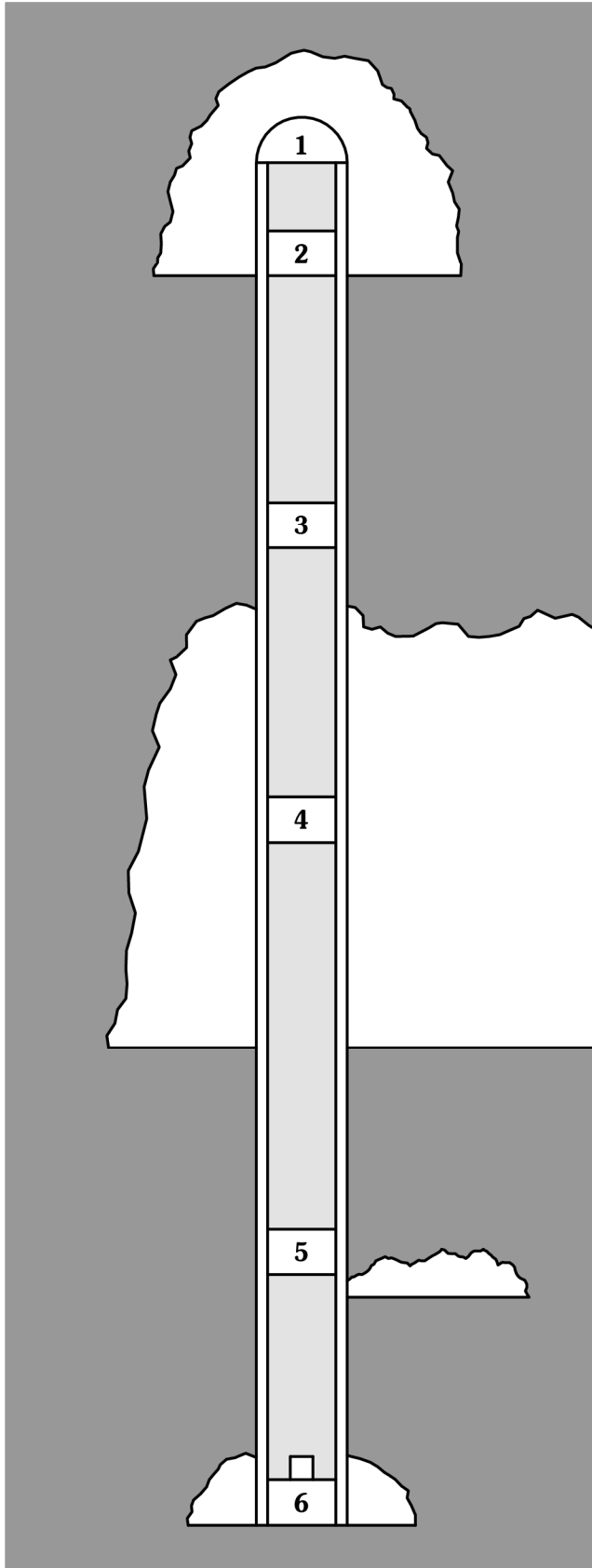
If the party tells Trimexis "eight times eight is the number you shall aspire to," they will be subjected to an obscenity-laden rant about wasting his time with that nonsense YET AGAIN, and he will unload both of his memorized *gaze of intestinal distress* spells upon them.

If confronted in the dome, he will behave in a friendlier fashion – but in actuality, he is quietly enraged and will seek to murder the party with the least amount of personal risk possible once he figures out how they got in.

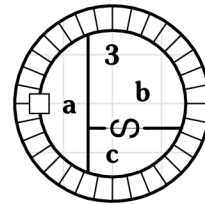
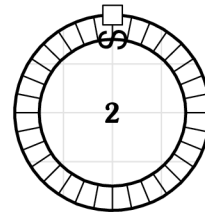
The only subjects likely to gain Trimexis' interest are news of the Man from Below (see area 122f of level 2), whom he despises for his ability to travel the tower freely, or the physical presence of Vera Grand.

2. Top Entrance

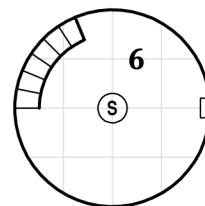
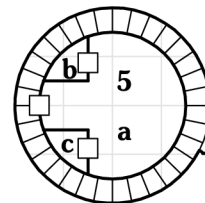
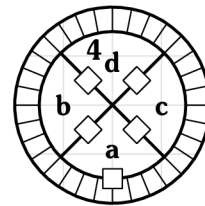
The top entrance to the tower is a large bronze door, its hinges visible from the circular stairway inside. It may be locked and unlocked using the dagger-keys from room 1 and from area 121e of



**Deep
Tower**



1 sq. = 10'



level 2. The keyhole may also be used to view anyone standing in front of the door in area 123 of level 2.

Across from the door on the other side of the stairway is a bas relief of a man in ragged clothes crawling across a desert landscape. Close inspection will reveal that there is a tiny hole where his mouth is.

If water is poured into the image's mouth, the secret door will slide open. From the inside, the secret door may simply be pulled open using a bronze handle.

Behind the secret door is a room containing dry and brittle wooden tables supporting withered potted plants – all a uniform grey color. If disturbed in any way, tables, pots, and plants will collapse into a cloud of dust.

A lidless stone sarcophagus sits on the floor in the center of the room – the stone is dry and crumbling, and will flake away into granules of sand if touched. Inside the sarcophagus rests a dessicated corpse.

If water is poured on the corpse, it will re-hydrate into a living man. At least one water skin's worth must be poured upon him.

His name is Michaniris (AC 9, F 4, hp 20, #AT 1, D by weapon, MV (40'), Save F4, ML 12). A curse of unceasing thirst was placed on him by the November Gentlemen ages ago. He will faithfully serve whoever rehydrated him for the next 24 hours, at which point the curse will cause him to dehydrate again. Pouring more water upon him will re-activate him, possibly with a new master.

If slain, Michaniris will crumble into dust, and no amount of hydration will recreate him.

Trimexis is unaware of this secret room.

3. Living Quarters

This level of the tower has been given over to Trimexis' living quarters.

a. The sitting room has a pair of ratty overstuffed chairs and a battered end-table holding a pair of porcelain figurines of cows standing on their hind legs. If examined closely, the two figures will react

by doing a slow pirouette with each other. The mechanical oddities have no other powers, but are worth 100 gp to old ladies looking for knickknacks.

b. The bedroom contains a bed with stinking linen sheets, a wardrobe holding several blue robes and blue pointy hats, and a chest containing a rat-gnawed quilt (the rats will be found if the quilt is removed). All the furniture is well-used and the varnish has flaked off in many spots.

On the south wall, 99 glowing 1" wide plastic hemispheres are arranged in a spiral pattern. If the central hemisphere is depressed, the secret door will open. If pried from the wall, they will reveal a now-shredded pair of low-voltage wires and cease glowing.

c. The secret door in this storage room is activated by pressing a rather obvious blue button on the wall. A tall, narrow table holds a green crystal skull, a small bottle of oil labeled "Oil of Rigel", and a tin box containing 3 opals worth 500 gp each. The skull may be used in the various item enchantment niches throughout the dungeon (such as room 9 of level 1).

4. Laboratories

This level of the tower is dedicated to Trimexis' magical experimentation. The outer walls of the stairway winding its way around the tower here have thick acrylic windows overlooking the cavern of the Basalt Ziggurat on level 4. Each window is 2' wide and 4' tall. Characters looking out will see the hinge-headed and their Neanderthal slaves marching past crude huts and aisles of potted palms towards a great ziggurat of black basalt. The outside cavern is illuminated by an enormous torus of light suspended from its ceiling,

a. A four-armed, three-eyed statue stands here, the arms held out and each holding a small stone bowl. Next to the statue is a small table supporting a lacquered box of incense. If incense is placed in all four bowls and lit, the person who lit the bowls will gain the ability to see into the future dimly, and may determine the likely result of one action taken in the next 3 turns. There is only enough incense to fill the bowls twice, and only the incense from the lacquered box will provide this ability.

b. A metal "tree" constructed from cast iron rods supports three *chromatic orbs*.

c. A large stoppered glass jar on a rusty metal is filled with swirling purple gas – this is a gas serpent (AC 6, HD 5, hp 19, #AT 1, D 1d4+poison or 1d12, MV (50’), Save F5, ML 10), which will attack the nearest creature if released.

d. The low wooden table here supports a wide variety of tiny jars, bottles, mortars, pestles, and alembics. A scrap of paper held down by an empty bottle reads “Combine Neuron Dust, Catoblepas Dung, Crystallized Ocular Protein, and Oil of Rigel in bottle and shake vigorously”. All ingredients mentioned may be found among the tiny jars except for the Oil of Rigel, which is stored in room 3c. If combined per the instructions, the resulting fluid is a *potion of mind swapping*.

Other alchemical reagents that may be found in the jars include Dessicated Rat Kidneys, Subterranean Grave Dust, Troglodyte Seed, Spores of the All-Seeing, Eldritch Niter, and Crab Hormone.

5. Halls of the Burgundy Men

This portion of the tower is occupied by the burgundy men.

a. This room is filled with 50 glass tanks, haphazardly stacked on top of each other. Each tank holds 2d12 eyeless white cave snakes. The snakes are harmless, and each is only 1’ long.

b. A wide wooden bucket has been stuffed with filthy rags, and swaddled in those rags is a baby with Trimexis’ full-size adult head. The Trimexis-infant does nothing beyond making loud gasping noises.

c. This closet holds three plastic bins with tiny holes poked in their lids. Each bin contains hundreds of large cockroaches.

d. This cave has been crudely excavated to house the tribe of burgundy men that serve Trimexis. The cave has dozens of bean bags chairs made from curious burgundy leather and stuffed with dried snake skins. There are five wooden crates holding

dried and salted snake meat, a 5’ tall barrel filled with water, and a stack of four long-dead human corpses. The bodies have naturally mummified, and all are the bodies of the Man from Below (from area 122f of level 2).

Ten burgundy men make their home here (AC 6, HD 4+1, hp 19 each, #AT 1, D 1d10+2, MV (40’), Save F5, ML 12).

6. Bottom Entrance

This room has four glass cylinders running floor-to-ceiling and filled with glowing green goo. Each cylinder has a circular stainless steel base covered with a ring of black plastic nubs. One of the cylinders has cracked and slowly dribbles green goo down its side – characters with wide-spectrum vision can see “sick light” shining dimly from the exposed goo. The leak is small, so the radiation levels are fairly low, and characters will not suffer any ill effects (as per “sick rock” described in ASE1) unless they stay in the room for more than twenty-four hours.

The door to the fifth level is made of steel, and may be opened by pressing a large red button on the wall next to it. From the outside, it should only open when Trimexis’ hand is placed against a palm-scanner mounted to the outer wall of the tower, but a genetic quirk has given the Man from Below (see area 122f of level 2) the exact same hand print as the wizard.

If examined closely, one nub on each cylinder base will be found to depress. If all four are depressed simultaneously, the secret door in the ceiling will open, and a synthetic rope ladder will drop down. The space above this chamber is a 10’ wide room, empty except for Trimexis’ spell book, containing the spells *charm person*, *gaze of intestinal distress*, *read magic*, *ventriloquism*, *invisibility*, *levitate*, *mirror image*, *chi slap*, *hold person*, *wall of kung fu*, *polymorph self*, and *polymorph others*.

Cleric Spells

Phantom Ally

Level: 3

Duration: 1 round per level

Range: 0'

This spell summons a phantom from the ancient past to assist the caster. The phantom has AC 6, HD 4, 16 hit points, and attacks with beams of focused spirit-energy from its mouth and eyes, doing 1d8 points of damage on a successful hit. The phantom's energy attack has a range of 10'.

A summoned phantom will appear next to the caster, and moves by floating a few inches above the floor, at a rate of 10' per round. When the

phantom first appears, it will coalesce from a column of thick white fog that rises from the ground, announce its name, and demand to know of its master exactly who it should smite.

The identity of the phantom may be chosen by rolling 1d6 and selecting from the list below:

1. Abraham Lincoln
2. Voltaire
3. Helen of Troy
4. Sir Isaac Newton
5. William Shakespeare
6. Wolfgang Amadeus Mozart



Magic-User and Elf Spells

Chi Slap

Level: 3

Duration: 1 round per level

Range: 30'

The caster is able to make a slapping gesture once per round for the duration of this spell (including the round the spell is cast), causing 1d4 points of face-slap damage to a chosen target within 30'. A different target may be chosen each round.

The slap-gesture is made in addition to any other activities the caster may be doing that round, and does not inhibit further spell-casting, hand-to-hand combat, fleeing, or other typical adventuring activities.

There is no "to hit" roll needed, nor is there a saving throw to avoid taking damage from the slap.

Gaze of Intestinal Distress

Level: 1

Duration: 1d4 rounds

Range: 30'

This spell allows the caster's gaze to carry such weight that a single target's bowels will let go if they fail to save vs. spells. The discomfort lasts 1d4 rounds, and during that time the victim will suffer a -4 penalty on "to hit" rolls and will be unable to cast spells.

Gore Guardian

Level: 3

Duration: 1 turn per level

Range: 0

This spell turns the caster's own blood into a living creature. For the duration of the spell, when the caster first takes damage, a 10' long whip-like blood-beast will sprout from his wound. The gore guardian's hit points are equivalent to the caster's hit points immediately before the wound, and each subsequent wound to the caster will increase the gore guardian's hit points by the amount of damage taken. Conversely, should the caster be healed, the gore guardian will take damage equal to the number of hit points the caster is healed as blood is sucked back into the caster's body.

The gore guardian strikes once per round for 1d8 points of caustic acid-based damage, using the caster's chances to hit, and has AC 5. If the gore guardian is slain, further wounds to the caster while the spell is active will create a new beast.

Slaying the caster does not slay the guardian as well – rather, the monster detaches from its caster's body and will relentlessly pursue the killer until the spell's duration ends. It has a movement rate of 120' (40').

Horns of Tesla

Level: 2

Duration: 1 round per level

Range: 0

The caster's head will sprout six short black horns, with electricity arcing between them. Anyone physically touching the caster while the horns are present (or striking him with a conductive metal object) will suffer 1d8 points of electrical damage.

