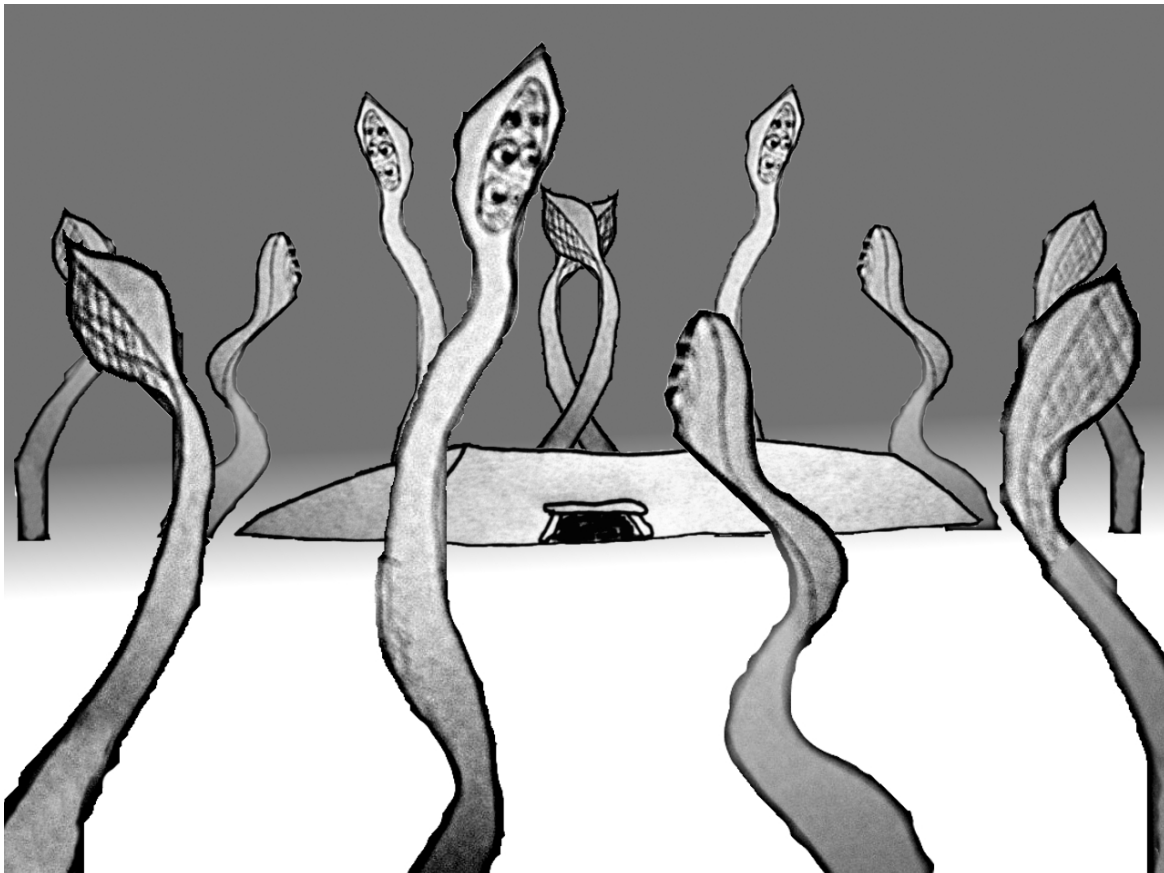


Perfectorium OF THE Golden Tentacle



A Mid To High Level OSR Adventure

Perfectionium Of The Golden Tentacle



**A Mid To High Level OSR Adventure
By
Unbalanced Dice Games**

Perfectorium Of The Golden Tentacle

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Introduction

The Receivers Of The Golden Manifestation walk the land. They are not a cult or a religion but a new type of man. Freed of normal needs they persuade others to become like them. Their miraculous abilities all can see. Who can resist them? Every day it seems like a new person leaves for the Perfectorium with a map in their hand. The Receivers are willing to help everyone.

Behind the Receivers is a terrible force. Some bizarre entity manipulates everything with its tentacles. What seems wonderful becomes terrible as the months roll by. No one suspects but this is how the Face Stealer feeds. One at a time they become his forever. Where is this monster? Does it hide in the Perfectorium?

This Adventure Uses Labyrinth Lord

The module uses descending AC. 9(Unarmored) is the lowest. Values of common armors:

Leather, Padded 8

Studded Leather 7

Scale 6

Chain 5

Banded, Splint 4

Plate 3

Monster statistics, spells, classes follow Labyrinth Lord and the Advanced Edition Companion. It is not super strict as certain rules such as Elfs can't be Druids or there can only be 3 Rangers in a group aren't followed.

Missing Master: The Face Stealer

Though it only appears indirectly in this adventure the Face Stealer is the ultimate villain. Much of the adventure is driven by its machinations. The adventure Cacoshox details it further. The Perfectorium is his creation and his servants fulfill his wishes. They need to do little but to guide those who have been enticed by the the wandering Receivers Of The Golden Manifestation. Soon the Perfectorium will be his lair again his minions think.

Receivers Of The Golden Manifestation

The Receivers Of The Golden Manifestation, or just Receivers, are blessed for awhile. They journey across the land looking for prospective new Receivers. When new ones are found they are given a map to the Perfectorium. The Receivers must never rest.

The Receivers start out as ordinary people. In the Perfectorium they are touched by what is called the Golden Tentacle. On their foreheads a sign that is unique for each Receiver appears. Powers that they never had are suddenly theirs. The Perfectors guide them further and send them back into the world.

In actuality they have been touched by a tentacle of the Face Stealer. For the first 6 months they gain benefits from it. After that time is up they are driven to return to the Perfectorium. Their powers have degenerated into a torture.

The Face Stealer builds his power by taking peoples faces from them. See "The Faceless Ones" below. The Receivers are his primary face source. In time he will be ready to return(or is it rule the world?) with their unwitting assistance. He waits and becomes stronger as the faces keep rolling in.

Stages Of The Golden Manifestation

The gifts of the Golden Tentacle change with time. These are the stages:

1. Forehead has a unique golden sign on it. +1 to Wisdom, no need for food, drink or sleep. Touch functions as a Cure Light Wounds 3 times a day. Can generate a huge meal to feed the hungry at will. If they have less than 8 HP it increases to 8. When they are unarmored their AC is 7.
2. At the 3 month point the sign turns a darker gold. +2 to Wisdom. Anyone within 10' has their sickness cured. Can Heal someone fully once a week. People feel at ease in the Receiver's presence.
3. After 6 months the sign explodes but leaves the Receiver alive. Where the sign was a hungry maw appears. It sucks whatever is put in it. The maw's hunger consumes him. Feeding the maw does not satisfy it. All the powers the Receiver had disappears. A constant compulsion drives him back to

the Perfeclorium. They feel like they should run away from anyone they see unless it is a Perfeclor. No one must see their maws except the Perfeclors. They will know what is wrong with them.

The Faceless Ones



The Receivers, if everything goes as planned by the Perfeclorium/Face Stealer, end up losing their faces. The Face Stealer takes their faces and gains power from doing so. What is left behind is a person with a blank where there were eyes, hair, mouth, nose, etc... . Their ears and hair remain. The Receiver, or anyone else who has their face taken from them, is now a Faceless One. They can't talk, see or breathe like they used to. Their existence is sustained by their new connection to the Face Stealer. While it lives they continue on.

The Faceless Ones know what is happening around them. It is as if a camera was floating around them. They can see from the face, behind their head, their feet, at themselves 30' away, etc... . They can perceive with regular sight from any angle 30' away from them. From behind another's head they can see themselves if the person is close enough. The "camera" is mobile. They communicate by warping the surface of their face area like a speaker. Sound comes out of the complete face area, not the place where their mouth used to be. Any voice or sound can be created. From a small whisper to a very loud shout.

The transformation by the Face Stealer is traumatic. Anyone that goes through it must make a saving throw or go completely insane. The stealing tentacle attaches to the face. First it sucks the face completely off. Then it covers the face with a layer of skin created from the victim's own. The bone structure beneath changes as well. A smooth flexible bone takes the place of every supporting face structure. The new Faceless One learns to use its new sight and sound apparatus in 1-2 weeks. Food and drink are no longer important.

See the Perfeclorium Level 1 Secret Perfeclorium 2 area. This is where Receivers are transformed into Faceless Ones.

The Parties Involvement

Wherever the party goes they run into at least one person who is either a stage 1 or 2 Receiver. They try to persuade the party to go to the Perfectorium and become Receivers Of The Golden Manifestation.

If the party refuses eventually they will be accosted by a stage 3 Receiver. The Receiver will be almost insane. He will tell them that the Perfectorium is not a good place. He will beg the party to kill him and if they refuse he will run back to the Perfectorium. On the ground where he was standing will be a little bag. Inside of it will be some clothes and several copies of a map that shows where the Perfectorium is.

The Game Master should place the Perfectorium in a natural setting. It will be obscured by very tall trees, bushes and grass. A glow will be visible in the trees when the party is within a mile of it.

“Wining” Against The Perfectorium

To beat the Perfectorium two key individuals must be killed or knocked out of action: Hib and the Head Perfector. When both are gone their

underlings will head to a secret location. The remaining Perfectors, Red Manifestation Guards, Orb Masters and Orb Defenders will leave the upper level of the Perfectorium empty. Residents in the lower levels will remain. The Receiver population eventually dwindles to nothing. As more and more of them return to the Perfectorium the number of Receivers elsewhere becomes nothing. When they make it back they wander into the Perfectorium and make it to the lower levels. No trace of them can be found after they go down. What happens to them?