The caster may strike others while the spell is active, but such attacks will only inflict 1d4 points of electrical damage.

Sewer Servant

Level: 2

Duration: 1 round per level

Range: 30'

This spell calls forth a lesser sewage elemental, who will obey the caster's commands for the duration of the spell. A source of raw sewage must be present within 30' of the caster for the elemental to be brought forth. If the sewage is over a week old, the elemental will be crumbly and moldy, and only have 1 hit point.

Wall of Kung Fu

Level: 3

Duration: 1 round per level

Range: 0

The caster is endowed with a mystical understanding of how to use his hands and feet to deflect incoming attacks. For the duration of the spell, his armor class improves by 4. The magically enhanced defensive gestures are incredibly fast and

well-integrated into whatever motions the caster is already attempting, and thus do not interfere with further spell-casting.

Super Science

Super-scientific artifacts are creations of the ancient world, and are often tied to the Anomalous Subsurface Environment. These items radiate magic, despite their apparent technological origins.

Dust of Robotic Paralysis

This is a pouch of super-conducting metallic dust. If thrown at a robot, the machine must save vs. spells or become paralyzed until the dust is painstakingly vacuumed out of its interior.

This dust works on computers and other electronics as well – immobile devices automatically fail their saving throws, while saving throws for devices held by a non-robot are made by the holder.

There is typically only enough dust for one throw in a pouch. After use, arcing from the short circuits it induces renders the dust inert – recovering it from a machine after use is thus a waste of time.

Extradimensional Egg

These eggs are 1' in diameter and made from an unknown blue metal. There is a hinged port with a simple latch on the side of the egg, 5" in diameter.

The egg is much larger on the inside – a sphere 3' in diameter. The egg weighs 25 pounds, regardless of what is put inside it.

Whenever the egg is opened, there is a 1% cumulative chance that a smoke viper has materialized inside and will strike at the person opening it. This chance resets back to 1% after each viper encounter.

Galvanic Sword

This long sword appears to be a well-crafted but otherwise normal weapon. On its hilt is a red button – if depressed during an attack, and the attack hits, the sword will discharge an additional 1d8 points of electrical damage.

Creatures only damaged by magic will not be harmed by the sword's cutting edge, but will suffer the electrical damage.

A galvanic sword has 2d6 charges when found. Each successful discharge consumes a single charge.

Headset of Subterranean Communication

These headsets were created by DynMat engineers working deep in the bowels of the Anomalous Subsurface Environment. The aetheric frequencies they utilize are able to pass through solid stone, and are able to communicate with other headsets within 250', regardless of obstacles (with the exception of protonium-metal).

Each headset has a pair of adjustable earphones and a microphone.

There is no on/off switch – the headsets are always broadcasting and receiving. Only the wearer of the headset can hear it – if the headset is not worn, it is only audible within twelve inches of the tiny earphones.

These can be worn with armor, but if a helm hasn't been specifically designed to operate with the headset, it is only 50% likely to fit properly.

Proximity-Sensing Taunt Recorder

These devices have a superficial resemblance to God's Eyes. They are triangular black plastic screens, 4' across, with stainless-steel frames. Protruding from the frame under the screen is a single red button.

Anyone coming within 15' of a *recorder* will trigger its pre-recorded video message. These usually involve taunts of some kind or, more rarely, loud noises to alert nearby guards.

Pressing the red button will cause the screen to go black, with the word "RECORDING" displayed in red in the middle of the screen. While the button is depressed, it will record video and audio for up to five minutes. This new recording will completely erase the previous message.

These machines are firmly attached to dungeon walls with strong adhesives, and prying them off will almost always damage them. Their power is supplied through bundles of low-voltage wiring that will be torn out with the *recorder* should it be removed.

Robe of Climate Control

This robe is made of a reflective metallic fabric, and shimmers with a silvery-green color. It is worth 200 gp if sold as a non-magical garment.

The robe is more than just a post-apocalyptic fashion statement – the wearer will be comfortably warmed or cooled as the climate dictates, and will take no damage from exposure to normal extremes of heat or cold.

Excessive sources of heat and cold (being set aflame, *cone of cold*, etc) will do one point less damage per die rolled, and the wearer will have a +2 bonus on all saves versus fire and cold damage.

White or red dragon breath will do one less hit point of damage per hit die of the dragon involved.

Submersible Flashlight

This flashlight is a yellow tube 1' long and 4" in diameter, with fins and a propeller at one end, a multi-faceted clear plastic lens on the other, and a stainless steel handle bolted to the middle. Depressing a black rubber nub will turn the flashlight on and off.

The flashlight illuminates 30' in a 60 degree arc, above the surface or under water. Additionally, if the handle is released while submersed, the flashlight's propeller and fins will work to stabilize the flashlight, keeping it pointed in the same position without moving.

The flashlight is, of course, waterproof. They have atomic batteries, and will last indefinitely. If cracked open, and the lead exterior of the atomic battery is removed, the exposed fuel pellet acts as sick rock.

Ultrasonic Trapfinder

This device is a black box with a speaker grille and several tiny glass beads on the top. It has a single recessed white button above the speaker grille. When the button is pressed, the device will emit a high-pitched whine, and low-intensity red lasers shining from the glass beads will highlight any mechanical traps within 30', in the direction the operator is facing. A metallic voice will also shout "TRAP FREE!" or "TRAPS DETECTED!" as the situation warrants. These ancient devices have unstable power sources, and are usually only good for 2d10 more uses when found.

Wrist Replicator

This device appears to be a golden metal wrist-band with a blank black face attached. If worn, the face will light up with swirling colors, and the wristband will speak: "Replicator ready for use. Please specify desired item."

The replicator will create a single item up to 1,000 cubic feet in volume, of any material, by manipulating fundamental particles at the sub-atomic level. It will not create multiple items, and will let the wearer know should he attempt something beyond the replicator's capabilities – its software is very user friendly.

Each *wrist replicator* will have 1d4 charges when found. When the last charge is exhausted, it will state "Power exhausted, no further replication possible", and the face will permanently darken.

If sold as jewelry, the replicator is worth 50 gp.

Magic Items

Beard of Bees

This unusual item is made of an aluminum hexagonal mesh. It is one foot long, narrow and triangular, with a deep 'U' shaped indentation in the base of the triangle. On either side of the 'U' shape are two aluminum hooks, about two inches wide.

This item is meant to be worn as a false beard, with the hooks holding it on the wearer's ears. When worn in that way, bees will slowly make their way towards the wearer. If the wearer is deep underground, the bees will arrive slowly, over a 48 hour period. On the surface, in temperate or tropical climates, the bees will arrive much quicker,

filling the *beard* within 2d6 rounds. Bees will keep coming until the *beard* is completely full of them.

Once the *beard* is at least half full of bees, it becomes dangerous to remove. The bees will become enraged at the attempt, and will sting for 2d4 points of damage as the *beard* is taken from the wearer's face. After that initial damage, the bees will leave.

If the wearer immerses himself in water (or another liquid), the bees will drown. Area-of-effect damage (from fireballs, cones of cold, etc) will likewise kill the bees. Bees killed will return at the same rate as if the wearer had just put the mask on.

Should the wearer utter a command word, the bees will attack a target as a 1 HD monster, stinging for 2d4 points of damage on a successful hit. They will then return to the *beard* (assuming they weren't ordered to attack a green slime, or something else equally destructive to the bees). Using the bees this way consumes a charge. Once all charges are depleted, the item becomes useless and non-magical. When first found, it will have 10 + 1d6 charges remaining.

Chromatic Orb

These translucent orbs are 3" wide and change colors twice per second, quickly cycling between yellow, blue, green, and red. The *orb* must be shattered to trigger its power, and the color of the *orb* at the time it is broken determines the particular effect:

Yellow: Everyone within 10' of the *orb* is healed of 2d8 points of damage

Blue: Everyone within 10' of the *orb* takes 3d8 points of electrical damage (save vs. spells for half damage)

Green: Everyone within 10' of the *orb* is instantly transported to a random location within 250'. The destination will never be in solid stone or more than an inch or so above the ground.

Red: Everyone with 10' of the *orb* bursts into flame, taking 1d8 points of damage per round for the next 3 rounds (save vs. spells each round to extinguish)

Crypt Crown

This golden circlet supports six emeralds, and is worth 3,000 gp. The emeralds flicker with an eldritch light, and if examined closely ghostly skulls can be seen flitting about in the glowing gems.

Any living creature that touches this crown will instantly die, and their flesh will slough off over the next hour. The skeleton will then rise as a Tomb Guardian (see the entry for Tomb Guardians in the monster section of this module).

Fungal Staff

A fungal staff appears to be a thick rotten stick covered with shiny multi-colored shelf fungi, 6' long and 1" in diameter. The staff is actually as hard as iron, and functions as a +1 weapon.

Additionally, when an opponent is hit by the staff, he must save vs. spells or develop a revolting fungal condition. Greasy fungal eruptions will sprout from his body, causing the loss of 1d4 constitution and 1d4 charisma. A *cure disease* spell will remove the fungal infection and restore the lost attributes.

A victim who already has the fungal infection will not suffer additional stat losses from repeated hits.

Ghost Revolver

This revolver is a bit rusty, and the skull-carved ivory grip is brown with age. If the cylinder is opened, the revolver's potential will be revealed – each chamber houses the shimmering outline of a ghostly bullet.

Normal bullets may be chambered, in which case they will be fired as if the weapon was a normal gun – but if the hammer lands on an empty chamber, a ghost bullet will be fired, leaving a trail of eldritch green vapor as it flies towards its target. The ghost bullet does 1d8 points of damage, and will affect creatures only hit by magical weapons.

The *ghost revolver* is treated as a large pistol for purposes of range and attack bonuses.

Glove of Mesmeric Dancing

This magical artifact is a right-handed white sequined glove. Most of the sequins have fallen away, but 2d10 remain. Should the wearer begin dancing, all onlookers (both friend and foe) must save vs. spells or become mesmerized, joining in the dance.

The effects of the *glove* last as long as the wearer continues to dance. Once the dance is completed, a sequin will smoke, blacken, and fall off the *glove*. Once all the sequins are gone, the *glove* becomes non-magical.

Harlequin Effigy

The *effigy* is a 1' tall statuette of a clown, carved from ivory with jade inlaid in a checkerboard pattern. The statue is worth 700 gp to a collector of fine art, assuming said collector is unaware of its curse.

Anyone possessing the statuette for more than a few hours will begin hearing circus music in the distance. Over the next week, the music will come closer and closer, until it sounds like it is in the next room – at this time, the harlequin spirit will appear.

The spirit appears as a faceless clown, and is visible only to the owner of the *effigy*. The spirit will torment the viewer day and night, even appearing in the owner's dreams.

During the second week after the statuette was acquired, the spirit will stay on the periphery of its victim's vision, sneaking around, rifling through his belongings, and so forth.

During the third week it will appear with knives, cleavers, and instruments of torture, getting ever closer and making threatening gestures at both the victim and his associates.

Beginning in the fourth week, the victim's associates will be murdered in bizarre circumstances. Oversized bloody shoe-prints will be found at the crime scenes, and swatches of bloody green-and-white motley may be found clutched in the corpses' hands. If held by a party member, other player characters should never be murdered this way - henchmen, innkeepers, and other NPCs are all fair game, however.

If the curse has not been lifted after the fourth week, the spirit will kill its victim.

Prior to the spirit appearing, transferring the *effigy* to someone else is sufficient to end the curse. Once the spirit has appeared, however, disposing of the statuette is no longer sufficient – the harlequin visions will continue on their murderous course until the curse is broken or the victim is dead.

The sacrifice of a clown (or painted man) before the *effigy* will sate the harlequin spirit's need for blood. The *effigy*'s cycle of bloodshed and murder will be effectively “reset”, and in a week's time will begin anew with circus music being heard again by its owner.

Remove curse will not dissuade the spirit – only the death of a clown is sufficient.

Helm of the Skull

This helm is made of black lacquered steel, etched with necromantic sigils, with a silver crest sculpted to resemble a skeleton in ragged garb emerging from a cloying mist. The helmet is worth 750 gp if sold as a non-magical item.

When worn, the wearer's face becomes that of a fleshless, eyeless skull. The wearer's face will return to normal once the helm is removed.

Once per day, the wearer may use *cause fear* (as per the reversal of the *remove fear* spell) by focusing his eyeless stare upon an opponent.

Mariachi Marionette

This puppet appears to be a well-crafted doll, 4' tall, with a moustache painted upon its face, wearing a gold lamé mariachi outfit. The puppet has articulated joints, but no strings attached to its hands, head, or feet. It is always accompanied by a cross-shaped piece of copper.

Whoever holds the copper cross may control the puppet as if it was a marionette, moving it with invisible strings. No other actions may be performed while the puppeteer concentrates on controlling the *marionette*.

The puppet may pick up small objects and wield weapons as large as a short sword. It has the same chance to hit as its master, and its AC is 9 plus whatever dexterity bonuses its master has. It will only take 4 hit points of damage before being completely destroyed.

The puppeteer cannot hear or see through the *marionette*, and must be able to see the puppet to use it most effectively.

The mariachi outfit may be sold separately to someone looking for gaudy children's clothing (it is

worth 150 gp) – but the puppet will cease to function without the outfit.

Metal Axe

This massive two-handed, two-bladed battle axe has a mirror-finish hexavalent chromium coating, a haft of lightweight black material that gleams like obsidian, and four stainless-steel strings running the length of the axe, over frets of pure ruby. If sold as a “normal” musical instrument, this axe will fetch 1,500 gp.

The tones that this instrument produces are unlike any ever heard. They are deep and distorted, resembling the screams of demons, and incredibly loud. Far too loud, in fact, to reasonably be made without some sort of magic being involved.

The Metal Axe is, of course, enchanted. When wielded in battle, treat it as a +1 two-handed battle axe. It is capable of damaging creatures normally resistant to weapons of up to a +3 magical bonus, such is the strength of its dweomer.

Additional enchantments on the axe prevent the chrome from chipping, the blade from dulling, or the strings from breaking.

The Metal Axe’s true power lies in playing the axe during battle. Depending on the song played and the skill of the musician, different magical effects may be achieved. The instrument may only be played effectively by a fighter. Other classes lack the combat training that is necessary – playing this axe is more than just plucking strings.

The wielder’s skill with the instrument is measured by a numeric rank. All fighters begin at rank 1. A fighter (of class level 2 or greater) may go up a rank by spending 10% of their current XP, but they may only increase their rank once per level. The amount of XP they spend must not put them below the minimum for their current level – if that would happen, they will have to wait until they gain more XP before they can gain their new rank. The maximum rank that can be gained is 5.

Playing the axe while hitting opponents with it is hard, but not impossible. At rank 1, a fighter will have a -4 penalty to hit. For each rank after the first, the penalty is reduced by 1, until rank 5, when there is no longer a penalty.

The fighter may only play the axe once per day. Further songs that are attempted sound flat and tinny, and have no magical effect. Songs for the Metal Axe must be found, not composed or improvised – this isn’t free-form jazz. They are typically written on scrolls. They do not disappear from the scroll when memorized, nor does the musician forget them after playing them. It takes a day of practice per rank of the song to learn it, however.

Below are some sample songs, and the minimum rank required to play them. Referees will undoubtedly think of more, depending on their particular musical tastes. Songs that affect other creatures require those creatures to be able to hear the song for the effect to take place. Songs generally have a range of 120’, if not otherwise stated.

Smoke on the Water – Rank 1. When this song is played, a thin layer of smoke (six inches high) slightly obscures the ground. If a large body of water is nearby, the smoke will be much thicker, forming a cloud 10’ high and 30’ in diameter, centered on the musician. Visibility within the smoke is reduced to 5’. Additionally, everyone within the smoke cloud (except the musician) suffers a -1 penalty to their “to hit” rolls due to coughing.

Run to the Hills – Rank 1. The musician may select one enemy creature and cause it to run away in fear, if it fails a save vs. spells. The creature will run at least 120’ away, and will not return while the caster plays.

Fairies Wear Boots – Rank 1. The musician summons 1d3 pixies to serve him for the duration of the song.

Back in Black – Rank 2. The musician may heal a party member (other than himself) of 1d6 points of damage, plus an additional point per rank the musician has.

Master of Puppets – Rank 3. The musician may select one enemy creature and cause it to attack whatever target or targets the musician selects, if it fails a save vs. spells. Control lasts for as long as the musician continues playing the song, or until combat ends. Creatures with more than 4 hit dice may save vs. spells every round thereafter, until they successfully end the control.

Holy Diver – Rank 3. The musician has the ability to breathe water for as long as he plays this song. Swimming is awkward while playing, and the player's movement rate will be cut in half.

Ace of Spades – Rank 4. The musician is incredibly lucky, and gains an additional +1 bonus "to hit" and damage for as long as the song continues playing.

Disposable Heroes – Rank 5. If a member of the party has died, the musician may play this song to bring the character back to life during combat, at half their maximum hit points. They will only stay alive until the conclusion of the fight, or until the musician stops playing (whichever comes first), at which point death will return.

The Riddle Song – Rank 1. Any musician foolish enough to play this song, in or out of combat, will enrage every creature (living, dead, and even mere automatons, as long as they have the ability to hear) within a 120' radius. They will all attack the musician until either he stops playing, or he is dead.

Necklace of Decapitation

This necklace is made of hundreds of shark teeth, tightly bunched together on a length of stainless steel wire. When placed around someone's neck, the necklace will immediately contract and begin spinning around, sawing into their flesh. It causes 2d4 points of damage per round, and will continue sawing until the victim is entirely decapitated.

Characters wearing metal gorgets may save vs. death to remove the necklace before it slips up underneath their armor and begins sawing into their flesh.

Potion of Mind Swapping

This potion will cause the imbiber's personality to switch places with another. The target is chosen randomly from all individuals within 10' of the potion's drinker. If there is no one within 10', the potion has no effect.

The swap will last for 12 turns (2 hours). Only personalities are exchanged – all other abilities remain the same. In game terms, players should exchange character sheets for the duration of the effect.

If either the drinker or his target dies while the potion is effect, the survivor instantly regains his original personality.

Ring of Puissance

This ring is made of a light green metal, and the entire surface of the ring has been engraved with letters and numbers, seemingly at random.

The wearer of this ring will find that their spells (be they cleric or magic-user) are more effective – add one to every die rolled by this character when casting a spell.

Stone of Retaliation

This artifact appears to be a twenty-sided die carved from softly glowing pink crystal. If a comrade is slain, and the possessor of this stone hurls it at the corpse within the next three rounds, it will both bring his comrade back to life (with full hit points) and cause his killer to die instead. The *stone* may only be used once, and will explode in a burst of bright pink light as its power is expended.

Undead, constructs, robots, and others technically not "alive" will also be destroyed by the *stone* if they are the killer.

Throwing the *stone* at characters who died through carelessness or misadventure (falling into pits, drowning, setting off traps, etc) will not trigger its power – they will remain dead.

Sword of Unlife

The crossguard of this long sword has been cast in the shape of a winged skull, the extended wings forming the guard. The blade is made of a polished black metal, and etched in silver upon it are the words "EVEN DEATH MAY DIE."

Unsurprisingly, this sword is enchanted, and acts as a long sword +1. The bearer may also attempt to command a single undead creature of up to 3 hit dice to become his minion – if he succeeds on a cleric's "turn undead" roll (using the wielder's level as the cleric level), the undead creature will serve him for the next 2d6 turns, after which it will flee from the sword-bearer as fast as it can. Only one undead monster may be commanded at a time.

The bearer of this sword will be plagued by horrible nightmares of being trapped in a state of living death, hunting down his friends and family and

feasting on their life-breath. Should the bearer of this sword die with it in his possession, he will immediately reanimate as a wight.

Symbol of Authority

The *symbol of authority* is a 5" wide globe of black granite with a band of gold around its circumference. A seven-pointed star is mounted to one hemisphere of the globe.

To activate the *symbol's* power, the possessor of the globe must twist the star. A glowing symbol will appear above the possessor's head – it will appear

different to each onlooker present, representing the most respected authority he knows.

While active, the possessor of the globe gains a -2 bonus to reaction checks, and anyone attacking him suffers a penalty of -1 to hit.

The *symbol* will remain active for 1 turn (10 rounds) or until someone twists the star again to turn it off. Its power may only be used once per day.

Monsters

Aerial Jellyfish

No. Enc: 1d12 (1d12)
Alignment: Neutral
Movement: 3' (1')
Fly: 60' (20')
Armor Class: 4
Hit Dice: 1
Attacks: 1
Damage: 1d3 + paralyze
Save: F1
Morale: 12
Hoard Class: None
XP: 13

The aerial jellyfish is a glowing, translucent yellow creature that floats about in the air, supported by bladders of gas in its umbrella-shaped body. This invertebrate attacks by lashing out with its venomous tentacles, and victims struck must save versus paralysis or be paralyzed for 1d8 rounds.

Despite their clumsy appearance, the aerial jellyfish are capable of graceful maneuvering, and are able to move relatively quickly through the damp cavern air.



Algae Nightmare

No. Enc: 1 (1)
Alignment: Chaotic
Movement: 0'
Armor Class: 9
Hit Dice: 6+6
Attacks: 2
Damage: 1d4 from drowning
Save: F1
Morale: 12
Hoard Class: None
XP: 680

An algae nightmare is a semi-intelligent mass of wide yellow-brown fronds of seaweed, able to expand itself over 1,000 cubic feet.

The nightmare lies in wait for creatures to swim or wade through – when they reach its center, it will suddenly contract, engulfing up to two victims. An engulfed victim will be dragged below the surface of the water and take 1d4 points of drowning damage each round until dead.

Engulfing a victim requires a successful “to hit” on the part of the algae. Other characters may release the victim with a successful “force doors” check. Only two victims may be engulfed at one time by a single algae nightmare.

Creatures who can breathe underwater will be merely held in place until the algae gets bored in 1d6 turns.

Ape, Headless

No. Enc: 2d4 (4d10)
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 6
Hit Dice: 3
Attacks: 2
Damage: 1d4/1d4
Save: F1
Morale: 11
Hoard Class: None
XP: 65

These creatures resemble gorillas, with the exception of the missing head – where a neck would normally be is a fanged maw.

Headless apes cannot see or hear – but they are highly sensitive to vibration and changes in air

pressure. If a character is completely silent and immobile, he will be effectively invisible to the apes.

In combat, headless apes maul their opponents with their clawed hands. They also hoot and shriek for the duration of the fight. In a dungeon environment, this results in a 50% chance of attracting wandering monsters within 1d4 rounds.

Automaton, Area-of-Denial

No. Enc: 1d6 (1d6)
Alignment: Neutral
Movement: 0'
Armor Class: 6
Hit Dice: 4
Attacks: 2
Damage: 1d8/1d8
Save: F0
Morale: 12
Hoard Class: None
XP: 135

Area-of-denial automatons appear to be stainless steel sphere mounted on tripods, with two hollow rods protruding from each side. These rods house lasers, and the spheres will swivel to target and eliminate anyone within a 180 degree arc in front of them.

Upon reaching zero hit points, area-of-denial automatons will self-destruct, doing 3d6 points of damage to all within a 10' radius (save vs. breath weapon for half damage).

Automaton, Coin

No. Enc: 1d8 (1d8)
Alignment: Neutral
Movement: 90' (30')
Armor Class: 3
Hit Dice: 3
Attacks: 1
Damage: 1d8
Save: F3
Morale: 12
Hoard Class: See below
XP: 50

Coin automatons are constructed by draping sheets of coins, tied together by wire, over a lightweight aluminum endoskeleton. These automatons are not self-aware, having no real intelligence, and are thus immune to sleep and charm person spells. They are

typically found still obeying simple commands handed down thousands of years ago.

The coin-cloth serves as both armor and treasure. It is made up of 5,000 coins tied together into a "skin". The coins overlap in a scale-like fashion, giving the automaton the appearance of being made entirely from coins.

Coin automatons are normally armed with mauls, axes, and other large two-handed weapons.



Automaton, Drum

No. Enc: 1d4 (1d4)
Alignment: Neutral
Movement: 60' (20')
Armor Class: 4
Hit Dice: 3
Attacks: 2
Damage: 1d4/1d4
Save: F3
Morale: 12
Hoard Class: None
XP: 80

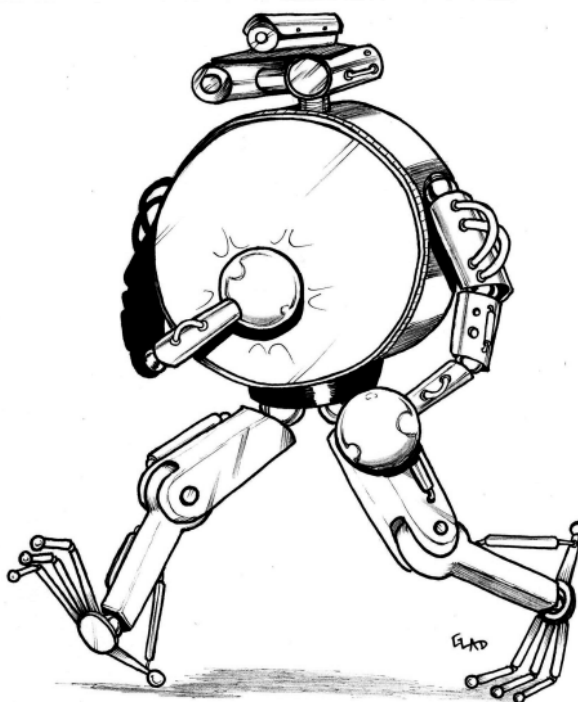
This automaton's body is built around a taut polymer skin, stretched over a fiberglass shell to form a drum. The thing stands seven feet tall, and

its arms terminate in large steel spheres that it uses to beat its drum-body.

The drum automaton may attack with its sphere-fists, or may instead beat upon its drum-chest. The drum tones it produces are deep enough to cause living creatures physical distress – if players fail to save vs. death magic, they will be doubled over in agony, their bowels releasing while they vomit uncontrollably. Saving throws will need to be made each round while the automaton continues drumming. Note that the automaton may not attack while drumming.

Should the players attempt to rupture the drum skin, any attack doing 4 or more points of damage with an edged weapon is sufficient.

Drum automatons are sentient, and thus vulnerable to the effects of *sleep* spells and other mind-affecting magic.



Automaton, Gladiatorial

No. Enc: 1 (1)
Alignment: Neutral
Movement: 90' (30')
Armor Class: 2
Hit Dice: 6
Attacks: 2
Damage: 1d6/1d6
Save: F6
Morale: 12
Hoard Class: None
XP: 570

This automaton appears to be a suit of plate mail, usually painted black, clutching a short sword in each hand. A pair of glowing red eyes can be seen behind the visor of its helm.

These machines were built to fight each other for entertainment purposes, but their programming has degraded such that prohibitions against harming humans no longer hold. They are only encountered singly, for they fight to the death with anything that approaches them.

If destroyed, the armor can be removed to make a suit of normal plate mail with an inordinate amount of effort. It will ultimately be an unsatisfying suit of armor, as the empty rivet- and bolt-holes used to attach it to the inner robot frame are quite unsightly.

Automaton, Pressure-Washer

No. Enc: 1d6 (1d6)
Alignment: Neutral
Movement: 60' (20')
Armor Class: 7
Hit Dice: 1
Attacks: 1
Damage: 1d4
Save: F1
Morale: 12
Hoard Class: None
XP: 13

These simple-minded automatons appear as 2' wide discs standing on four spindly metal legs. A rotating nozzle protrudes from the top of the disc-shaped body, and a steel-reinforced hose dangles below it.

When its hose is submerged, a pressure-washer automaton may spray a high-pressure stream of



fluid at its victim, which will both clean and cause 1d4 points of damage.

Pressure-washer automatons are not restricted to spraying water – their hoses are solvent-resistant, and may be submerged in supplies of acids, oils, and other fluids.

Automaton, Sparkler

No. Enc: 1d6 (1d6)
Alignment: Neutral
Movement: 90' (30')
Armor Class: 4
Hit Dice: 4
Attacks: 1 plus dazzle
Damage: 1d8
Save: F4
Morale: 10
Hoard Class: None
XP: 190

These automatons are covered with multifaceted acrylic lenses that magnify the thousands of multicolored lights beneath. They appear to be man-shaped figures of twinkling rainbows – but underneath the lenses, the automatons have a

powerful stainless steel body capable of absorbing and delivering serious damage.