The Journey To The Perfectorium

2 Encounters That Should Happen

The party will come across a small village with everyone dead in it. They will find a couple of dead Orc bodies lying around with the villagers. People are starting to decompose and the air smells unpleasant.

Later they will find a large band of dead Orcs. Among them will be the bodies of a couple of Red Manifestation Guards(see below).

Random Encounters On The Way To The Perfectorium

When within 20 miles check once a day. 16-20 miles away there is a 2 in 10 chance, 10-15 miles away a 4 in 10 chance, 5-9 miles a 6 in 10 chance and 1-5 miles a 8 in 10 chance of a random encounter. This should be done in addition to normal encounter checking. Roll to see what they run into:

1. Small groups of men and women(5-15) journeying to the Perfectorium. The party can join them if they want. 2-3 of them have maps to the place. If asked why they are going they will tell them of a Receiver that convinced them that they should become Receivers as well. The party should follow them!
(AL N, MV 120'(40'),
AC 9, HD 1, AT 1,
DG 1d2,
SV F1, ML 6, XP 10)

HP: 2 each

2. A patrolling band of 4 Red Manifestation Guards. They are scouting for potential trouble. They point out the direction of the Perfectorium if asked. They want to know if the party is heading there. Then it's back to their patrol.
(AL LE, MV 120'(40'),
AC 5, HD 3, AT 1,
DG 1d8 + 1d4,
SV F3, ML 12, XP 65)

HP: 18, 20, 13, 16

3. A Lesser Perfector with a wagon and horse. He is resting the horse by a stream. Or the Lesser Perfector passes the party by on a wagon. He points the way to the Perfectorium. Getting a ride from him is impossible as he must get back and the party would slow him down. "It isn't far from here" he says. They will be waiting for the party when they show up.
(AL LE, MV 120'(40'),
AC 6, HD 4, AT 1,
DG 1d8,
SV F4, ML 12, XP 135)

Casts spells as a 3rd level magic user.

Spells:

- 1: Shocking Grasp x 2
- 2: Mirror Image

4. Surviving group of Orcs(5-10).
They panic as the party appears and surrender at the sign of fighting. They tell the party that they were butchered by a group of men in red chain mail with strange red marks on their heads. This encounter happens once.

(AL CE, MV 120'(40'),

AC 6, HD 1, AT 1,

DG 1d6 or weapon,

SV F1, MR 8 XP 10)

HP: 6 each

5. An old man wandering around. He seems almost blind and needs a staff to support himself. He tells the party that all the young people of his family headed out this way. Something about going to the "Perkitoeium". They haven't been seen since. He's given up hope and is going home where he can be warm every night. If the party sees any young people tell them to come home.

(AL N, MV 120'(40'),

AC 9, HD 1, AT 1,

DG 1d4 stick,

SV F1, MR 8 XP 10)

HP: 8

6. A decaying corpse. It looks like its been eaten by wolves. There is something wrong with its forehead. Some kind of opening in it. Did the wolves cause that?

7. A group of bandits(5-15) pretending to be journeying to the Perfectorium. They have the maps and know what to say. Once the party has moved past them they will wait until night and attack them as they sleep. Use Men, Brigands for the bandits.

(AL CE, MV 120'(40'),

AC 5, HD 1, AT 1,

DG 1d6 short sword,

SV F1, MR 8 XP 10)

HP: 6 each

8. A wizard who has been using his crystal ball to try and peer into the Perfectorium. He thinks there is an undead wizard there. If they can bring him its body he will pay the party 10,000 GP. Tells the party where he can be located.

(AL CN, MV 120'(40'),

AC 9, HD 9, AT 1,

DG 1d4 staff,

SV MU9, MR 8 XP 1700)

HP: 18

Spells:

- 1: Sleep x 2, Magic Missile
- 2: ESP, Invisibility,
Mirror Image
- 3: Fire Ball, Fly, Blink
- 4: Confusion,
Hallucinatory Terrain
- 5: True Seeing

- 9. A Lesser Perfector and 4 Red Manifestation Guards hanging dead from a tree. Their clothes, weapons and armor has been taken from them. Must have been bandits.
- 10. A devil appears to the party. He asks that they take a love letter to a woman called Shenozel who lives in the Perfectorium. He can't do it as the defenses of the place block him from entering. If she would only listen to him everything would be all right! Devil turns into ravens, rats and snakes if attacked and is gone.
- 11. A thief approaches the party. He has good information that he will share with the party if they let him join. If they say yes he tells them that there is a big pile of loot deep in that place. Some rich girl called Shenozel keeps her stuff there. We just have to go exploring and we can get it. Can't be that hard as it's just a bunch of weird bald guys running

the place. The guys name is Jerf.

Jerf 10th level Human Thief

HP: 24

AC: 4(Leather +2 Dexterity 16)

Weapons:

Short Sword + 1, Flame Tongue

Short Bow, 30 arrows + 1

Magic Items:

Dust Of Disappearance(5),

Potion Of Cure Light Wounds(2)

- 12. A man wearing a dark robe approaches. He asks someone in the party to wear this pin in their hair. It's made of bone with blood splotches on it. He says that one of the Perfectors needs a sign from him before he will leave. This will provide it. He will give the party 1000 GP when he joins him. Just name the place and a month from now he will meet the party there. The man in actuality is putting his sign on a character. He wants someone inside to kill the character. Some kind of sacrifice to a being that may not exist. If anyone tries to kill the character is up to the GM.
(AL LE, MV 120'(40'),
AC 6, HD 4, AT 1,
DG 1d8 long sword,
SV F4, ML 6, XP 80)

HP: 20

Encounter As They Reach The Perfectorium(Druids and Rangers)

When the Perfectorium comes into sight 4 men and 2 elven women appear out of no where. What was a tree or bush becomes a person.

They are scouting out the Perfectorium and do not know what to make of it. Its been there for a long time with people inside. The place has been peaceful but then more people started to show up. Every day it seems like a cart or two leaves and takes some of the people who entered away. They haven't followed them yet. Occasionally they see a single person walking a mile or so from here but it seems like they disappear in thin air. Their tracks just stop.

They've talked to some Red Manifestation Guards and they said that the Golden Tentacle has awoken but didn't say anything else. One of the elves went inside and found it to be a pleasant experience. People are waiting in a room with an strange tentacle fountain. A golden robed man wanted her to become a Receiver. She returned before she found out what that was.

The females are Druids and the males are Rangers. The Druids are 5th and 7th level. Two Rangers are 5th level, one is 7th level and the leader of the group is 10th level.

The band doesn't want to go any deeper into the place but are going to continue their watch. If the party goes in and comes back with evidence of something sinister they will talk about assisting the party. Roll to see what they do:

1. A Druid joins the party.
2. 1 Rangers and a Druid joins the party.
3. 2 Rangers and a Druid joins the party.
4. 3 Rangers and a Druid joins the party.
5. 3 Rangers and 2 Druids joins the party
6. The whole group joins.
7. They will wait for more evidence.
8. 50% chance that they will leave and be back in one week. Party can show them any additional evidence they have acquired.

The lower leveled NPCs join first. The leader is the last to join. Once they experience first hand how bad the Perfectorium is they will stay with the party until they die. As the party returns to the surface there is a 25% chance per Druid-Ranger killed that another one will take the place of the slain.

The leader if he gets deep enough in to the place will tell the party that this is the worst place he has seen in a long time. If they want to leave he will continue on without them. Maybe they can meet a month from now and talk about the place further. He may have important information to share and more Rangers and Druids to assist them if many of his group have been killed.

Nevf 5th level Elf Druid

HP: 22
AC: 7(Leather +1)
Weapon: Long sword 1d8
Spells:

1. Cure Light Wounds x 2, Detect Snares And Pits, Faerie Fire
2. Barkskin, Charm Person Or Mammal, Heat Metal
3. Insect Swarm, Neutralize Poison

Nefa 7th level Elf Druid

HP: 30
AC: 6 (Leather +2)
Weapon: Long sword + 1 1d8
Spells:

1. Cure Light Wounds x 3, Detect Magic
2. Barkskin, Hold Animal x2, Purify Water
3. Cure Disease, Pyrotechnics, Protection From Fire
4. Cure Serious Wounds

Merl a 5th level Human Ranger

HP: 24
AC: 6(Scale)
Weapon:
Two handed sword 1d10
+2 (for strength)

Eado a 5th level Human Ranger

HP: 18
AC: 4(Chain)
Weapon:
Two handed sword 1d10
+1(for strength)

Poog a 7th level Human Ranger

HP: 28

AC: 4(Chain and shield)

Weapon:

Long sword + 1 1d8

Dog Eye a 10th level Human Ranger

HP: 51

AC: 2(Chain + 2 and shield)

Weapon:

Long sword +2 1d8

+1(for strength)

Spells:

Druid Spells:

Cure Light Wounds x 2

Magic User Spells:

Charm Person

Perfectorium

A large square stone building is situated at the bottom of a crater. Its walls are 20' to 40' tall. There appears to be one entrance. 3 trails lead down to it. One is much larger than the other two. Wagon tracks are dug into the ground.

On top of the building and to a lesser extent around it are smashed statues. They seem like rock piles but on closer inspection they are the remains of statues. What the statues were of is impossible to determine.

In the center of the building roof is a faded painting of a golden man being restrained by 4 golden tentacles. One per limb. The man and tentacles fill a red globe. The painting is 20' in diameter.

At night the Perfectorium is closed. It only allows people entrance during the day. The party will find Receivers To Be camping around the place. 10-20 spend the night outside every day.

○ Level 1 Welcome To The Perfectorium

Interior And Lighting

It is generally smooth white stone. Torches light the R areas and Lanterns the P areas. The Forbidden Zone is unlit and dark.

Alarm State

When the Head Perfector or Lieutenant Perfector has set off the alarm in one of the Alarm Rope areas the guard garrison begins patrolling. Every guard leaves their quarters and wanders the halls looking for the problem. Every 10 minutes(1 turn) the party has a 50% chance of being attacked by 2-4 Red Manifestation Guards.

The Lieutenant Perfector will be found in the Hall To The Perfector's Rooms area with 5 Red Manifestation Guards. The Red Manifestation Guards will protect him while he casts spells. If 3 of the guards are killed he pulls back to the Head Perfector's Chamber.

The Head Perfector will seal himself in the Head Perfector's Chamber with 2 Red Manifestation Guards. 2 more will be stationed

outside of it.

Receivers To Be and new Receivers will be herded into the Safe Room area. The Entrance guards will turn people away. They tell them to wait for them to signal that it is safe again.

The Alarm state is canceled when the Head Perfector decides it. If the party has not been in contact with a Perfector or Red Manifestation Guard for 30 minutes(3 turns) then the Head Perfector will think things might be safe. Every turn after that there is a 50% chance he will want to cancel the alarm. Then he sends the Lieutenant Perfector out to calm everyone down and return things to normal. For the next 24 hours he has Lesser Perfectors looking around at things trying to figure out what happened to the party. In addition to the normal encounters there is a 3 in 10 chance the party will run into a single Lesser Perfector every 2 turns. If he has the chance he will try to get a message to the Lieutenant or Head Perfector to raise the alarm again.

Frequent Encounters

Receivers To Be

Ordinary men and women who are waiting to become Receivers. They seem happy and will be hard to

convince that there is something wrong with the place. If told that some terrible tentacle touches them they will tell the party that they already know this. They will not fight the party but flee outside or into the Safe Room. Every time the party frightens a Receiver To Be it will result in 1-2 Red Manifestation Guards confronting the party. They must turn over their weapons, leave or there will be violence. Typically they will be level 0 characters with 2-4 HP each and an AC of 9.

New Receivers

Men and women that have become stage 1 Receivers. They are harder to scare and will try to use non violent tactics if the party starts fighting. Each will stand and let the party kill them. They believe that the tentacles that have given them the Golden Manifestation will bring them back from the dead if something bad happens to them. After their transformation their HP rises to 8 and their AC improves to 7.

Red Manifestation Guards

Guards in the Perfectorium have blood red stars on their foreheads. They are armed with red chain mail and each carries two long swords. One for each hand. The guards are able to attack once a round with the swords. Each sword striking at the same time.

Though the Perfectorium is a place of peace violent interlopers appear from time to time. The guards are usually capable of dealing with them. They freely explain that to the party. Their gifts are different than others. When the tentacles touch them they become skilled enough to fight with two swords at once.

Alignment: Lawful Evil

Movement: 120' (40')

Armor Class: 5(Chain)

Hit Dice: 3

Attacks: 1

(2 long swords at once)

Damage: 1d8 +

1d4(for second sword)

Save: F3

Morale: 12(Fights To The Death)

XP: 65

Lesser Perfectors

Heads shaven and painted a light shade of gold. Their robes match the gold on their heads. Each Lesser Perfector has keys that lock and unlock the manacles in the Secret Perfectorium 1.

These men and women do most of the interaction with those who come here. They are knowledgeable up to a point about the Face Stealer. The tentacles they see every day lead to something that will one day reward them further. None know what they really connect to. As to the Receivers they have little feelings towards them. They are just means to the ultimate end: the return of their unknown master.

They are unarmed but they are skilled with using their fists and feet in combat. Each has the ability to probe the mind of a Faceless One and determine if they are insane. It takes 1d10 rounds to determine this.

Alignment: Lawful Evil
Movement: 120'(40')
Armor Class: 6
Hit Dice: 4
Attacks: 1 Fist/Foot
Damage: 1d8
Save: F4
Morale: 12(Fights To The Death)
XP: 135

Casts spells as a 3rd level
magic user:
Spell Suggestions:
1: Shocking Grasp x 2
2: Mirror Image

Lieutenant Perfector

Head shaven and painted a gold halfway between the Lesser Perfectors and the Head Perfectors. He is the Head Perfector's second in command and conveys his wishes to the Lesser Perfectors. He knows that one day he will take the Head Perfector's place. The time is coming soon he thinks. He heard the Head Perfector say "Hib thinks that the master is close by. Closer than he has been in ages."

Unarmed but able to cast spells and deliver a powerful hand to hand attack. If damaged severely he will retreat to the Grate area and be found

there with 4 Red Manifestation Guards and 2 Lesser Perfectors.

Alignment: Lawful Evil
Movement: 120' (40')
Armor Class: 4
Hit Dice: 7(35 HP)
Attacks: 1 Fist
Damage: 1d10
Save: F7
Morale: 12(See Above)
XP: 790

Casts spells as a 5th level
magic user:
1: Burning Hands, Magic Missile
2: Invisibility, Web
3: Haste

Head Perfector



Head shaven and painted a dark shade of gold. His robes match the gold of his head. A silver amulet hangs around his neck with the golden imprint of a squid's tentacle club on it. By pressing this amulet to his forehead he teleports to Hib in Level 4. He also carries the key that opens every door in Level 1.

The Head Perfector knows much about the Face Stealer. He talks with Hib in Level 4 at least once a week. Hib never requires much of him. He just wants to know how many Receivers are "born" each week and how many have been returning. Hib has told the Head Perfector that at

some point he will be sent for to help finalize the return of the Face Stealer. A Lesser Perfector will have to take his place. The Head Perfector has chosen one to be his Lieutenant and eventually to replace him. The Lieutenant knows of Hib's existence but not much beyond what the Lesser Perfectors know.

Unarmed but able to cast spells and deliver a devastating hand to hand attack. If the Head Perfector is close to death he will use his amulet. In one day Hib will heal the Head Perfector. When at full strength he will return to level one. He will have an escort of 10 Red Manifestation Guards with him. The Head Protector must wipe out the interlopers or Hib will destroy him and temporarily seal the Perfectorium.

Alignment: Lawful Evil

Movement: 120' (40')

Armor Class: 2

Hit Dice: 12(50 HP)

Attacks: 1 Fist

Damage: 1d12

Save: F12

Morale: 12(See Above)

XP: 2000

Casts spells as a 7th level
magic user:

1: Shocking Grasp x 2,
Burning Hands

2: Invisibility x 2

3: Haste, Lightning Bolt

4: Wall Of Ice

Random Encounters

This level is divided into three encounter areas. R, P and F. R is where the Receivers should be while the P area is the Perfectors areas. The F area is deserted and random encounters can be ignored there. These encounters are what the party will run into in the Level 1 Non-Alarm state. A random encounter occurs when a 1 is rolled on a d10.

R Area

Check every 30 minutes(3 turns).

1. 2-8 Receivers To Be looking around.

(AL LG, MV 120'(40'),
AC 9, HD 1, AT 1,
DG 1d2 fists,
SV F1, ML 5, XP 10)

HP: 2 each

2. 2 Red Manifestation Guards

(AL LE, MV 120'(40'),
AC 5, HD 3, AT 1,
DG 1d8 + 1d4,
SV F3, ML 12, XP 65)

HP: 14, 15

3. 1-4 Lesser Perfectors
(AL LE, MV 120'(40'),
AC 6, HD 4, AT 1,
DG 1d8,
SV F4, ML 12, XP 135)

HP: 16 each

Casts spells as a 3rd level
magic user:

Spells

1: Shocking Grasp x 2

2: Mirror Image

4. Lieutenant Perfector with 2 Red Manifestation Guards

Lieutenant Perfector
(AL LE, MV 120'(40'),
AC 4, HD 7(35 HP), AT 1,
DG 1d10,
SV F7, ML 12, XP 790)

HP: 35

Casts spells as a 5th level magic user:

- 1: Burning Hands, Magic Missile
- 2: Invisibility, Web
- 3: Haste

Red Manifestation Guard
(AL LE, MV 120'(40'),
AC 5, HD 3, AT 1,
DG 1d8 + 1d4,
SV F3, ML 12, XP 65)

HP: 11, 14

P Area

Check every 10 minutes(1 turn).

1. 1 new Receiver sneaking around
(AL LG, MV 120'(40'),
AC 7, HD 1(8 HP), AT 1,
DG 1d2 fists,
SV F1, ML 5, XP 10)

HP: 8

2. 4 Red Manifestation Guards.
They will be very confrontational and try to strong arm the party out of the area. If the party puts up resistance they will fight them.

(AL LE, MV 120'(40'),
AC 5, HD 3, AT 1,
DG 1d8 + 1d4,
SV F3, ML 12, XP 65)

HP: 12, 16, 9, 18

3. 2-6 Lesser Perfectors. They will ask the party what they are doing here. If more than 2 are present and if they get suspicious 1 will run off to find the Lieutenant Perfector. He will return with 2 Red Manifestation Guards demanding that they leave the Perfectorium. They will not wait long before attacking.