The sparkler attacks using a laser mounted in its chest, with a range of 60' in clear air (the range is reduced to 5' in smoke or fog).

Additionally, the bright flashing lights of the sparkler automaton will dazzle all opponents who fail a save vs. spells. Dazzled opponents will suffer a -4 penalty to all "to hit" rolls while the sparkler automaton is within their line of sight.

Each successful strike on a sparkler automaton has a 25% chance of breaking enough lenses to remove the dazzle effect from that automaton.

When multiple sparkler automatons are present, each character need only make one saving throw for all the sparklers. However, if he fails, the lenses must be broken on all the sparkler automatons present before the dazzle penalty is removed.

Bloat Zombie

No. Enc: 1d6 (2d6)

Alignment: Chaotic

Movement: 120' (40')

Swim: 60' (20')

Armor Class: 7

Hit Dice: 3

Attacks: 1

Damage: 1d8 + sea-worms

Save: F3

Morale: 12

Hoard Class: None

XP: 65

Bloat zombies are the reanimated corpses of drowning victims. Their waterlogged bodies are grotesquely swollen, and covered with multi-legged marine worms.

A bloat zombie attacks by striking with its rotting fists. If the target fails a save vs paralyzation, dozens of marine worms will be flung onto the target as well.

The worms will attempt to infest the body by crawling into its orifices. If the victim spends the entirety of the next combat round removing the worms, there is no ill effect. For each round the worms are neglected, there is a 50% chance that they will successfully invade the target's body.

Worm infestation causes the host's constitution to drop by 1d4 per day until it reaches 0 (at which point the victim immediately becomes a bloat zombie). A *cure disease* spell will kill the worms and restore the victim's constitution.

An adventurer slain by a bloat zombie will rise as a bloat zombie himself within 2d4 days.

Treat the bloat zombie as a ghoul for purposes of turning.



Bloodstain Phantom

No. Enc: 1 (1)

Alignment: Chaotic

Movement: 120' (40')

Fly: 120' (40')

Armor Class: 5
Hit Dice: 3
Attacks: 1
Damage: 1d6 + absorb blood
Save: F3
Morale: 9
Hoard Class: None
XP: 80

These undead arise from the bloodstains left in the wake of violent murders. They manifest as streaks and splatters of blood floating through the air, in a nearly humanoid shape. The bloodstain phantom attacks by leeching blood through the pores of its victim's skin. For every two points of damage inflicted, the bloodstain phantom will heal itself 1 point of damage as it absorbs the stolen blood.

The phantom is only harmed by silver and magical weapons. As with other undead, it may be turned or destroyed by clerics of sufficient faith (treat as a wight for purposes of turning).

Burgundy Man

No. Enc: 1d6 (3d8)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 6
Hit Dice: 4+1
Attacks: 1
Damage: 1d10+2
Save: F5
Morale: 12
Hoard Class: None
XP: 140

The burgundy men are fearless, amoral creatures, who obey their masters in all things. They are not naturally good or evil, but will carry out the most brutal orders without a twinge of conscience. They are intelligent, but cannot be reasoned with – their only desire is to fulfill their master's will.

A burgundy man appears to be a normal man with wine-colored wrinkled, leathery skin. They are completely hairless.

In combat, a burgundy man equips himself with a bronze breastplate (treat as scale mail should a player wish to use the armor) and a two-handed sword. Their great strength gives them a +2 damage bonus when striking their opponents.

Mind-affecting spells such as *charm person*, *sleep*, and *cause fear* have unusual effects on burgundy men if they fail their saving throw (if any). Their devotion to their master is such their minds resist the magical influence, converting the arcane energy into blue flames that briefly flare up from their heads. These flames cause 1d4 points of damage to the burgundy men.

The process by which one acquires a pack of burgundy men as servants is a closely held secret among the wizards of the subsurface environment.

Cave Scyphistoma

No. Enc: 1 (1)
Alignment: Neutral
Movement: 0' (0')
Armor Class: 9
Hit Dice: 10
Attacks: 3
Damage: 1d3 + paralyze
Save: F0
Morale: 12
Hoard Class: None
XP: 2,400

These creatures are the larval stage of the aerial jellyfish. The scyphistoma is a glowing, translucent yellow polyp, five feet in diameter and eight feet tall. The polyp is firmly attached to the cave or dungeon surface, and will attack anything nearby with its tentacles. It may make up to three attacks per round, with a reach of 5'. On a successful hit, the victim must save versus paralysis or be paralyzed for 1d8 rounds by the painful venomous sting of the tentacles.

Scyphistomas are normally quiescent, but will begin the next stage of their lifecycle if disturbed and unable to feed. Should the creature come under attack, or victims manage to escape its grasp, it will begin to split into multiple aerial jellyfish, at a rate of one per round. Each split will cause 5 points of damage to the aerial scyphistoma, until it reaches zero (or below), at which nothing will be left of the parent scyphistoma but shredded flaps of bioluminescent flesh.

Each aerial jellyfish spawned will have 5 hit points, and will be able to move and attack in the same round it spawns.

Cave Squid

No. Enc: 1d8 (1d8)
Alignment: Neutral
Movement:
Swim: 90' (30')
Armor Class: 7
Hit Dice: 3
Attacks: 11 (bite, 10 tentacles)
Damage: 1d6/hold
Save: F3
Morale: 8
Hoard Class: None
XP: 65

The cave squid is a feared predator of the underground seas. Its mantle is 6' long, and the ten tentacles are an additional 3' long. The cave squid is bright yellow, and fluoresces under ultraviolet light.

Once a cave squid strikes a victim with its tentacles, it will not let go until its prey is consumed. Each round, multiply the number of tentacles holding onto a character by ten – that is the percentage chance that the character has been immobilized and cannot strike back until the squid releases him. While a victim is held by one or more tentacles, the squid has a +2 chance to hit with its beak attack.

Cave squid hunt in small packs. This species is cannibalistic, and if one is injured, its pack-mates will turn on it.

If a squid fails a morale check, it will squirt a cloud of glowing green ink into the water as it flees. Anyone within 10' will be covered with the sticky glowing ink, making it very hard for them to surprise any monsters with eyes to see. The luminescence will fade after 3 turns.

Cod-Man

No. Enc: 1d6 (4d12)
Alignment: Chaotic
Movement: 90' (30')
Swim: 120' (40')
Armor Class: 4
Hit Dice: 3
Attacks: 2
Damage: 1d6/1d6
Save: F3
Morale: 8
Hoard Class: XIX
XP: 65

Cod-men are the product of de-evolution – humans regaining fishy attributes as their DNA regresses to a more primitive state. While impossible according to 21st century evolutionary science, cod-men are a reality in the subterranean realm of the Anomalous Subsurface Environment.

These humanoids are covered with green fishy scales, and have webbed and clawed hands and feet. They can breathe air, but they must periodically (once per hour) moisten the large gills on the sides of their heads or suffer -2 on attack rolls due to dehydration. This sensitivity to dryness also causes them to take double damage from fire-based attacks.

In combat, cod-men attack with vicious swipes of their clawed hands.

Male and female cod-men are indistinguishable to the ungilled.

Corpse Curtain

No. Enc: 0 (1d6)
Alignment: Neutral
Movement: 0' ('0)
Armor Class: 9
Hit Dice: 5
Attacks: 6
Damage: 1d4 each
Save: F1
Morale: 12
Hoard Class: None
XP: 500

The corpse curtain is an undead monster created to guard a fixed location. The curtain is made from the flayed skin of a half dozen or more victims, with the eyes and teeth left attached. The curtain will wrap itself around its victim using its dangling arms and legs, and then bite with a half dozen of its mouths. Its reach is only 3' – if an opponent withdraws farther than that, it will lapse into inactivity, waiting for its next victim.

A corpse curtain is only damaged by slashing weapons such as swords – thrusting and blunt weapons do no damage.

The curtain may be turned as a mummy, but it is incapable of fleeing from a cleric or paladin.

Corpse curtains are usually hung from walls, but

may be used as rugs as well. They cover a 10' by 10' square area. The faces, arms, and legs are only visible from the front of the curtain – if viewed from the back, the curtain appears to be made from rotten skins.



Crawling Clam

No. Enc: 1d8 (2d12)
 Alignment: Chaotic
 Movement: 90' (30')
 Armor Class: -2 (tentacles 3)
 Hit Dice: 3 (tentacles 5 hp)
 Attacks: 4
 Damage: 1d6 each
 Save: F3
 Morale: 8
 Hoard Class: See below
 XP: 80

Crawling clams are 5' long bivalves that drag themselves along damp dungeon corridors using their four 10' long tentacles. Each tentacle is tipped with a wicked claw, and in combat the clam will use all four to attack its prey.

If players attack the tentacles, individually they are AC 3 and have 5 hp each. A single blow at the tentacles will not damage more than one, and after absorbing 5 hp damage, it will either be severed or

crushed beyond use. Damage to the tentacles should not be applied to the body's hit points

Attacking the clam's shelled body is more difficult – the shell gives it AC -2.

If the shell is pried open, the body is only somewhat reminiscent of a clam, with tentacles protruding from the thick meaty foot muscle, and a drooling, bald human-like head nestled in the center of its gills. Below the idiot head are a pair of tiny arms and legs.

20% of crawling clams will be clutching a 100 gp white pearl in their tiny hands, and a further 5% will hold a 500 gp black pearl.

Crystal Starfish

No. Enc: 1d6 (1d6)
 Alignment: Neutral
 Movement: 10' (3')
 Armor Class: 8
 Hit Dice: 3
 Attacks: 1
 Damage: 1d12
 Save: F1
 Morale: 12
 Hoard Class: See below
 XP: 65

The crystal starfish is a giant olive green starfish, 6' in diameter. Its body is studded with 10d10 blue crystals, worth 5 gp each.

The starfish defends itself using a short hose-like organ protruding from the center of its body. This hose blasts a stream of stinking caustic fluid, which causes 1d12 points of damage on a successful hit. Anyone struck must save vs. poison to avoid getting the fluid in their eyes and going blind. Blind characters suffer a -4 penalty to hit, and will remain blind until a round is spent rinsing the fluid away with water.

Anyone approaching within 20' will be considered a potential aggressor by the starfish.

If cut apart, a human skull will be found in the center of each starfish.

Dark Smoker

No. Enc: 1d4 (4d4)
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 4
Hit Dice: 3
Attacks: 2
Damage: 1d4/1d4
Save: F3
Morale: 9
Hoard Class: XX
XP: 80

The bodies of these leathery humanoids are covered with crater-like abscesses, oozing a foul black pus and emitting wisps of black vapor.

In combat, dark smokers attack with their iron-like talons. During a fight, they will also begin emitting huge clouds of the black vapor, filling an area 20' in diameter with choking smoke. Players in the smoke suffer -2 on rolls to hit and saving throws due to fits of coughing, and cannot see further than 2' in front of them.

Dinosaur, Allosaurus

No. Enc: 1d8 (1d8)
Alignment: Neutral
Movement: 150' (50')
Armor Class: 4
Hit Dice: 10
Attacks: 3 (2 claws, 1 bite)
Damage: 1d6/1d6/3d10
Save: F8
Morale: 9
Hoard Class: None
XP: 2,400

This dinosaur is a large carnivorous theropod, 28' long and weighing over a ton. It attacks with its bite and with its claws, which are capable of restraining smaller prey – if both claws hit, its victim is pinned, and future bite attacks will automatically hit.



Dungeon Snail

No. Enc: 1d6 (1d6)
Alignment: Neutral
Movement: 10' (3')
Armor Class: 3 (-4 in shell)
Hit Dice: 4
Attacks: 1
Damage: 1d8
Save: F2
Morale: 5
Hoard Class: None
XP: 135

This large snail is 7' tall, with a mottled green-and-gray shell. It is a cowardly creature, and will retreat into its shell if hard-pressed by an attacker. On the rare occasions when it enters combat, the snail will use its highly acidic bite to ward off opponents.

The shell has no value, being particularly drab both inside and out. The snail's meat has a rancid flavor that disgusts virtually all predators.

Eater of Woe

No. Enc: 1 (1)
Alignment: Chaotic
Movement: 0' (0')
Armor Class: 9
Hit Dice: 7
Attacks: 1
Damage: 1
Save: F0
Morale: 12
Hoard Class: None
XP: 440

The Eater of Woe is a creature of the ethereal plane. To those who can perceive this plane, the Eater appears to be a pulsating lump of pale meat covered with pouches of black fluid, 8' high and 3' wide.

The larvae of an Eater of Woe float through the ether, looking for places of great tragedy to feed. They then mature into the immobile adults described above.

The Eater may communicate telepathically with its potential food sources, typically to command them to bring it their sorrow. It draws strength from those with sorrow, digesting their grief – in return, the grievers find their grief disappearing, and they gain a +1 bonus on all “to hit” rolls and saving throws for the next 24 hours. This process is accompanied by a telepathic projection of their dead loved one crumbling away as the painful emotions dissolve.

An Eater of Woe attacks those who displease it with a psychic blast, causing 1 point of damage per round to all within 20'.

Eye Jelly

No. Enc: 1 (1)
Alignment: Chaotic
Movement: 30' (10')
Armor Class: 8
Hit Dice: 5
Attacks: 1
Damage: 1d10 + acid
Save: F4
Morale: 12
Hoard Class: None
XP: 350

This monster is a collection of thousands of eyes suspended in acidic ooze. It is an ambush predator,

waiting on ceilings for prey to walk beneath. It attacks by enveloping its prey and dissolving their flesh with its acidic slime. After killing its victim, it will extract the unfortunate's eyes and add them to its own body mass.

The eyes of the jelly are functional, and it is thus impossible to surprise one of these monsters without the aid of *invisibility* spells or similar magic.

Each successful attack by an eye jelly has a 50% chance of rendering its target's armor useless, as the acid slime chews through straps and smaller metal attachment points, if not the armor itself.



Face Exchanger

No. Enc: 1d4 (1d4)
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 5
Hit Dice: 3
Attacks: 2 or face exchange
Damage: 1d6/1d6
Save: F3
Morale: 7
Hoard Class: None
XP: 80

In their natural state, a face exchanger is a man-sized humanoid, with mottled green-and-purple skin, clawed hands, and hideous faces with sagging bags of flesh under their oversized eyes, cleft noses, and 2' long red forked tongues hanging out of their mouths. Embedded into the chest of each face exchanger is an organic-looking box of silvery metal with a crystalline lens and four knurled nubs at the corners.