Lesser Perfector
(AL LE, MV 120'(40'),
AC 6, HD 4, AT 1,
DG 1d8,
SV F4, ML 12, XP 135)

HP: 16 each

Casts spells as a 3rd level
magic user:

Spells:

- 1: Shocking Grasp x 2
- 2: Mirror Image

Red Manifestation Guard

(AL LE, MV 120'(40'),
AC 5, HD 3, AT 1,
DG 1d8 + 1d4,
SV F3, ML 12, XP 65)

HP: 12 each

- 4. The Head Perfector. He will seem very surprised that they are in the area and immediately head for an Alarm Ropes area and sound it.

Head Perfector

(AL LE, MV 120'(40'),
AC 2, HD 12(50 HP), AT 1,
DG 1d12,
SV F12, ML 12, XP 2000)

HP: 50

Casts spells as a 7th level
magic user:

- 1: Shocking Grasp x 2,
Burning Hands
- 2: Invisibility x 2
- 3: Haste, Lightning Bolt
- 4: Wall Of Ice

R Areas

These areas are for people who will become and have become Receivers. People will be treated respectfully by the Perfectors and the guards will not be intimidating. Only if there is trouble will this change.

1-R Start

The room is well lit. A couple of Red Manifestation Guards stand by a doorway. They greet the party and motion for them to go through the doorway. At night when the Perfectorium is closed the number of guards is doubled. They will not let anyone enter at this time. If there has been fighting recently then the guard will be tripled and they will not let anyone pass. When the Head Perfector believes things have returned to normal he will bring the guard count back to 2.

Red Manifestation Guard
(AL LE, MV 120'(40'),
AC 5, HD 3, AT 1,
DG 1d8 + 1d4,
SV F3, ML 12, XP 65)

HP: 12 each

2-R Silent Defense

If the party has been fighting in the room a sneaky trap will be activated. As they pass the mid way point of the room the floor will sink slightly. The room will be magically silenced. Behind the party the floor

will open up and on a platform 6 Red Manifestation Guards will rise behind them. They will split up and attack one character at a time. If not that many exist then they team up. This trap will be used once. After that the Perfectors will concentrate their defenses closer to their quarters.

Red Manifestation Guard
(AL LE, MV 120'(40'),
AC 5, HD 3, AT 1,
DG 1d8 + 1d4,
SV F3, ML 12, XP 65)

HP: 15, 16, 12, 19, 20, 11

3-R Counters

2 Lesser Perfectors are here. One is sitting at a desk writing in a book. The other is waiting behind him. They keep count of the number of people who have entered. When any pass through the standing one goes to the Perfectorium area and tells the Lesser Perfectors there how many have arrived.

If the party appears heavily armed they will be asked if they would be more comfortable leaving some, maybe all, of their weapons and armor here. If they refuse or leave very little a Lesser Perfector will follow them

around the Perfeclorium. He will keep his distance and if he sees the party doing something that seems suspicious to him he will leave and notify the Lieutenant Perfeclor. He will in turn chase down the party with 2 Red Manifestation Guards and demand to know what they are doing. If fighting breaks out he will retreat and try to make it to an Alarm Rope area.

Lesser Perfeclor
(AL LE, MV 120'(40'),
AC 6, HD 4, AT 1,
DG 1d8,
SV F4, ML 12, XP 135)

HP: 20, 17

Casts spells as a 3rd level magic user.

#1 Spells:

1: Shocking Grasp x 2

2: Mirror Image

#2 Spells:

1: Magic Missile x 2

2: Web

4-R Entertainment

The room is hexagonal and completely dark except for the entertaining lights. Each wall has a tentacle embedded in it. They are made up of small crystals. The crystals glow golden and anyone in the room will be faintly seen by their light. The tentacles slowly change shape and anyone watching them will find a sense of relaxation coming over them. There will be several Receivers To Be(10-20) in here watching them. Every hour or a Lesser Perfeclor will come in and tell them that they should come to the Waiting Chamber.

5-R Waiting Chamber

30 3' pedestals surround a fountain. They are made of wood and have a big soft pillow on top. The fountain has 1-4 golden painted tentacles sticking out of it. Every 15 minutes the number changes. Some tentacles descend into the basin or new ones ascend out of it. Water jets out of the stone suckers on the tentacles. It is cool and refreshing. Anyone who drinks it will lose all sense of fatigue. Waiting becomes easier.

10-20 Receivers To Be will be waiting here at anytime during the day hours. 50 to 75 percent of them will be sitting on the pedestals.

During the night this room will be

empty. Outside the Receivers To Be will be camping and waiting for the Perfectorium to be in operation again.

Receivers To Be
(AL LG, MV 120'(40'),
AC 9, HD 1, AT 1,
DG 1d2 fists,
SV F1, ML 5, XP 10)

HP: 2 each

If The Party Waits With The Others

2 Lesser Perfectors enter. They say they can take 10 at a time to the Perfectorium. Randomly select 10 to leave with them. Every hour they come back for more. After everyone is gone they no longer return. Party members are encouraged to go to the Perfectorium when it's their turn.

Lesser Perfector
(AL LE, MV 120'(40'),
AC 6, HD 4, AT 1,
DG 1d8,
SV F4, ML 12, XP 135)

HP: 16, 18

Casts spells as a 3rd level magic user.

Spells:

1: Burning Hands x 2

2: Invisibility

6-R Safe Room

This room is for threatened Receivers To Be, Perfectors, New Receivers and anyone who has become an ally to the Face Stealer. They cannot be picked but the doors can be beaten in (100 HP). As they approach the doors slide open to let people in. Then they close as quickly once they are inside.

Food and water are on several tables. Pillows and blankets are stacked against a wall. There are various books telling false stories about how evil drove the Golden Tentacle away from the world. They say that it will eventually return once enough Receivers Of The Golden Manifestation have been born.

7-R Perfectorium

A statue of a giant tentacle that ends in a squid's tentacle club is back against the far wall. It is 20' tall. The tentacle points upwards. Around the tentacle are more statues of people looking upwards at it. Some of the statue people have an arm raised as if they were trying to grab the top of the tentacle. Just behind the statue is a rope that goes into the wall. If pulled this sounds a bell in the Level 2 Bells area.

10' away from the statue are a

group of 10' square daises. Very opaque water vapor rises out of them. On the daises are painted a mass of golden tentacles. They give the impression that they are wildly undulating.

The Lesser Perfectors guide people to the daises and makes them kneel on it. When the daises are filled one of the Lesser Perfectors reaches behind the Tentacle statue and pulls the rope.

Several minutes later a golden cloud forms in front of each of the people. A golden tentacle comes out of it. The tentacle reaches out and finds the kneeling person. It caresses them and attaches to their faces. The persons body goes rigid and their arms stick out at their sides and gradually reach up and grab hold of the tentacle. They pull it off their faces and the tentacle goes back into the cloud. The person stands and looks pleased. A golden sign of some sort is on the forehead. The person has become a stage 1 Receiver Of The Golden Manifestation. When all have become Receivers the clouds dissipate.

The Lesser Perfectors guide the Receivers to the New Receivers Resting Place area. Then they go to the Waiting Chamber area and bring another group of people in and repeat what has happened. At any time during the day there are at least 2 Lesser Perfectors here. 2 other Lesser Perfectors are in charge of guiding the groups into this area.

Lesser Perfector

(AL LE, MV 120'(40'),
AC 6, HD 4, AT 1,
DG 1d8,
SV F4, ML 12, XP 135)

Waiting Lesser Perfectors HP:

19, 16

Guiding Lesser Perfectors HP:

20, 14

Casts spells as a 3rd level magic user.

Waiting Spells:

- 1: Shocking Grasp x 2
- 2: Mirror Image

Guiding Spells:

- 1: Sleep x 2
- 2: ESP

8-R New Receivers Resting Place

Freshly created Receivers rest on cushions. As more are changed in the Perfectorium they are deposited here.

If The Party Waits Here Half An Hour

The Lieutenant Perfector enters. He begins instructing the new Receivers that they must go out into the world and talk to others about this place. They are not to force anyone here but must use reason. Their new abilities will help them convince people that this place is of benefit to them. He tells them that as time goes on they will gain more gifts and become more effective in recruiting new Receivers. After that he wishes them to have one last meal. Food they will never need again. 2 Lesser Perfectors enter and begin taking the Receivers to the Hungry Receivers Last Meal area.

Lieutenant Perfector
(AL LE, MV 120'(40'),
AC 4, HD 7(35 HP), AT 1,
DG 1d10,
SV F7, ML 12, XP 790)

HP: 35

Casts spells as a 3rd level magic user.

Spells:

1: Shocking Grasp,
Flaming Hands

2: Phantasmal Force

9-R Hungry Receivers Last Meal

This is the last meal the Receivers will ever want. The Lesser Perfectors bring fresh meats and vegetables to them. As they eat they begin to lose all interest. Some begin to spit the food out and say they will never eat again.

10-R Food Summoning

5 men and 5 women who have Green Stars on their foreheads sit around a circular table. These Lesser Perfectors are different than the others. Their gifts are to make food for the Receivers in the Hungry Receivers Last Meal area.

When food is needed they hold hands and food begins to appear on the table. When enough has appeared they take it to the Receivers.

Lesser Perfector
(AL LE, MV 120'(40'),
AC 6, HD 4, AT 1,
DG 1d8,
SV F4, ML 12, XP 135)

HP:
15, 14, 22, 30, 18,
9, 8, 17, 21, 16

Casts spells as a 3rd level
magic user.

First 5 Lesser Perfector Spells:

- 1: Shocking Grasp x 2
- 2: Mirror Image

2nd 5 Lesser Perfector Spells:

- 1: Charm Person,
Burning Hands
- 2: Stinking Cloud

11-R Maps To The Perfectorium

The room is full of maps that show where the Perfectorium is. There are also little packages with paper, ink and quill in them. New Receivers are to take 10 of these maps with them and give them to others. As they run out they are to make new maps with the material in the packages.

12-R Perfectorium Map Makers

Around the room sit 10 Lesser Perfectors. Each has their legs folded and a little wood tablet on their laps. They are making maps for the Maps area. If asked what they are doing they say they are drawing guides to the Perfectorium.

Lesser Perfector
(AL LE, MV 120'(40'),
AC 6, HD 4, AT 1,
DG 1d8,
SV F4, ML 12, XP 135)

HP:
14, 16, 19, 20, 25,
11, 8, 18, 9, 22

Casts spells as a 3rd level
magic user.

First 5 Lesser Perfector Spells:

- 1: Shocking Grasp x 2
- 2: Mirror Image

Next 3 Lesser Perfector Spells:

- 1: Magic Missile x 2
- 2: Darkness Globe

Last 2 Lesser Perfector Spells:

- 1: Magic Missile,
Flaming Hands
- 2: Pyrotechnics

13-R Home Transport

A couple of big wagons rest in here. They are big enough to carry 10 people plus a driver. Next to them are some stables holding 4 horses. Hay is stacked to the ceiling. Shovels, pitchforks, little wagons, etc.. are lined up on a wall.

When the new Receivers are ready a Lesser Perfector takes them to a nearby city. They are told it is time to do as they have been instructed. The Perfectorium needs them as much as they need it. Then the Lesser Perfector comes back here.

There are usually 2 wagons out at a time with 2 more waiting here. They exit out and return through the passage that connects with the Start area.

F Areas(Forbidden Zone)

These areas were used by the Face Stealer when he was directly controlling the Perfectorium long ago. When he left the area was sealed. The halls are dusty and spider webs are everywhere. Characters will feel a sense of anxiety as they walk around. Terrible things must be near. Every turn there is a 1 in 6 chance that one of the characters will blurt out "We have to get out of this place fast!" or something similar. If the characters encounter Lengi and his ghosts it will become clear that it was his presence that was creating these feelings. Once they understand the source each character can each make a saving throw and if they succeed the bad feelings will disappear.

14-F Tapestry Over Passage Entrance

A tapestry from ceiling to floor covers the start of a passage. It shows the Perfectorium with golden tentacles coming out of the ground. The tentacles seem very large. They tower over the Perfectorium. The tapestry is only secured to the ceiling. Just pushing on it reveals that there isn't anything behind it.

15-F Forbidden Door

The door frame has 3 skeletons attached to it. One on the left, right and top. It is painted with death heads and a message that says "keep out or you will replace one of the skeletons.". It is locked to everyone but the Head Perfector. Picking the lock is still possible. Consider it twice as hard as a normal lock.

16-F Air Squids

5' diameter clouds float everywhere in the room. Two large squids fly through the air. They are exactly like normal squids except that they exist in air not water. Their flying speed is the same as a normal squids swimming speed. The party is meat to them and they will try to feed on them.

These are two of the Face Stealer's prized pets. They may have been Air Elementals that he turned into their current form. The Head Perfector will know that they have been killed and investigate with 4 Red Manifestation Guards 1 turn after their death. Perhaps the Face Stealer has told him that something has happened to them?

The Head Perfector will sneak into this room every week. Red Manifestation Guards will bring 2-3 Receivers To Be to feed them. They

eat the Receivers and leave the others alone. The Air Squids must still be loved.

Air Squid

Alignment: Neutral

Movement: 120' (40') flying

Armor Class: 7

Hit Dice: 6

Attacks: 9 (8 tentacles, bite)

Damage: 1d4 (all tentacles)/1d10

Save: F3

Morale: 7 (9)

XP: 1,070

HP: 24, 32

The small tentacles wrap around when they hit and do an automatic 1d4 HP of damage every round. The tentacles can be cut off and it takes 6 HP of damage to do so. The larger tentacles are used to attack structures such as a castle.

17-F Deserted Audience Chamber

The doors to the room are locked. Inside is a dais. Webs cover everything. A skeleton that is missing a mouth, nose and eye sockets is

hidden in some of the webs.

18-F Red Wight Guards

30 skeletons dressed in the armor of the Red Manifestation Guards stand here. They have 2 swords raised in an attack posture. The skeletons do nothing.

If one looks at them they will see that they are attached to metal poles. Wood keeps the arms in place and the weapons are tied to the hands.

14 ropes hang from the ceiling which is 30' high. If the party starts to touch the skeletons 5 Wights silently climb down the ropes. One will try to land in their midst to get their attention while the other 4 sneak up from behind. The ropes lead to a cement platform that hangs from the ceiling. There is a 2' gap between it and the ceiling. It is hard to distinguish the platform from the ceiling. The Wights wait here and watch over their fallen brothers. They wear ruined Red Manifestation Guard armor but fight with their hands. Their heads have been completely painted red.

Up on the platform are bones and a few skeletons like the ones propped up below. A long sword sticks out of the head of a dead Wight. It is a long sword +1 that detects undead 50' away. The blade glows red when they are near. If the Wights haven't been

killed it will be glowing when someone gets up on the platform.

Wights

(AL CE, MV 90'(30'),
AC 5, HD 3, AT 1,
DG Drain Level,
SV F3, ML 12, XP 110)

HP: 12, 9, 16, 11, 8

Touch drains 1 level. If a creature is reduced to 0 levels it becomes a wight in 1d4 days. Undead can only be hurt by spells, magic weapons and silver. Immune to charm and sleep spells.

19-F Lengi's Long Wait



A large table sits in the center of the room. On it is a large man almost naked man. He appears to be made up of clay. This is an unfinished clay golem. It is easy to stick ones hand in it and grab some clay.

10' away from it another table has a skeleton sitting next to it in a large chair. The back goes a foot above its head. It almost seems like a throne. The skeleton is wearing an impressive looking robe. Gold with silver tentacles drawn all over it. In front of it is a book that must have been a spell book but all the writing has been blurred. The skeleton is the

deactivated Lich body of Lengi. It is just a skeleton in a robe for now.

Lengi's spirit/ghosts are trapped in the Lengi's Ghosts areas. When the ghosts there are freed they return to the skeleton and join with it. Each ghost freed restores some animation to the skeleton. A little arm movement, next the legs move and with the third freed it stands up. The skeleton says "Thank you I will reward you. My name is Lengi. I am the major domo for the golden tentacle."

Lengi was the major domo before Hib became it. As the Face Stealer was departing the Perfeclorium he punished Lengi by splitting his soul into 3 pieces. Lengi was a Lich when this happened yet the Face Stealer was able to turn him into a powerless bunch of ghosts. With his soul restored to his body he once again can use his Lich's body but he cannot cast spells. The Face Stealer must restore this ability. Lengi is still potent as he has all the other powers a Lich normally has and more.

Lengi decides to reward the party by killing them. He walks over to the unfinished Clay Golem and reaches his hand into it. Out of it he pulls an exact replica of a party member. He can make one a round. When he holds a replica in his hand he can completely control the person without a saving throw. Lengi will tell the party that he is making special presents for them. He tries to make a replica of each member. As he does

so he puts them inside of his robe.

Two he selects and makes them attack the other members. Lengi will try to play cat and mouse with the party as he uses his replicas to kill the others. If one of his controlled characters is knocked out of combat he takes another replica out of his robe and uses that character. When Lengi is activated and destroyed he will tell the party as he falls that "your faces will be gone and I will rise again. Lengi will live!". If Lengi's body is destroyed before the ghosts return to it then nothing is said. The ghosts start bashing against the tentacle circles and eventually blow up in a big puff of smoke.

Lengi is wearing a special Robe Of The Arch Magi. Regardless of the character's alignment it grants its powers to the wearer. No negative effects occur. In his mouth he keeps a Ring Of Protection +2 that he will put on one of his fingers before he begins making replicas.

Lengi(Lich)
(AL NE, MV 60'(20'),
AC -2, HD 12, AT 1,
DG 1d10 Cold Damage,
SV MU18, ML 9, XP 4400)

HP: 54

Attacker must have 6 HD or more to damage. Immune to Charm, Sleep, Cold, Electricity, Death spells, Enfeeblement, Polymorph and any spell that causes insanity. Touch causes permanent paralysis if saving throw not met. Fear affects creatures with 4 HD or less.

20-F Lengi's Ghosts

In the center of each of the rooms is a 10' diameter circle. It is formed by a long black tentacle. In the middle of each circle is the same ghost. It is attired and painted like the Head Perfector. Each ghost says part of a message:

- 1: "Please remove the"
- 2: "tentacles. Their circles traps"
- 3: "my souls. I want to live."

If the tentacle is removed then the ghost flies from the room. It rejoins the skeleton in the Lengi's Long Wait area.

21-F Broken Book Shelves And Ripped Up Books

The room is filled with cobwebs. Around every wall are smashed book shelves. Ripped up books on magic are piled on top of them. It's impossible to put the books back together again.