While a face exchanger may attack with its clawed hands, its primary goal is to steal the faces of more handsome humanoids. Once per round, they may manipulate the knurled nubs on their chest-box and cause a beam of white light to shine forth at an opponent's face. If the opponent fails a save vs. spells, his face is exchanged with the face exchanger, who will immediately flee for safety, cackling madly about how handsome he has become.

The only way for a character to regain his face is to slay or otherwise restrain the face exchanger who stole it, and then stare into the crystal lens while fiddling with the chest-box nubs.

The face-exchanging ray has a range of 30'.

Fangopede

No. Enc: 1d6 (2d6)
Alignment: Neutral
Movement: 90' (30')
Armor Class: 7
Hit Dice: 2
Attacks: 1
Damage: 1d6 + poison, attachment
Save: F2
Morale: 7
Hoard Class: See below
XP: 29

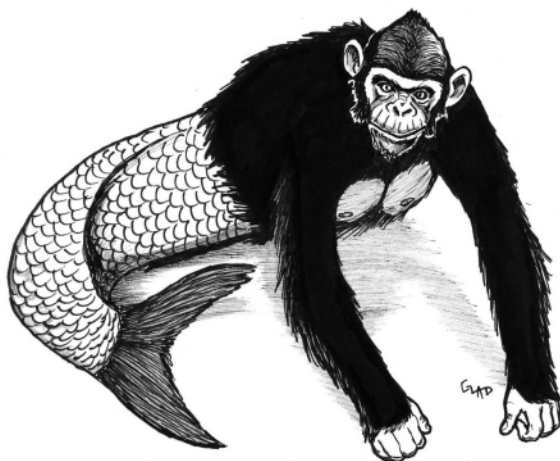
These arthropods are 3' long centipede-like creatures, with two pairs of 4" fangs jutting from the upper and lower jaws, and six segmented eyes. The teeth prevent the fangopede from closing its mouth all the way, lending it a fearsome aspect. The poisonous bite of the creature will paralyze its victim for 1d6 rounds if a save is failed. Additionally, the fangopede's jaws will lock shut after a successful bite attack – no further damage is caused by the fangopede, as the enzymes in its saliva dissolve flesh far too slowly to have an impact in melee combat, but the victim suffers a +1 penalty to AC for each fangopede dangling from his body.

To remove a fangopede after it has locked its jaws shut, the arthropod must be killed and its jaws cut free from its head.

Fangopedes are deeply attracted to shiny objects, and each has a 10% chance of having swallowed 1d3 gems.

Feejee Mermaid

No. Enc: 1d12 (1d12)
Alignment: Neutral
Movement: 60' (20')
Armor Class: 7
Hit Dice: 2
Attacks: 1
Damage: 1d6
Save: F1
Morale: 12
Hoard Class: None
XP: 29



Feejee mermaids are constructed by sewing the preserved upper half of a chimp to the lower half of a fish. The resulting chimera self-animates after many centuries of viewing by disbelieving rubes.

Despite being constructs, they are malicious, and will often harass and attack their owners while no one else is looking.

As constructs, the mermaids are not subject to the effects of *charm person* or *sleep* spells.

Fish, Giant Albino Catfish

No. Enc: 1d3 (1d3)

Alignment: Neutral

Movement:

Swim: 90' (30')

Armor Class: 4

Hit Dice: 5

Attacks: 3 (bite, 2 barbels)

Damage: 1d10/1d4/1d4

Save: F3

Morale: 8

Hoard Class: None

XP: 80

These predators live in subterranean lakes and seas. They are pigmentless and eyeless. The ghost white fish has a pair of sharp barbels, one on each side of its mouth, that it uses both to sense prey and provide additional attacks against prey animals. A mature giant albino catfish is 13' long.

Frog, Sonic

No. Enc: 1d4 (1d4)

Alignment: Neutral

Movement: 30' (10')

Swim: 90' (30')

Armor Class: 7

Hit Dice: 4

Attacks: 1 or sonic blast

Damage: 2d4 or swallow or stun

Save: F4

Morale: 7

Hoard Class: VII

XP: 190

Sonic frogs are 8' long stone-gray amphibians with massive pink throat-sacs. They will first attack by letting loose a highly focused croak-sound that stuns up to two opponents within 20' (save vs. paralyzation or be stunned for 1d4 rounds). This sonic blast may only be used once every hour.

The frogs will then either attempt to swallow stunned opponents whole (a successful attack against AC 9 is sufficient to swallow a stunned victim) or bite for 2d4 points of damage.

A swallowed character takes 1d6 points of damage from stomach acids per turn until he is cut free. A sonic frog may only swallow one victim per day. Any treasure the frogs possess will be in their stomachs.

Gas Serpent

No. Enc: 1d3 (1d6)

Alignment: Chaotic

Movement: 150' (50')

Armor Class: 6

Hit Dice: 5

Attacks: 1

Damage: 1d4 + poison or 1d12

Save: F5

Morale: 10

Hoard Class: None

XP: 500

Gas serpents are coiled masses of purple vapor that strike like snakes. They are able to fly through the air, twisting in fast flowing motions to lash out at opponents.

The serpents attack with a poisonous gas-bite – somehow the gaseous fangs are able to penetrate flesh and inject a vapor-poison. Victims who fail their save vs. poison will find themselves becoming gaseous, their armor and weapons falling through their bodies. Prey so vaporized (and those under the influence of *potions of gaseous form*) will take 1d12 points of damage from each strike of the 20' long gas serpent. The gaseous effect lasts for 1d4 turns.

Gas serpents are only hit by magic weapons, and are immune to fire, cold, electrical, and acid based attacks.

These creatures are distant relatives of smoke vipers, and may be summoned by wizards who have mastered the forbidden formulas of the seven-dimensional loci.

Goblin Emissary

No. Enc: 1d3 (1d3)
Alignment: Chaotic
Movement: 90' (30')
Armor Class: 3 (1 versus laser attacks)
Hit Dice: 4
Attacks: 1
Damage: Hive mind's powers, or laser pistol
Save: MU4
Morale: 11
Hoard Class: III (XX)
XP: 245

These specially-bred goblins are created by the hive minds to serve as their representatives to the rest of the world. The emissaries act as if they are the true rulers of the goblin tribes, while the controlling hive mind stays safely hidden away.

In combat, a possessed emissary will typically use the mental powers of its hive mind. 10% of emissaries will also possess a functioning laser pistol.

A possessed emissary is additionally able to regenerate 1 hp per round, only dying when reduced to -10 hit points.

An emissary appears to be a thin gray humanoid, 7' tall, with a massive bulbous head, slit-like nostrils and ears, a small thin mouth full of needle-like teeth, and wide jet-black eyes – in other words, an exceptionally tall and large-headed goblin. They dress themselves in silvery robes of synthetic reflective cloth (granting +2 AC bonus versus laser attacks). Even undamaged robes are almost completely worthless, as the smell of goblin is notoriously hard to remove.

Goblin Hive Mind, Lesser

No. Enc: 1 (1)
Alignment: Chaotic
Movement: 0'
Armor Class: 9
Hit Dice: 5
Attacks: 1
Damage: 1d10
Save: MU5
Morale: 8
Hoard Class: XIX
XP: 500

The lesser goblin hive mind represents the immature stage of the species, usually only a few centuries old. It is a large brain, between 1' and 3' in diameter, floating in a glass jar full of bubbling green fluid, with various wires and hoses running between the jar and racks of equipment.

A lesser hive mind will be attended by 4d10 goblins, 1d6 goblin spiders, and 1d3 goblin emissaries. It breeds the more outré goblinoids by injecting the goblin spawn-sacks with a cocktail of alien chemicals.

The lesser hive mind is able to mentally dominate all goblins within 60'. Further, it is able to project itself into a single goblinoid's mind, and speak using that monster's mouth. Once the mental link is established, there is no limit to the distance between the possessed goblinoid and its controlling mind. Goblin emissaries are favored for this task, as the hive mind is able to use the rest of its mental powers through such vessels.

The hive mind is able to cast *charm person* upon goblin hybrids such as elves, dwarves, and halflings (one attempt per day per demi-human), may read their minds via *ESP*, and may project its thoughts (threats, commands, and other social niceties) directly into its victim's brain. None of these abilities require a victim to be within line-of-sight – if he is anywhere within 60' of the mind, he may be attacked in such fashion. A 2' thickness of stone is sufficient to shield demi-humans from these powers (as are artifacts such as protonium-metal helmets).

Once per turn, it may use *telekinesis* (as per the spell, cast at 9th level). In combat, the hive mind (or its controlled goblinoid) attacks with a blast of mental energy upon a single target – if the victim fails a save vs. spells, he will take 1d10 points of damage, and begin bleeding from his nose, ears, and eyes. Dwarves, elves, and halflings suffer a -2 penalty to the saving throw.

The goblin races instinctively serve the hive minds, and they will naturally obey them even in the absence of active mind-control – attempts to foment revolution among a mind's goblin subjects are doomed to ridicule and failure.

A mind whose tank is broken will dehydrate and die within 4 hours.

Hinge-Headed

No. Enc: 1d4 (6d10)
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 4
Hit Dice: 4
Attacks: 1
Damage: 1d10
Save: T4
Morale: 8
Hoard Class: XVIII
XP: 190

The hinge-headed appear to be incredibly strong human men, with cylindrical bronze helmets entirely covering their heads. These cylinders have no openings whatsoever, and are attached to bronze collars bolted to the necks of the men. The cylinders are hinged in the back, and may be pried open to reveal the contents – a glowing crystal, clutched in a hand protruding from the neck where a head would normally be.

These crystals are the intelligences controlling the hinge-headed bodies. They may be of any color imaginable, and are uncomfortably warm to the touch. The crystals are able to hear, speak, and perceive their surroundings within 30'.

The crystal will typically survive the death of its hinge-headed body. If one of these crystals is captured and its fellows become aware of it, they will go to great lengths to free their comrade. Ransoms of up to 1,000 gp may be paid per captured crystal, but the kidnappers will also earn the undying enmity of the hinge-headed.

The hinge-headed have developed the ability to dominate the weaker minds of Neanderthals, and use these creatures as their slaves. Any Neanderthal within 30' of a hinge-headed must successfully save vs. spell every round or become dominated. The cavemen constantly resist their crystal masters, however, and upon a failed morale check they will briefly regain their will and run for freedom.

A hinge-headed typically wears a sleeveless robe over a bronze chain mail vest, and carries a two-handed sword strapped to its back.

Hyper-Men

No. Enc: 1d4 (5d4)
Alignment: Neutral

Movement:

Fly: 30' (10')

Armor Class: 5

Hit Dice: 3

Attacks: Weapon, or mental blast

Damage: By weapon, or 1d4

Save: F3

Morale: 8

Hoard Class: XVI

XP: 95

Hyper-men represent the evolutionary endpoint of mankind: narrow frowning faces, oversized foreheads and skulls to accommodate their advanced brains, and tiny infant-like bodies dangling below their bald heads.

Hyper-men would be physically helpless if not for their incredible mental prowess. They use their psychic abilities to float in mid-air, and are able to slowly move about in any direction. They do not speak with their mouths – rather, they broadcast their thoughts directly into the minds of anyone standing within 30' of them. They are unable to read thoughts, however – only broadcast them.

Hyper-men only have 1 hp, but they maintain a constant field of mental energy to deflect blows and reduce damage. It is this field that is represented by the bulk of their hit points and their armor class. The field regenerates at a rate of 1 hp per round when damaged.

In combat, hyper-men may use their minds to manipulate weapons as if they had hands – however, these weapons must be kept within 3' of their bodies to be used effectively. They may also choose to use a mental blast, causing 1d4 points of damage to all non-hyper-men within a 10' radius that fail to save vs. spells.

Hypno-Moss

No. Enc: 1 (1)

Alignment: Chaotic

Movement: 0' (0')

Armor Class: 9

Hit Dice: 1

Attacks: mind control

Damage: mind control

Save: MU1

Morale: 12

Hoard Class: None

XP: 13

Hypno-moss usually presents itself as a circular patch of green moss, 3' in diameter. It is able to mentally dominate those who approach within 5', and will command them to place the clump of moss over their head (save vs. spells to avoid the effect – those who save successfully will be aware of the attempt at mental domination).

Once the moss is on a victim's head, the victim will fight to the death to prevent its removal. The moss will grow into the victim's brain, devouring 1d3 points of intelligence every 24 hours. Once the victim is reduced to 0 hp, he dies, and the moss will seek a new host.

If 24 hours or more pass before the moss is removed, the moss's root structure will have penetrated the victim's skull, and removal will cause 1d6 points of damage. Additionally, the victim will be completely bald for 1d4 weeks, after which his hair will begin to grow back.

Note that moss victims will poke eye- and mouth-holes through the moss – they do not wander about blindly.

A *cure disease* spell will instantly kill the moss.

Invisible Plodder

No. Enc: 1 (1)

Alignment: Chaotic

Movement: 60' (20')

Armor Class: 2 (-1 for claw)

Hit Dice: 6

Attacks: 2

Damage: 1d8 plus hold

Save: F6

Morale: 11

Hoard Class: XIV

XP: 820

The invisible plodder is usually seen only as elephantine footsteps splashing in the water, followed by victims being hoisted into the air by unseen limbs and torn to bloody shreds.

If viewed using the aid of *detect invisible* or similar spells, the plodder will appear as a 10' wide football-shaped mass of gray ropy tentacles, supported by four thick tree-trunk-like legs, and sporting two crab-like pincers. Its mouth is a wet hole on top of its body, into which it drops the torn fragments of its prey.

Anything consumed by the plodder is masked by its invisible flesh, and effectively becomes invisible as well. Likewise, the tips of swords and spears plunged into its body will disappear from view.

A slain plodder will slowly fade into view, becoming fully visible within one turn.

In combat, the plodder will strike at its foes with its two pincers, doing 1d8 points of damage. Once struck, a victim is held and lifted into the air, and that claw will do no further damage, but the plodder will automatically hit with its second claw for every round thereafter until the victim is freed.