In 3 spots there are large 10' patches of brown mold. As the party walks around the room these shake with every step while everything else seems stable. When within 10' of them molds tendrils shoot out and grab hold of a piece of wood. With this the mold clubs the closest character. It keeps on clubbing them until they move further than 10' away from it. The clubbing does no damage. The mold can be destroyed with a small fire source such as a torch.

This room must have belonged to Lengi and maybe the molds were his pets. They have very little intelligence and just want the books to be left alone.

22-F Paintings

5 paintings are hanging from the walls. A red cloth tacked to each hides the painting. Taking the tacks out frees the cloth. The paintings are similar to the picture on the top of the Perfectorium. A man in different poses

is restrained by golden tentacles. His face is always expressing pain.

P Areas

These areas are the private domain of the Perfectors and their guards. The party must exercise caution as most will see them as intruders.

23-P Perfector Guard Post 1

These areas are lightly guarded by 2 Red Manifestation Guards during normal times. Double the amount of guards will be here if there has been fighting recently. They will try and stop the party from going down the Hall To The Perfectors Area. "Halt!" and a show of arms.

Red Manifestation Guard
(AL LE, MV 120'(40'),
AC 5, HD 3, AT 1,
DG 1d8 + 1d4,
SV F3, ML 12, XP 65)

HP: 20, 18

24-P Hall To The Perfectors Area

The walls are completely covered with what seems like the preserved remains of golden tentacles. They feel rubbery, cold and slimy. If touched they do nothing. Investigating them reveals that they are nailed to the wall. These are not the tentacles of the Face Stealer but of large octopuses and squids. They have had a golden paint applied to them that also preserves them. If the nails are removed they become free of the wall. Probably worth nothing and lacking any magic that the party can use.

25-P Perfector Guard Post 2

This area is stationed by 4 Red Manifestation Guards. They will immediately try to push the party out of the area and back to where the Receivers should be. If the party resists this they will quickly get violent. Depending on the amount of fighting that has going the number of guards here can be tripled.

Red Manifestation Guard
(AL LE, MV 120'(40'),
AC 5, HD 3, AT 1,
DG 1d8 + 1d4,
SV F3, ML 12, XP 65)

HP: 19, 15, 20, 13

26-P Alarm Rope

A small room with a rope hanging out of the wall. Pulling it makes a bell ring in the Red Manifestation Guard Quarters areas. The Alarm state has been activated.

27-P Red Manifestation Guard Quarters

20 bunk beds are placed here. These are in one half of the room. A table with enough chairs that 10 people can sit around it rests in the other half. A bell hangs from the ceiling. It rings if the rope is pulled in one of the Alarm areas.

10 Red Manifestation Guards will be here. Half will be at the table and the other half will be in the beds. The resting guards are unarmored and unarmed. It will take 2 rounds for them to wake and arm/armor themselves.

The ones at the table will already be prepared. They will be sharpening their weapons and talking about the Receivers they've seen.

Red Manifestation Guard
(AL LE, MV 120'(40'),
AC 5, HD 3, AT 1,
DG 1d8 + 1d4,
SV F3, ML 12, XP 65)

HP:

19, 17, 15, 14, 22,
23, 8, 9, 12, 10

For game speed reuse HP for each of the guard quarters.

28-P Lesser Perfector's Chambers

Resting chambers of the Lesser Perfectors. Large black soft tentacle beds lay on the ground. Each is as big as one man and made of a rubber like substance. The wall has a glue like substance on it. Every square inch has a spare robe clinging to it.

5-10 Lesser Perfectors will be in here resting in the evening hours. During the day the room is empty. Some will be sleeping. The others will

be chatting about the Golden Tentacle and the Receivers. Are any of the recent ones worthy to join the Perfeclorium?

In one of the rooms a bed will have a hole carved inside of it. A slit on the side allows one to put their hand in it. Inside is a dagger, a bottle of poison and some notes. The poison is lethal. Covering the dagger with the contents and slashing someone with it will result in death if a saving throw isn't made. The poison is good for 1-2 uses then it becomes inactive. The notes indicate that a Lesser Perfector is planning on killing some Receivers as a sacrifice to a god that no one will have heard of. Is it a demon? The last note says that it won't be long before his new master makes a place for him at his side. How many has this Lesser Perfector killed?

Lesser Perfector
(AL LE, MV 120'(40'),
AC 6, HD 4, AT 1,
DG 1d8,
SV F4, ML 12, XP 135)

HP:
20, 19, 15, 9, 13,
31, 24, 27, 11, 8

For game speed reuse these HP for each of the Lesser Perfector

Chambers.

Casts spells as a 3rd level magic user.

First 5 Lesser Perfector Spells:

- 1: Shocking Grasp x 2
- 2: Mirror Image

Next 3 Lesser Perfector Spells:

- 1: Magic Missile, Sleep
- 2: Ray Of Enfeeblement

Last 2 Lesser Perfector Spells:

- 1: Magic Missile x 2
- 2: Web

29-P Lieutenant Perfector's Chamber

The Lieutenant Perfector resides here. A bed like the ones in the Lesser Perfector's Chambers lays on the ground. The wall seems to have glue on it. Spare robes cling to it.

On the ground two robes are covering something. It's a small writing desk. On it is a tome about magical communications with demons. Another contains what appears to be a spell he is researching. Going over

the notes reveals that it will allow him direct communication with the Face Stealer. More notes indicate that he believes he can control it and become the new lord of the Perfectorium.

30-P Head Perfector's Chamber

4 Ropes hang from the ceiling. Each has a different colored handle. Red, green, blue and yellow. When the Perfector needs a specific tentacle summoned he pulls the right handle. The Orb Master in the Level 2 Bells area hears the bells and acts accordingly.

A circular mattress is in the center of the room. Around it are small tables with tea cups, boxes with teas, muds and a book that the Head Perfector has written in. The Head Perfector is a poet and writes a poem about the Golden Tentacle each month.

On one wall are notes the Head Perfector has written after conversing with Hib. The party will have trouble making sense of them but Hib's name keeps coming up. It seems like Hib is the one that really runs the Perfectorium. From the notes it sounds like he is inside the Face Stealer's personal quarters making preparations for its return.

31-P Disappointing Treasure

7 locked chests are situated around the room. Each one contains 100 GP. Layered on top of the gold are these baseball sized metal balls. They have holes in them. When touched metal spikes come shooting out of the holes. This does 1d2 HP of damage. There are 30-40 in each chest.

An 8th chest contains kitchen utensils. Pots, pans and a 3' metal spoon. The spoon is able to remove 1-2 metal balls a round. This chest is also locked.

32-P Golden Star Door

A locked door painted with a golden star. It can be opened by a Thief. The Head Perfector has the key to this.

33-P Teleportation Cells

The room has two large prison cells and a central walkway. See the Receiver Seeker area for how the Receivers get in the cells. There will be 5-20 stage 3 Receivers in the cells at any one time. The doors to the cells are locked. Arcane inscriptions are on each of the cell floors. Magic radiates from the cells. The cells have been

magically altered to enable the Lesser Perfectors in the Receiver Seeker area to use their minds to teleport Receivers here.

4 Red Manifestation Guards watch over the Receivers until its time to move them. They will kill anyone that enters the room who is not a Red Manifestation Guard or a Perfectioner. Once a day the Red Manifestation Guards move the Receivers to the Receiver Cages area. The guards have the keys to the cells on them.

Red Manifestation Guard
(AL LE, MV 120'(40'),
AC 5, HD 3, AT 1,
DG 1d8 + 1d4,
SV F3, ML 12, XP 65)

HP: 19, 15, 11, 23

34-P Secret Perfectionorium 1

Descending from the ceiling(30') are 10 golden stone tentacles. They stop before touching the floor at about 5'. Multiple chains and manacles hang from each one. Keys to the manacles hang on the wall far. They are far enough away that they can't be reached from a tentacle. By the keys is a rope that goes into the wall. Pulling it makes a bell ring in the Level

2 Bells area.

Guards, Lesser Protectors and all the other true servants of the Face Stealer are chained to the pipe. The rope is pulled. Lightning traverses the tentacles with people chained to them. They turn from stone to flesh and reach for whoever is attached to them. Onto the faces of the chained the tentacles attach. The tentacled shakes and a joyful scream can be heard. Then the tentacle lets go and another person is grabbed. When every chained person has been tentacled the tentacles become stone again. The chained are unchained and they seem very different. They have been given new powers directly from the Face Stealer. What could be better than that gift?

The tentacles know what powers the chained person should receive. The Head or Lieutenant Perfectioner sends them here when they have decided that they should join the Perfectionorium. Many are selected from the people that have journeyed here to become Receivers. Others are found by different means.

35-P Secret Perfectionorium 2

The center of the room has a dais in it. From its corners 4 golden stone tentacles rise and meet in its center. The dais has 20 sets of chains to secure people to the floor. 1 set for

each person. Lesser Perfectors carry the keys to the manacles the chains attach to.

Anyone chained will receive the final gift of the Golden Tentacle. The Lesser Perfectors pull a rope near the entrance when everyone is secure. The room gets cold and the stone tentacles begin to blacken. The chained become rigid. Out of the maw on their forehead, their mouth or appearing out of the floor a golden tentacle emerges. The tentacles attach to their faces. See The Faceless Ones description for what happens to them.