If by chance two victims are simultaneously hit and grabbed, one will be tossed aside (doing 1d6 points of falling damage) so that the plodder can concentration on tearing apart one meal.

Breaking free requires a successful "force doors" check (either by the victim or by his rescuer).

A victim held by a plodder may only attempt to strike at the claw, unless their weapon has an extraordinarily long reach. The claw has AC -1, and requires 16 hit points of damage to sever. Claw damage does not count towards slaying the plodder. A single-clawed plodder will always throw victims after picking them up, and a declawed plodder will flee for its life. Severed claws will regenerate within 1d3 days.

Gold weapons and bullets do double damage to an invisible plodder. Any gold swallowed by the plodder will be spat out – but other treasure the creature has swallowed will remain within its expansive gut.

A plodder on the move through water will not surprise anything with ears to hear – it makes too much splashing to be missed. Its normal hunting behavior is to stand completely still, waiting for cave fishes and other prey to approach. The creature is visible in these instances as four cylindrical "holes" in the water.

Lucrephage

No. Enc: 1d3 (1d3)

Alignment: Neutral

Movement: 90' (30')

Armor Class: See below

Hit Dice: 5

Attacks: 1

Damage: See below

Save: F5

Morale: 8

Hoard Class: None

XP: 500

The lucrephage is an extradimensional creature that subsists entirely on precious metals and jewelry. It absorbs these materials into its being, slowly becoming more tangible as it feeds.

The lucrephage can sense treasure within 30', and

is able to draw the valuables into itself telekinetically. Treasure will fly from wherever it is contained – locks will unlock, sacks will tear apart, and chests will open. Only magic such as *wizard lock* can prevent a container from opening. As the treasure is drawn into its body, the creature becomes visible, taking on the gleaming hues of the valuables it has absorbed.

The creature will devour 250 gp of treasure per round, starting with the most valuable gems or jewelry. If a piece of treasure is worth more than 250 gp, just that single piece will be consumed, and its full value absorbed.

The visibility, vulnerability, and threat posed by the lucrephage depend on how much treasure it has consumed. Keep track of the treasure absorbed, and consult the table below for the specifics.

Lucrephage Abilities				
Treasure Consumed	Visibility	AC	Damage	Damage Resistance
0 gp	Invisible, surprise on 1-4 on a d6	4	1d3	Immune to normal weapons
250 gp	Glimmering outline	5	1d4	Takes maximum of 1 point of damage from single attack
500 gp	Mist of precious metals	6	1d6	Takes maximum of 2 points of damage
750 gp	Individual limbs partially outlined by thin sheets of precious metals	4	1d8	Takes maximum of 4 points of damage
1000 gp	Creature covered by shell of gold and/or sparkling sheets of gem-material, with many large holes	2	1d10	Takes maximum of 8 points of damage
1250 gp	Nearly completely covered in gold, silver, and thin gem-sheets	0	2d6	Takes maximum of 12 points of damage
1500 gp	Creature completely visible, and covered with a thin layer of treasure. It has a squat cone-shaped body atop six clawed legs. A tentacle terminating in a club-like four-fingered fist extends from the top of the beast's body	-2	2d8	Takes full damage

Lucrephages always take full damage from magic and protonium-metal weapons, regardless of how much treasure they have absorbed. They take no damage from fire, cold, or electrical attacks.

Strikes from gold and silver weapons will heal the lucrephage of 1d4 points of damage, and the weapons' precious metals will be absorbed into the creature. Gold and silver bullets only heal 1 point of damage, and only increase the absorbed treasure value by 1 gp or sp, respectively.

When slain, the lucrephage's body will collapse into a dust made up of the remains of its meals. The gem dust is worthless, but 10% of the value of consumed precious metals may be recovered.

Lucrephages particularly enjoy feeding on the minds of the hinge-headed. A hinge-headed's mind crystal provides 250 gp of treasure value to the lucrephage.

Crystal skulls are also quite delicious – these will provide 500 gp of value to the voracious monster.

Medical Mistake

No. Enc: 1 (1)

Alignment: Chaotic

Movement: 90' (30')

Armor Class: 4

Hit Dice: 4

Attacks: 6 tentacles

Damage: Restrain, plus single 1d8 bite

Save: F4

Morale: 8

Hoard Class: VII

XP: 190

The medical mistake is one of Dr. Giggles' surgeries gone more wrong than usual. The doctor attempted to graft a cave squid, a dungeon snail, and a juvenile cod-man together. The resulting chimera survived, but quickly escaped from the absent-minded physician. The thing has grown enormously since its escape, feeding on patients while the doctor isn't looking.

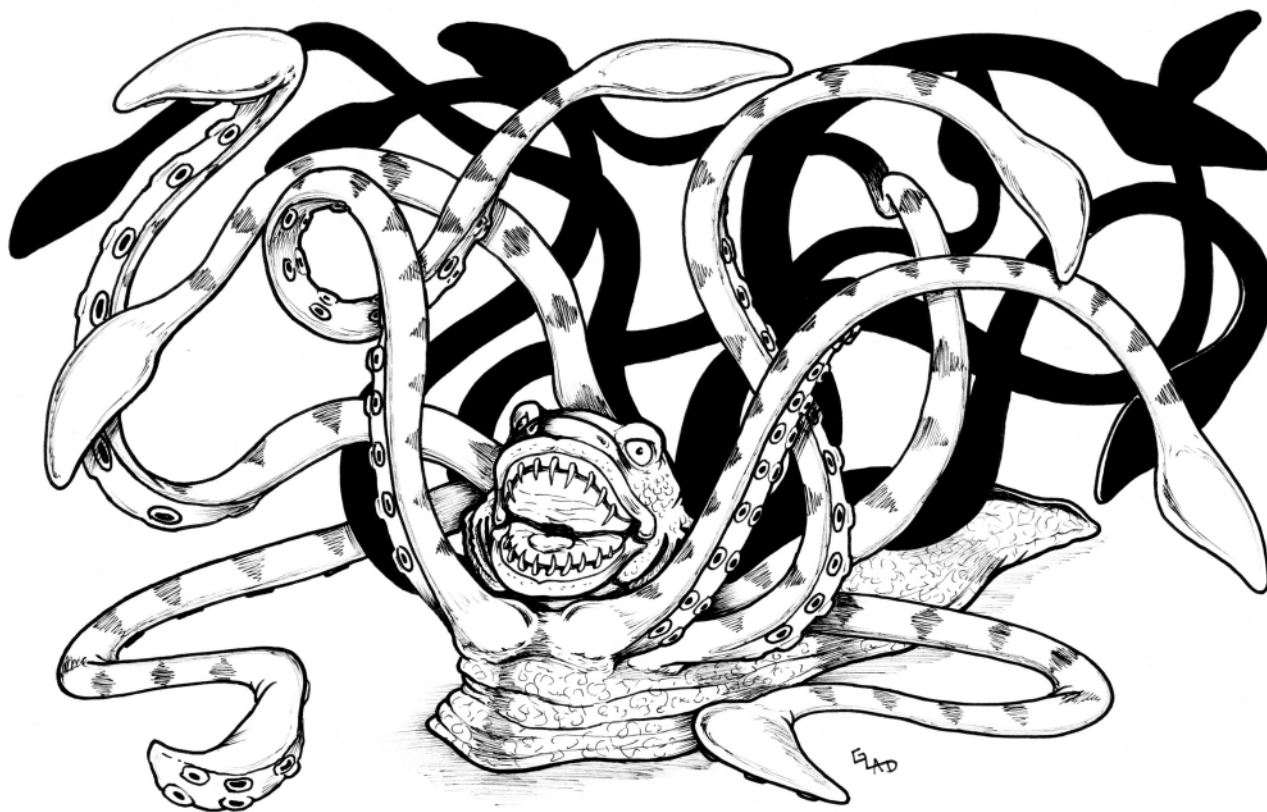
The mistake is a mass of tentacles surrounding a giant toothy fish-head, all sprouting from a snail foot. The body itself is 8' in diameter, and its tentacles can stretch to 15'.

In combat, the mistake may lash out with up to six tentacles. Anyone hit by a tentacle will be captured unless they save vs. petrification. A new save may be made each round to escape. Opponents so restrained may not perform any actions other than attempting to break free.

Once each round, it will drag a captured opponent to its mouth and bite for 1d8 damage (automatically hitting). This bite may be performed on a newly-captured opponent.

Each tentacle has AC 7 and takes 6 points of damage to sever. The mistake has a total of 20 tentacles, although it may only use six at once (manipulating more than that is beyond its limited mental capacity).

The medical mistake's treasure is found in its stomach, and consists of the non-digestible valuables its victims carried.



Minotaur, Glass

No. Enc: 1d3 (1d3)
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 6
Hit Dice: 5
Attacks: 1
Damage: 1d10
Save: F5
Morale: 11
Hoard Class: X
XP: 500

The glass minotaur is exactly what its name describes – a minotaur made entirely of glass. It is completely transparent, with the exception of its translucent red heart and eyes.

The minotaur attacks with the razor-sharp glass edges that cover its surface – even the slightest contact with the monster will cause severe cuts and bleeding.

The minotaur may move freely through mirrors to other reflective surfaces within 10'. It thus prefers to live and fight in mirrored labyrinths.

When it is slain, the minotaur's body explodes into flying shards of broken glass, causing 1d8 points of damage to all within 10' of the minotaur. Only its heart and eyes remain intact – the red eyes are worth 50 gp each, and the heart is worth 200 gp.

Moray Snail

No. Enc: 1 (1)
Alignment: Chaotic
Movement: 60' (20')
Armor Class: 2
Hit Dice: 5
Attacks: 1
Damage: 1d12
Save: F5
Morale: 10
Hoard Class: V plus shell
XP: 500

Moray snails are giant eels with six crab-like legs, living inside intricate shells. The eel head may strike up to 10' away from the shell, withdrawing back inside after a bite. If the head and neck is somehow prevented from withdrawing, it has an effective AC of 8.

The bite of a moray snail is venomous, and its victims must save vs. poison or be paralyzed for 1d4 turns.

The shell of a full-grown moray snail is 5' in diameter, and is banded with a rainbow of bright colors, overlaid with iridescent arabesques. Undamaged, it is worth 500 gp to a collector.

When necessary, moray snails may scuttle about on their crab-like legs, but they prefer to wait in ambush for prey – easily done in the dark, but any party with a light source should have no problem spotting the moray snail's brightly colored shell.

**Necromantic Midget**

No. Enc: 1d6 (3d6)
Alignment: Chaotic
Movement: 90' (30')
Armor Class: 8
Hit Dice: 2
Attacks: Dagger or voodoo-stab
Damage: 1d4
Save: MU2
Morale: 8
Hoard Class: XVII
XP: 38

The origin of these vile necromancers is lost to time, but they are able to create new necromantic midgets from the compressed remains of larger humanoids. They appear as well-proportioned tiny humans, and wear no clothing but their black robes, as befits their necromantic passions.

The necromantic midgets are far tougher than their small size would appear to indicate, due to their unnaturally compressed flesh and the arcane blue fluid that circulates in their veins.

A typical necromantic midget will be armed with a dagger, and carry a small rag doll. They will attack by focusing their necromantic energies on a living victim and stabbing the doll with their dagger, causing the victim 1d4 points of damage unless he makes a successful save vs. spells. The voodoo-stab has a range of 60'.

Painted Man

No. Enc: 2d6 (10d6)

Alignment: Chaotic

Movement: 120' (40')

Armor Class: 8

Hit Dice: 2

Attacks: 1

Damage: 1d8 (or 1d4 bite)

Save: F2

Morale: 9

Hoard Class: XIX

XP: 20

The Painted Men are descendants of the human scientists and their families who were trapped within the Anomalous Subsurface Environment. Their skins are heavily wrinkled and white, with broad red lips concealing rows of sharply pointed teeth. The Painted Men are named as such for their habit of wearing brightly dyed motley made from the tanned skins of their fellows (and any other dungeon denizens that they can catch). The dyes are extracted from various fermented fungi, underground plant life, and exposed mineral veins in the great caverns to the north of their lair. Their hair is long, greasy, and matted into brightly colored dreadlocks (using the same dyes they apply to their leather motley).

These underground horrors will appear friendly enough to first-time visitors to their lairs (-4 bonus to reaction rolls), and will lead them to their carnival-like games and other "attractions." On a

second visit, the reaction roll is unmodified, and the reaction roll will actually suffer a +2 penalty on the third and subsequent visits as the Painted Men become familiar with their "guests" and begin to view them as possible sources for food, leather, and their horrifying "entertainment".

Painted Men prefer to attack with garishly painted weapons, but if disarmed, may bite for 1d4 points of damage.

Pill bug, giant

No. Enc: 3d6

Alignment: Neutral

Movement: 90' (30')

Armor Class: 0 (-2 when curled up)

Hit Dice: 3

Attacks: 1

Damage: 1d6

Save: F3

Morale: 8

Hoard Class: None

XP: 65

The giant pill bug is one of the major fungivores of the underground ecosystem. It feeds on the many forms of dungeon-dwelling fungus (especially prizing shriekers and flat shriekers), and is in turn hunted by the many carnivores of the dungeon. It stands 8' high, has a stone-gray segmented shell, and sports a pair of short horns on the shell above its head.

The giant pill bugs prefer to travel in herds, as they are attracted to the odor of other pill bugs. They will attack with their horns if threatened. When reduced to half its hit points or less, a giant pill bug will roll itself into a ball, reducing its AC to -2. While rolled into a ball, it cannot move or attack, but will simply wait for its attackers to get bored and leave (or be killed off by other members of the pill bug herd).

The pill bug prefers moist environments, where fungus is plentiful.

Piranha, Vampiric Flying

No. Enc: 2d8 (2d8)
Alignment: Neutral
Movement: 0' (0')
Fly: 90' (30')
Swim: 120' (40')
Armor Class: 6
Hit Dice: 2
Attacks: 1
Damage: 1d6
Save: F2
Morale: 11
Hoard Class: None
XP: 38

Vampiric flying piranha are 3' long ichthyoid terrors, with mouths full of sharp hollow fangs. Once they have latched onto a victim, they will begin sucking that victim's blood, causing 1d6 points of damage per round until their prey is dead.

These piranha prefer to remain submerged if possible, but they have unusually large pectoral fins that allow them to glide short distances (up to 30') after leaping out of the water. They will use this ability to chase down prey that flee onto dry land.

Once a victim has been sucked dry, the piranha will devour its flesh as well.

Red Biomass

No. Enc: 1 (1)
Alignment: Neutral
Movement: 0' (0')
Fly: 60' (20')
Armor Class: 9
Hit Dice: 2
Attacks: 1
Damage: illumination
Save: F1
Morale: 12
Hoard Class: None
XP: 38

The red biomass inhabiting the caverns of the second level consists of luminescent single-celled animals. Normally the biomass accumulates in great clumps along the walls and ceilings of caves, but occasionally it breaks off into clouds of wispy red light that drift through the cavern.

The clouds will attempt to envelop the creatures and surfaces they encounter as they drift by,

coating them with a layer of the microscopic animals. The biomass only requires a successful touch attack to envelop a creature.

The cloud (and those coated in the biomass) illuminates its surroundings in a 10' radius. Anyone coated in the red biomass will be unable to surprise any non-blind creatures.

The biomass is not damaged by weapons – only fire, cold, electrical, and magical damage affects the cloud.

Salamander, Giant Cave

No. Enc: 1d4 (2d6)
Alignment: Neutral
Movement: 90' (30')
Swim: 90' (30')
Armor Class: 6
Hit Dice: 5
Attacks: 1
Damage: 1d10
Save: F5
Morale: 7
Hoard Class: VI
XP: 350

These giant salamanders are mottled white-and-gray, and have large pink feathered gills on the sides of their heads. They live in underground lakes and streams, and while submerged surprise their prey on a roll of 1-3 on a d6.

Salamanders (the natural kind, as opposed to elemental frost and fire salamanders) require moist environments to survive, and take double damage from fire-based attacks.

Sewage Elemental, Lesser

No. Enc: 1 (1)
Alignment: Neutral
Movement: 90' (30')
Armor Class: 6
Hit Dice: 2
Attacks: 1
Damage: 1d4 plus stink
Save: F2
Morale: 10
Hoard Class: None
XP: 29

The lesser sewage elemental is a creature composed of ordure and filth, standing

approximately 3' high. It has no legs – it appears to be a roughly-formed human torso emerging from a crawling mass of semi-liquid waste.

In combat, the lesser sewage elemental strikes with a stinking fist – on a successful hit, the target must save vs. poison or spend the next round retching in disgust. Clothing and armor will be visibly stained by contact with the sewage elemental, and reaction rolls will suffer a +2 penalty until such materials are removed or cleaned.

Municipal treatment plants are often sources of spontaneous sewage elemental manifestations, and adventuring parties are sometimes sought out to deal with these more dangerous janitorial duties.

Shark, Subterranean

No. Enc: 1d4 (1d4)
Alignment: Neutral
Movement:
Swim: 180' (60')
Armor Class: 4
Hit Dice: 4
Attacks: 2 (bite/horns)
Damage: 2d6/1d6
Save: F4
Morale: 7
Hoard Class: None
XP: 135

These 12' long sharks glow a dim phosphorescent green, visible up to 15' away. They are flatter than their ocean-going cousins, enabling them to cruise the shallow waters of flooded dungeon corridors. They have a pair of cartilage "horns" on the sides of their heads, allowing them to impale as well as bite their prey.

Smoke Viper

No. Enc: 1 (1)
Alignment: Chaotic
Movement: 90' (30')
Armor Class: 6
Hit Dice: 3
Attacks: 1
Damage: 1d4, poison
Save: F3
Morale: 11
Hoard Class: None
XP: 65

Smoke vipers are normally incorporeal creatures that are naturally drawn to *extradimensional eggs*. Once inside, its smoky body coalesces into a serpent form, and it will strike out at anyone who disturbs their new nest with their five-jawed fanged mouths.

The bite of a smoke viper is poisonous. If its victim fails a save vs. poison, his blood will visibly turn to black smoke over the next 4 hours, his veins and arteries becoming visibly darker and cloudy. If a *cure poison* spell not been cast by the end of the four hours (or the poison otherwise cured or removed), he will die in agony as his blood completes its transformation into 1d3 additional smoke vipers.

Stair Constrictor

No. Enc: 1 (1)
Alignment: Chaotic
Movement: 10' (3')
Armor Class: 3
Hit Dice: 4
Attacks: 2 plus constrict
Damage: 1d6/1d6 plus poison, 1d4 constriction
Save: F4
Morale: 10
Hoard Class: VII
XP: 245

The stair constrictor has a flat stony body, 10' wide by 20' long. They prefer to drape themselves over stairs, waiting for victims to walk over them. When their prey reaches the middle of the stairs, they will wrap their bodies tightly around the victims, pinning their arms and causing 1d4 points of constriction damage per round. Players who make a successful save vs. paralyzation will be able to jump off the constrictor before becoming trapped.

While constricting, the two needle-tipped tentacles that dangle from the constrictor's underside are exposed – these tentacles will whip out at anyone trying to help any trapped victims. The needles cause 1d6 points of damage, and those hit must save vs. poison or be paralyzed for 1d6 turns.

Attacking a stair constrictor while it has prey trapped will cause half of the damage dealt to apply to the constrictor, and half to the victim. If more than one victim is trapped inside, roll to determine which unfortunate takes the damage.

After crushing their prey, stair constrictors will spend a week excreting stomach acids and slowly digesting their meal. The undigested bones and bits of metal will be ejected, and collect in a pile at the bottom of the stairs.

With just a passing glance, dwarves will spot a stair constrictor on a roll of 1 on 1d6 – and if actively searching, will notice it on a result of 1-5. Those less familiar with stonework must actively search, and even then will only spot it on a 1-2 on a 1d6.

Stone Lurker

No. Enc: 1d4 (2d4)

Alignment: Chaotic

Movement: 90' (30')

Armor Class: 2

Hit Dice: 2

Attacks: 1

Damage: 1d8

Save: F2

Morale: 8

Hoard Class: VI

XP: 38

These creatures are carnivorous humanoids, more stone than flesh. They are able to merge themselves with solid stone to a depth of twelve inches (taking a full round to do so), allowing them to both ambush their prey and avoid dangerous encounters.

A stone lurker is unable to move while merged with stone. They can pass through stone walls one foot thick or less in two rounds, but thicker walls are impassable to the lurkers.

Lurkers do not like taking risks, and will only attack smaller or heavily wounded parties, using their stony fists to bludgeon opponents. Otherwise, they will remain hidden in the walls and floors.

While hidden inside stone, lurkers surprise their victims on a roll of 1-5 on a d6. Dwarves have a 2 in 6 chance of detecting lurkers when searching – all others have a 1 in 6 chance. Detecting a lurker usually means that a pair of stony eyes are spotted on the surface of a wall – the eyes will quickly withdraw fully into the stone if approached.

Anyone spending a turn or more near a hidden lurker will become aware they are being watched, but not by whom or how.



Toilet Stalker

No. Enc: 1 (1)

Alignment: Chaotic

Movement: 0'

Armor Class: 6

Hit Dice: 3

Attacks: 1

Damage: 1d8

Save: F1

Morale: 12

Hoard Class: VI

XP: 50

Toilet stalkers are scaly green tentacles, terminating in a razor-sharp crab-like claw, that make their homes in toilets. Their large, immobile root-muscle is jammed into the pipes and spaces below the toilet, while the tentacle lies coiled within the bowl, waiting to strike at unwary victims. Toilet stalkers surprise on a roll of 1-4 on a d6. The tentacle has a 6' reach.

Any treasure possessed by a toilet stalker is usually resting in the bowl with the clawed tentacle.



Tomb Guardian

No. Enc: 1 (1)
 Alignment: Varies
 Movement: 120' (40')
 Armor Class: 3
 Hit Dice: 6
 Attacks: 1
 Damage: by weapon type, or paralyze, or howl
 Save: F6
 Morale: 9 (12 if seeking crown)
 Hoard Class: VII
 XP: 820

A tomb guardian is created when a living being touches a *crypt crown*. These creatures possess the memories of their former lives, but are cursed to forever guard the crown they sought to loot.

Tomb guardians who leave the tomb where they found their *crown* will be irresistibly compelled to return after one hour's time.

Tomb guardians may either attack with normal weapons, or touch with their bare skeletal hands. Anyone touched by a tomb guardian must save vs. paralyzation or collapse into the guardian's outstretched arms – during the next round, the guardian will suck the victim's life breath into his eager jaws, transferring 3d6 hit points from victim to guardian. After having his breath stolen, the victim (living or dead) will be tossed aside.

Once per day, the tomb guardian may let loose a terrifying grave-howl, causing all within 30' who fail a save vs. spells to run in fear for 6 rounds.

If a tomb guardian's *crown* is taken, it will always know its location, and will be able to teleport to it at midnight. The guardian will stop at nothing to regain the *crown*, killing its former friends if need be. If there are ever multiple guardians for a single *crown*, they will slaughter each other to become the sole possessor.

Tomb guardians are undead, and as such are immune to *sleep* and *charm* spells. They are turned as spectres.

Toothman

No. Enc: 1 (1)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 5
 Hit Dice: 5
 Attacks: 1
 Damage: 1d10 or by weapon
 Save: F5
 Morale: 8
 Hoard Class: None
 XP: 200

The toothmen are largely extinct, their empire having been overthrown and forgotten centuries ago. A few survivors still wander through lightless dungeon corridors, dispensing ancient wisdom to passers-by. This annoying habit has not endeared them to their fellow dungeon inhabitants.

A toothman has a scaly lizard-like body, yet walks erect on its hind legs. Its head is more humanoid than reptile, with the exception of one feature – its mouth is ridiculously large, and so stuffed with 3" long fangs that they cannot actually close their mouths without serious injury.

In combat, a toothman usually bites his opponent with his dagger-like teeth, but their champions have been known to wield weapons on occasion.

Troll, Gulping

No. Enc: 1 (1)
Alignment: Chaotic
Movement: 90' (30')
Armor Class: 4
Hit Dice: 6
Attacks: 1
Damage: 1d12
Save: F6
Morale: 9
Hoard Class: None
XP: 820

Gulping trolls are a variation of the normal troll. They are squat, fat, and hairy, with pale green skin and tufts of black hair all over their bodies. At only 5' tall, they are much shorter than a typical troll. They do not have appreciable necks – their heads are grotesque lumps atop their nearly spherical bodies.

A gulping troll's true threat lies in its insatiable appetite and elastic jaw structure. The creature's mouth opens fantastically large, wide enough to swallow a single man-sized creature whole. On a successful attack, have the troll make a second "to hit" roll, and if successful, its target has been swallowed.

A swallowed victim takes 1d6 points of damage per round as he is digested. His arms will be pinned while in the troll's gut, and he will be incapable of freeing himself – the troll must be killed and cut open to release its prey.

A gulping troll may only have one target swallowed at a time – further attacks by the troll after swallowing are normal bite attacks with its curved fangs.

The troll's stomach is capable of converting any material into flesh, so that it may be fully digested. Gulping trolls are particularly fond of demanding treasure from adventurers and eating it in front of them. This ability is especially horrifying to those who are cut free from a troll's gut – all their belongings have been transformed into meat. The sole exception is protonium-metal, which is immune to this transformation.

If prepared properly, the gulping troll's stomach may be used as a key ingredient in an ointment capable of transforming stone to flesh.

Like normal trolls, they regenerate 3 hit points per round, with the exception of damage caused by fire and acid.

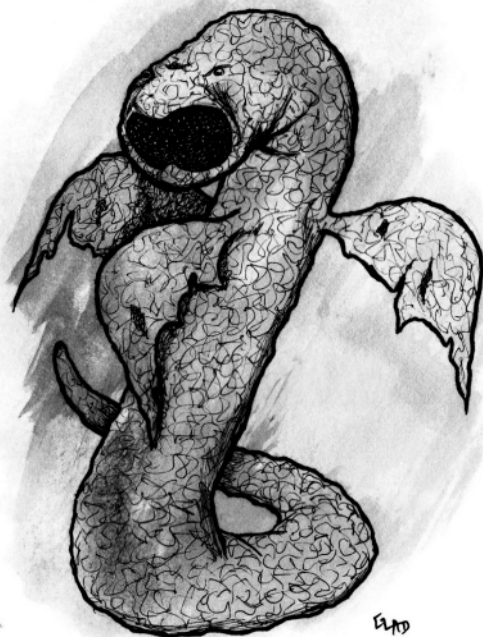
Void Bat

No. Enc: 1d6 (1d6)
Alignment: Chaotic
Movement: 10' (3')
Fly: 150' (50')
Armor Class: 4
Hit Dice: 1+1
Attacks: 1
Damage: 1d4 + non-healing wound
Save: F3
Morale: 9
Hoard Class: None
XP: 21

These creatures are only dimly visible when encountered in the formless gray void that spawns them, as their bodies flicker constantly between different shades of gray, resembling the white noise of a television set tuned to a nonexistent station. They are somewhat bat-shaped, and something like a ragged, torn piece of paper, flapping as it is blown along by a strong breeze.

The void bat attacks with a bite, leaving festering wounds that ooze gray blood. The bites of a void bat will not heal naturally – only magical healing is effective.





Void Worm

No. Enc: 1 (1)
 Alignment: Chaotic
 Movement: 30' (10')
 Fly: 120' (40')
 Armor Class: 6
 Hit Dice: 3
 Attacks: 1
 Damage: 1d8 + dissolve
 Save: F3
 Morale: 7
 Hoard Class: None
 XP: 65

The void worm is another monster from the gray void. The worm is 8' long and 1' in diameter, and has three wings arranged evenly about its circumference. Its flesh is a flickering shade of gray, with ragged holes in both its body and its wings.

The worm attacks with a bite from its gray maw. If the victim does not save versus poison, his flesh will begin to dissolve into gray goo, causing 1 hp of damage per round until magical healing is applied.

Wight, Dungeon-Rot

No. Enc: 1d3
 Alignment: Chaotic
 Movement: 90' (30')
 Armor Class: 6
 Hit Dice: 2
 Attacks: 1
 Damage: Drain life energy
 Save: F2
 Morale: 12
 Hoard Class: None
 XP: 38

Dungeon-rot wights are the waterlogged and rotting remains of wights exposed to excessive moisture. Their flesh is bloated and peeling from their bones, their entrails drag behind them, and in general they are shambling travesties of their former undead selves. The level drain of a dungeon-rot wight is less effective than an unrotted wight, and may be negated by a successful save vs. spells.