The tentacles squirm away from the person they had been attached to. The end without the club now visible seems to be made up of black smoke. They twist around the stone tentacles with a stolen face in its club. When they reach the point where the stone tentacles meet a small black hole emerges. They enter and are gone. The hole closes up and the room returns to its former state.

The Lesser Perfectors examine the new Faceless Ones. They use their insanity probe to determine if their minds are gone. If they are sane they are taken to the Slaughter The Sane area. If not they are taken to the Train The Insane area.

36-P Slaughter The Sane

A large 25' x 25' cage sits in the center and almost fills the room. The cage goes all the way to the ceiling. It has a door that locks from the outside. The ground inside is stained red and has small rotting flesh chunks everywhere. Laying all around are 20 Axes.

A conveyor belt large enough to put several people on is built into one of the walls. It is hidden by a tapestry depicting a multitude of faces in various emotional states. Besides the conveyor belt are two levers. Pushing one activates the conveyor belt. The other reverses the direction. It moves slowly and whatever is put on it reaches the Level 2 Meat Room area eventually.

Sane Faceless Ones are put in the cage. A Lesser Perfector begins to chant and as he does so the Axes begin to fly around in the cage. As they get close to anyone in the cage they chop them. They attack as a 5th level Fighter. When all the Faceless Ones are dead they are dragged to the conveyor belt and disposed of.

If the Perfectorium is not in an alarm state the party will find 2 Lesser Perfectors by the cage with 15 Faceless Ones being chopped down by the Axes. The Lesser Perfectors will be oblivious of the party and not break their chant trances even if they begin attacking them. The Faceless

Ones will not have learned how to communicate yet nor will they have mastered their sight. There is not much the party can do. If the party lets them out they randomly wander around the Perfectorium.

Grate area. Treat these Faceless Ones as level 1 Receivers for AC and HP. They will not fight the party but begin wandering the Perfectorium if the Lesser Perfectors become distracted by the party.

Lesser Perfector
(AL LE, MV 120'(40'),
AC 6, HD 4, AT 1,
DG 1d8,
SV F4, ML 12, XP 135)

Lesser Perfector
(AL LE, MV 120'(40'),
AC 6, HD 4, AT 1,
DG 1d8,
SV F4, ML 12, XP 135)

HP: 20, 17

HP: 26, 30, 19, 18

Casts spells as a 3rd level
magic user.

#1 Spells:

1: Shocking Grasp x 2

2: Mirror Image

#2 Spells:

1: Magic Missile x 2

2: Ray Of Enfeeblement

Casts spells as a 3rd level
magic user.

First 2 Lesser Perfector Spells:

1: Shocking Grasp x 2

2: Mirror Image

Next 2 Lesser Perfector Spells:

1: Magic Missile, Burning Hands

2: Stinking Cloud

37-P Train The Insane

The room is filled with 20
Faceless Ones. 4 Lesser Perfectors
are disciplining them and will
eventually take them to Level 2 via the

Faceless Ones
(AL LG, MV 120'(40'),
AC 7, HD 1(8 HP), AT 1,
DG 1d2 fists,
SV F1, ML 5, XP 10)

HP: 8 each

Red Manifestation Guard
(AL LE, MV 120'(40'),
AC 5, HD 3, AT 1,
DG 1d8 + 1d4,
SV F3, ML 12, XP 65)

HP: 15, 16, 20, 11

38-P Receiver Cages

Returned Receivers are kept here in cages. There are 20 of them here. Each is moaning and groaning asking to be given the golden manifestation again.

4 Red Manifestation Guards keep an eye on them. They will try to push the party into empty cages which there are several of. As soon as a character is backed into a cage the Red Manifestation Guard he is fighting slams the door shut. The cage can be opened from the outside or picked from the inside if the character is a thief.

Returned Receivers
(AL LG, MV 120'(40'),
AC 7, HD 1(8 HP), AT 1,
DG 1d2 fists,
SV F1, ML 5, XP 10)

HP: 8 each

39-P Receiver Seekers

10 Lesser Perfectors sit cross legged on the floor. They form a circle and are facing each other. They spend their days in meditation. Each extends their consciousness outside of the Perfectorium for miles. When they find a stage 3 Receiver they link their minds in unison and teleport the Receiver to the Teleportation Cells.

In the middle of the room a large golden tentacle appears. It reaches out of the Perfectorium and twists around the Receiver. Through time and space the tentacles pulls the

Receiver. Into the Teleportation Cells the tentacle rises releasing its prey. The tentacle sinks out of sight, sinks into the ground here and is no more.

Lesser Perfector
(AL LE, MV 120'(40'),
AC 6, HD 4, AT 1,
DG 1d8,
SV F4, ML 12, XP 135)

HP: 12, 14, 11, 19, 16,
15, 14, 18, 20, 15

Casts spells as a 3rd level
magic user.

First 4 Lesser Perfector Spells:

1: Shocking Grasp x 2

2: Mirror Image

Next 3 Lesser Perfector Spells:

1: Magic Missile, Sleep

2: Phantasmal Force

Last 2 Lesser Perfector Spells:

1: Burning Hands x 2

2: Invisibility

40-P Sustenance

Golden stone tentacles sprout from a central point in the floor and bend parallel to the ground. The tentacles almost form a table. Their clubs are raised where they start on the tentacle and point to the ceiling. A rope comes out of the wall near the tentacles.

Those who are the Face Stealer's servants come here for sustenance. They kneel and place their faces in a club. The rope is pulled. Soon the tentacles become flesh and grab hold of those who have placed their faces in the club. A large ball seems to travel from the non club end of the tentacle to the club. The person begins to swallow. As they do so the ball gets smaller and smaller. When the ball is no more they are released. The people stand and the tentacles become stone again.

Portions of the faces that the Face Stealer is done with are fed through the tentacles. The denizens of the Perfectorium consider this a blessing. Their hunger is sated for a week with one feeding. Characters who feed on this will benefit as well. For one week they will feel evil urges towards Perfectorium outsiders. This will include the other members of their party. The tentacle seems like a god to those it feeds.

41-P Grate

A round 10' grate is in the middle of the room. Winding stone steps can be made out beneath the grate if anyone looks closely. Pry bars rest on the walls. If the bars are used the grate can be removed. The stairs lead to the Level 2 Start area.

See the entry for the Lieutenant Perfector. If things have gone poorly for him he will be found here with others guarding the entrance to the lower levels.

Level 2 Perfectionium Lower Level And Tunnels

Interior And Lighting

Orb Master rooms are lighted by large magical glows on the walls. Jibblers will have a torch or two in their area. Otherwise it is normally unlit. The Orb Masters areas are the same as the Level 1 area: smooth white stone. The tunnels and caves can be of brown to black dirt and stone.

Magical Items

Orbs Of The Golden Tentacles

These 3' diameter metal orbs allow the Face Stealer to extend its tentacles into the Perfectionium. Through the Orbs physical contact is possible. The Orbs are keyed to specific tentacles and areas in the Perfectionium. One type of Orb creates the Receivers Of The Golden Manifestation. Another to give the Guards, Lesser Perfectors and anyone else that serves the Face Stealer here their special powers. The Orbs are constantly shifting from black to gold

and back again. When the change happens tentacles of the other color begin appearing. As more manifest they blot out the other color.

One must hold the Orbs and concentrate on the Face Stealer. It expands and consumes the wielder. Many golden tentacles form where the holder was. Reality bends around the tentacles. To the area they are keyed to they go. When they have completed their tasks reality loses its warp. The tentacles return and become a man again.

While the warp exists no one can approach to within 10' of it. As soon as someone gets to close they are pushed back hard. They must make a saving throw or fall to the ground. The brief time before the warp is dangerous as well. The tentacles will look for anyone within 20' of it whose face is exposed. If there is an exposed face it will begin attacking. Use the Orb holders level/hit dice and roll to hit each round. If a hit is scored 1d10 HP of damage is done. The tentacles can be attacked. Again use the Orb holders AC and HP. If killed the tentacles reverts back to the Orb holder. The tentacles will not move around. As soon as the 20' area is clear the warp will begin.

Using the Orb requires that one be a servant of the Face Stealer. The area must have been consecrated by the Head Perfector with another area receiving the same consecration. A specific Orb is used for both places.

The areas and the Orb become connected.

After the first time the Orb is used the wielder's arms turn into tentacles. It is an immediate change. They were arms at the start but tentacles at the end. Becoming the vehicle through which the Face Stealer enters the Perfectionium has its costs.

To protect oneself from someone who has changed into a tentacle(s) a Tentacle Mask should be worn. Otherwise the tentacle will grab the face.

Tentacle Mask

A mask with needles sticking out of it. The needles provide an electrical jolt in addition to the pain the needles give. These are created to keep the Face Stealer's tentacles from grabbing someone near. As soon as it feels the needles and the shocks it will pull away and search elsewhere for a face.

Frequent Encounters

Faceless Berserkers

The Faceless Ones that go insane are kept by the Perfectors. These they are able to twist further for their own purposes. Swords and leather armor they are given. They wander the tunnels here attacking beings they do not recognize.

If the party is dressed as a Perfectionist then they will ignore them for the first two times. They will bow slightly and lower their swords. On the third time they will see through the disguise and begin attacking.

Faceless Berserkers have one additional ability. In combat they are already crazed. But if they take 4 or more HP of damage from one hit/spell they go into a more intense battle frenzy. Every hit they do for the next 1d4 rounds does an additional +2 HP of damage.