If infested by sea-worms, a dungeon-rot wight will eventually become a bloat zombie. Those wights that are not so infested will find their flesh sloughing off entirely, at which point they become mindless skeletons.

Unlike normal wights, dungeon-rot wights will take damage from mundane weapons 50% of the time. Magic and silver weapons will always damage them.

Anyone slain by a dungeon-rot wight will rise as a dungeon-rot wight within 24 hours if not buried in consecrated ground.

Worm, polychaete, giant

No. Enc: 1d3
 Alignment: Chaotic
 Movement: 90' (30')
 Swim: 150' (50')
 Armor Class: 3
 Hit Dice: 5
 Attacks: 1
 Damage: 2d6
 Save: F5
 Morale: 8
 Hoard Class: VII
 XP: 500

The giant polychaete worm is one of the most feared creatures in the sea. In appearance, it is as revolting a specimen of worm as can be imagined,

with thousands of legs running down the sides of its dark brown 20' long body, each leg tipped with a single sharp claw. The head of the worm has a nasty set of mandibles, designed not just to bite meat off, but to tear through the flesh of its prey.

Once the worm has successfully bitten an opponent, it will hang on and continue chewing through its victim for each round thereafter, automatically doing another 2d6 damage each round. The victim has a +2 bonus to hit the worm while it is gnawing away at his chest, seeking out his still-beating heart for a mid-afternoon snack – it's hard to miss the 20' long worm hanging off your body, after all. Each round, after the worm's chewing-and-burrowing damage is applied, the victim may attempt a save vs. petrification to see if he can shake off the worm.

The aquatic horror is covered with short, poisonous spines that will cause any creature who successfully attacks it hand-to-hand or with a bite to be paralyzed for 1d3 rounds, if they fail a save vs. paralyzation.

The giant polychaete worm requires a moist environment to live, but can leave the water for a few hours at a time with no ill effects. These creatures are typically found in the ocean, but are occasionally also found in underground pools and lakes, feeding on dungeon inhabitants. It is particularly vulnerable to fire, taking double damage from fire-based attacks.

In the ocean, the worm will hide itself just below the sea floor, surprising on 1-4 on a d6. If in a muddy or sandy environment in a dungeon or pool, it will attempt to do likewise.

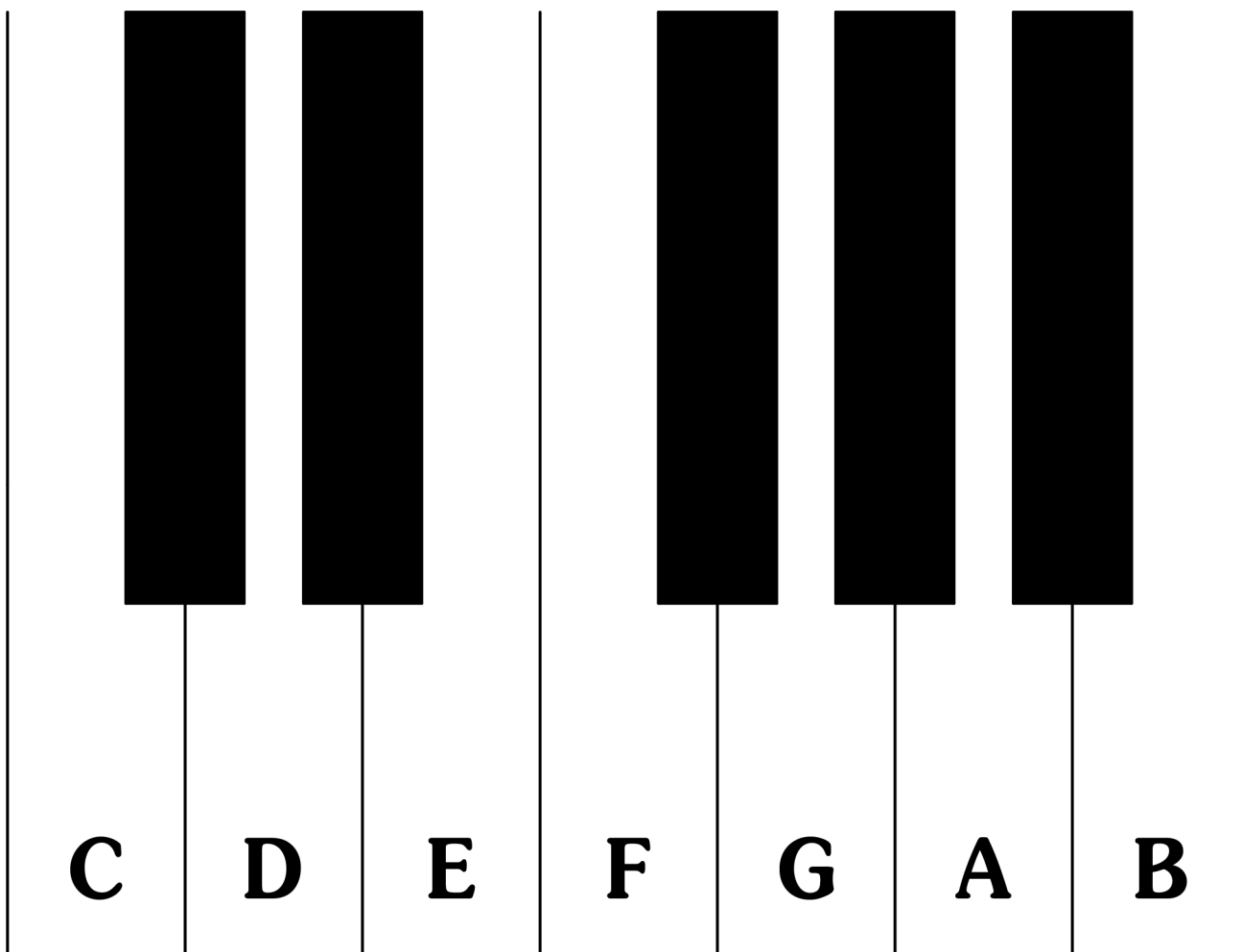
Whatever treasure the worm has will be incidentals that it has consumed along with its victims, and adventurers will have to cut into its gut to retrieve the loot. This is time consuming, as it has a hard exoskeleton, and the gut extends the length of the creature's body. Those butchering the corpse will also need to save vs. paralyzation due to the spines mentioned above.



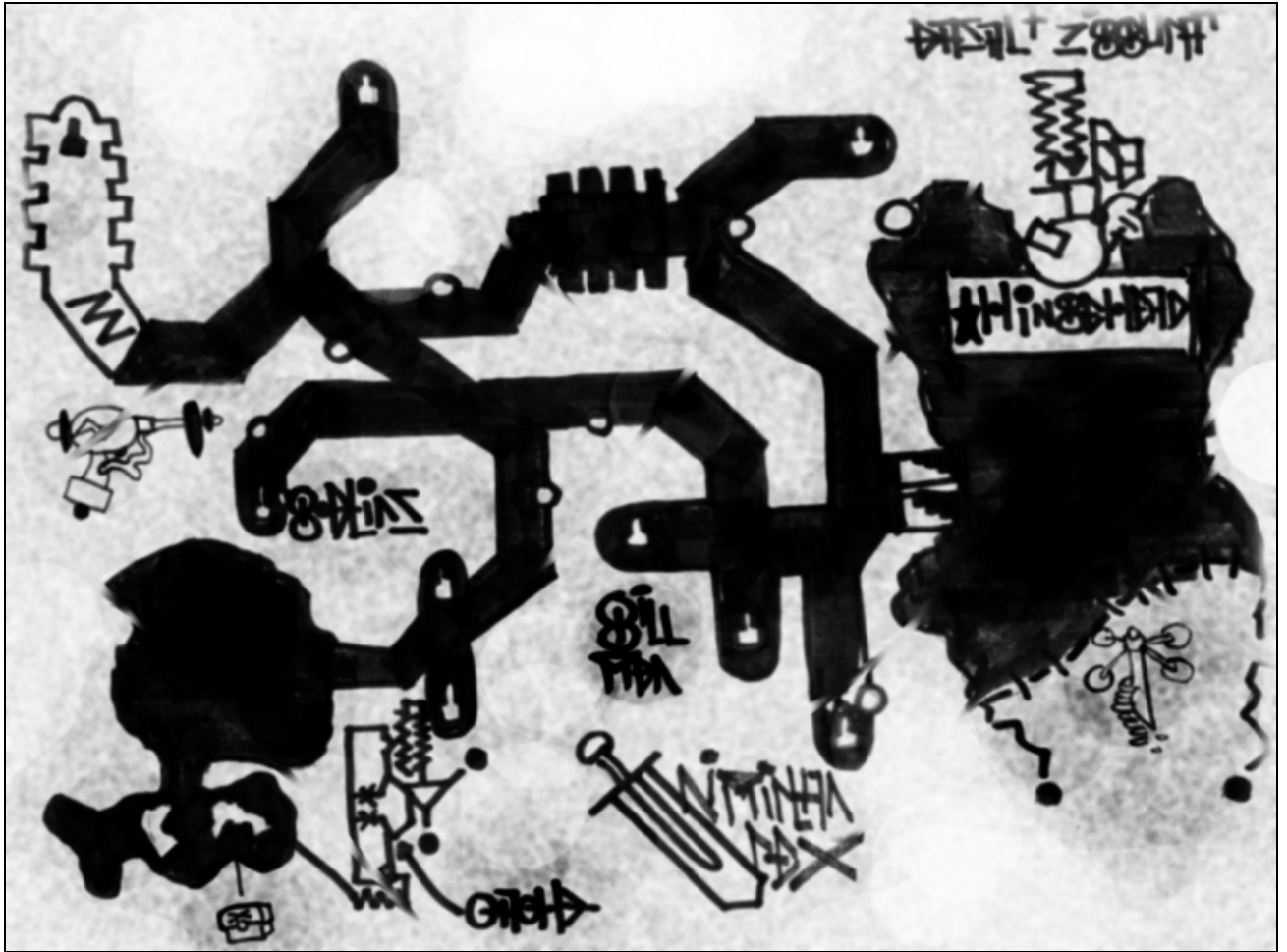
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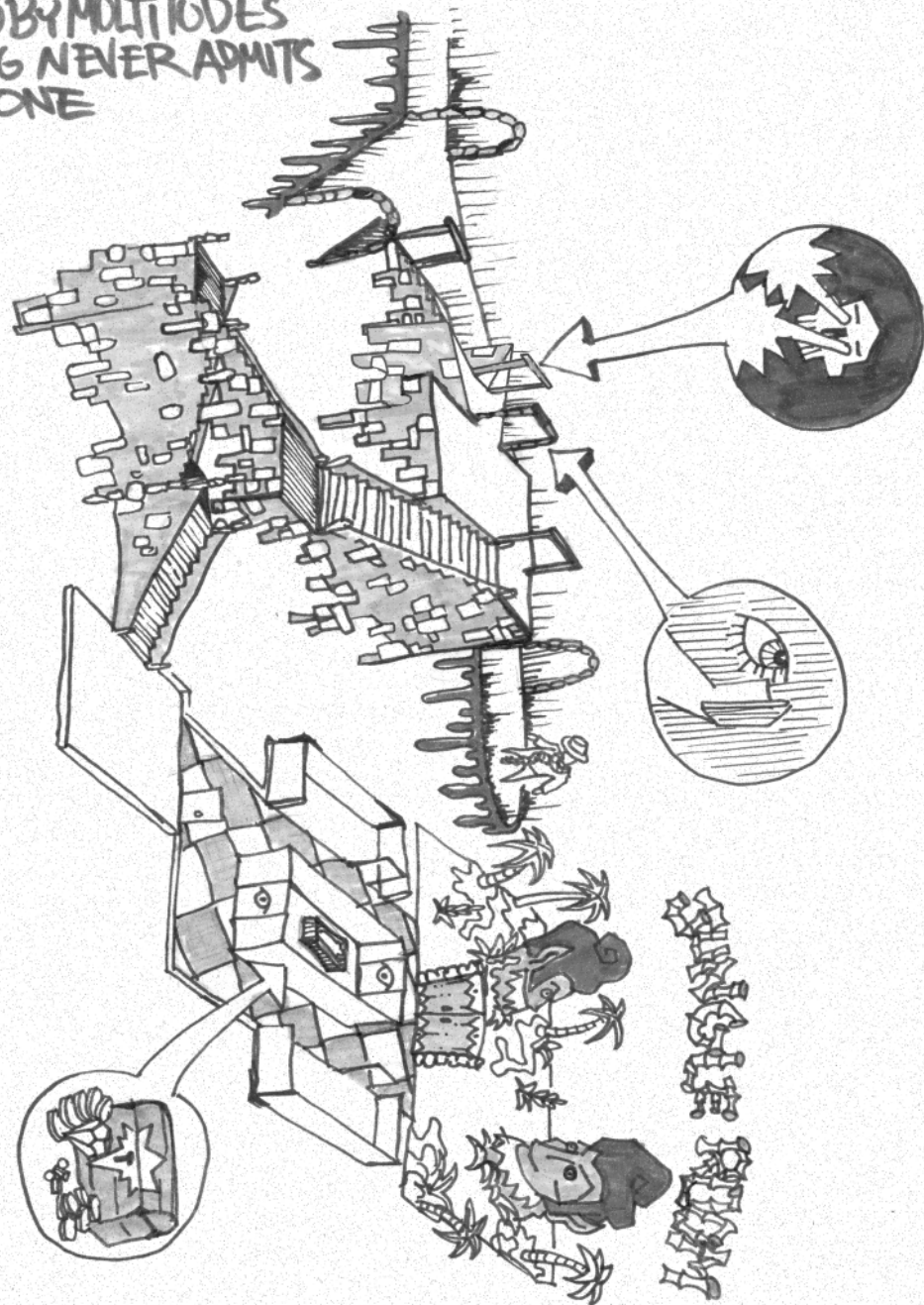


LESSON: Using the piano keyboard above,
identify all the flat and sharp notes



Player Handout #2

ADORED BY MULTITUDES
THE KING NEVER ADMITS
JUST ONE



Player Handout #3

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