Faceless Berserkers

Alignment: Chaotic Evil

Movement: 120'(40')

Armor Class: 8(Leather)

Hit Dice: 3

Attacks: 1 Long sword
(see above)

Damage: 1d8

Save: F3

Morale: 12(Never retreats)

XP: 65

Orb Masters



Caretakers of the Orbs Of The Golden Tentacles. They appear as normal bald men except that their arms have been replaced with tentacles. They wear robes that match the colors of the orbs they use.

Alignment: Chaotic Evil
Movement: 120'(40')
Armor Class: 5
Hit Dice: 5
Attacks: 2 Tentacles
Damage: 1d8/1d8
Save: F5
Morale: 12
XP: 500

Casts spells as a 5th level magic user

Suggested Spells:
1: Magic Missile x 2
2: Invisibility, Mirror Image
3: Haste

Orb Defenders

Men who have sworn to protect the Orbs Of The Golden Tentacles and the Orb Masters. They dress in dark tight fitting clothes. The top half of their faces are covered by what appears to be a piece of an Orb. Only their mouths are visible. For weapons they have very sharp looking pieces of glass attached to their fists. It's some kind of glove they wear.

They have one extra combat ability that makes them more difficult to

fight. When fighting they go invisible and an illusion of themselves appears. While the Orb Master attacks an opponent the illusion attacks a different one. The illusion never hits but distracts. When hit a weapon goes right through them. The Orb Master when fighting is always invisible. When he hits an opponent he can be faintly seen, without any penalties applied, the same round and the round after. A round of missing means he becomes completely invisible again.

Orb Defenders

Alignment: Chaotic Evil
Movement: 120'(40')
Armor Class: 5
Hit Dice: 4
Attacks: 1
Damage: 1d10
Save: F4
Morale: 12
XP: 190

Jibblers

A strange race that looks like a combination between a Halfling or an Elf and a Lizard. The Halflings have very strong legs. The ones that look like Elfs have butterfly wings that are covered with lizard skin.

Halfling Jibblers use spears and

carry small shields that are made of snail shell. They attack by jumping from 10-20' away and sticking their targets with the spears. If they jump from 20' away they get a +1 to damage. At the 10' distance this changes to +1 to hit. This is not included in their normal movement but is part of their attack. During movement they will try to run back so they can jump attack again.

Elf Jibblers will get air borne and attack with a short bow and arrow. These are what they carry as weapons. They will fly as high as the ceiling will allow or the maximum distance of their bows.

Jibblers feed on the Mweegnots and the small snails in Level 3. They go into their lair frequently and bring back fresh Mweegnot meat for the rest of the Jibblers. The small snails are their primary food source.

Halfling Jibblers

Alignment: Chaotic Evil

Movement: 120'(40')

Armor Class: 4

Hit Dice: 2

Attacks: Spear

Damage: 1d8

Save: F2

Morale: 8

XP: 29

Elf Jibblers

Alignment: Chaotic Evil

Movement: 120'(40')

fly at the same rate

Armor Class: 4

Hit Dice: 2

Attacks: Bow/Arrow

Damage: 1d6

Save: F2

Morale: 8

XP: 29

Quijians

4' tall humans that are shrouded in darkness. Darkness flows over them like silk being spun. The area around their eyes are visible but the opening is always changing shape.

All Quijians can turn themselves into a dark mist for 10 rounds every hour. This power works the same as the spell Gaseous Form. Quijians are creatures of the darkness and suffer no penalties when they are in it. If the darkness is magical or natural they can still see.

The Quijians leave most everyone alone unless they enter their territory. They are after something that has to do with the Big Rock Of Mystery. For years they have been seen examining it. Sometimes they capture intruders and use them to experiment with the rock.

Quijian

The regular Quijian fighter. They have very hot short swords that do +2 heat damage. The swords lose their heat when the Quijian aren't holding them. It is said that it is the anger of their souls filling the blades. In darkness the blades become more powerful and the Quijian gains a +2 to hit with them.

Quijian

Alignment: Neutral Evil

Movement: 120'(40')

Armor Class: 5 in light

3 in darkness

Hit Dice: 4

Attacks: Short sword

Damage: 1d6 + 2 heat

Save: F4

Morale: 10

XP: 235

Quijian Shadows

The Quijian that have a stronger control over the darkness they all produce. At will darkness will radiate out from them at a 10' radius. This does not interfere with anything else they are doing.

When they hit an opponent with their staff they can inflict damage or use a special ability:

1. Any light source that its opponent is carrying is extinguished for 1d10 rounds. Fire burns but no longer illuminates, a magical light source ceases to function, etc... . The light source is covered with a darkness that swallows up the light.

2. A darkness reaches into its opponent and attacks the soul. The character makes a saving throw. Failure means they cannot attack the Quijian Master for 1d6 rounds. In addition he cannot attack another Quijian for half the number of rounds rolled, rounding up.

Success means that he attacks the Quijian Shadower at -2 and all other Quijians at -1 for 1d6 rounds. This is not cumulative. It can be reset with another hit if the duration rolled is longer than the remaining rounds from a previous use of this power.

Quijian Shadower

Alignment: Neutral Evil

Movement: 120'(40')

Armor Class: 5 in light

3 in darkness

Hit Dice: 6

Attacks: Staff

Damage: 1d6

Save: MU6

Morale: 10

XP: 1570

attacking with their sharp toothed maw. When they kill a character they ignore the others and begin to eat their face.

Receiver, Stage 4

Alignment: Neutral Evil

Movement: 120'(40')

Armor Class: 5

Hit Dice: 2

Attacks: Grab and then Bites

Damage: Bite 1d6

Save: F2

Morale: 12

XP: 20

Receiver, Stage 4

Sometimes it seems to the Perfectors that a stage 3 Receiver should not be fed to the Face Stealer. The Golden Tentacle would be lessened by their addition to it. Instead they release them in Level 2 and watch what happens to them. It was quite a discovery when they went beyond stage 3 and became what they say is stage 4.

These men and women have changed further. The maw has sprouted teeth and has become bigger. Madness has totally taken them and they believe that they must consume other's faces. When they have eaten enough of them they will become god like. Typically when they see an untouched person they charge and grab hold of them. Then they start

With they first hit they grab hold of a character. Unless the character is freed from them they attack the next rounds with their bites. When grabbed their bite attack is at +2 to hit.

Receiver Horror

The stage 4 Receivers change further after time. Is it because of face feeding or is it because of something else? This seems to be the end. Their heads become one giant sharp toothed maw and their arms become tentacles. The legs alter as well making them slower but able to climb every surface. Suckers on the bottom of their wider feet allow this. They seem less interested in eating a face than destroying anything that reminds them of their previous life. Anyone bitten by them will have a poison injected into them that slows the character for 1d6 rounds.

Receiver Horror

Alignment: Chaotic Evil

Movement: 90'(30')

Armor Class: 3

Hit Dice: 6

Attacks: 2 Tentacles and 1 Bite

Damage: 1d6/1d6/1d8

Save: F6

Morale: 12

XP: 1070

Random Encounters

Roll every 20(2 turns) minutes. Fighting the Orb Masters heats things up. After a fight roll every 10(1 turn) minutes for an hour. There is a 1 in 10 chance of an encounter:

1. 2-4 Faceless Berserkers running around looking for something to fight.

(AL CE, MV 120'(40'),
AC 8, HD 3, AT 1,
DG 1d8,
SV F3, ML 12, XP 65)

HP: 15 each

2. 2-4 Halfling Jibblers with 2-4 Elf Jibblers. They are hunting for food.

Halfling Jibbler

(AL CE, MV 120'(40'),
AC 4, HD 2, AT 1,
DG Spear 1d8,
SV F2, ML 8, XP 29)

HP: 8 each

Elf Jibbler

(AL CE, MV 120'(40')

Fly at same rate,

AC 4, HD 2, AT 1,
DG Bow/Arrow 1d6,
SV F2, ML 8, XP 29)

HP: 8 each

3. 2-4 Quijans and a 50% chance that a Quijan Shadower will be with them.

Quijian

(AL NE, MV 120'(40')
AC 5 in light 3 in darkness,
HD 4, AT 1 Short sword,
DG 1d6 + 2 heat,
SV F4, ML 10, XP 235)

HP: 18 each

Quijian Shadower

(AL NE, MV 120'(40')
AC 5 in light 3 in darkness,
HD 6, AT 1 Staff,
DG 1d6,
SV MU6, ML 10, XP 1570)

HP: 30

4. 3-6 Red Manifestation Guards looking for the party.

(AL LE, MV 120'(40'),
AC 5, HD 3, AT 1,
DG 1d8 + 1d4,
SV F3, ML 12, XP 65)

HP: 15 each

5. 1 Orb Master with 3 Lesser Perfectors. They are investigating areas in Level 2 they don't know very well. Word of the party being around hasn't reached them yet.

Lesser Perfector
(AL LE, MV 120'(40'),
AC 6, HD 4, AT 1,
DG 1d8,
SV F4, ML 12, XP 135)

HP: 18 each

Casts spells as a 3rd level magic user.

Spells:

- 1: Shocking Grasp x 2
2: Mirror Image

Orb Master

(AL CE, MV 120'(40'),
AC 5, HD 5, AT 2 Tentacles,
DG 1d8/1d8,
SV F5, ML 12, XP 500)

HP: 24

Casts spells as a 5th level magic user.

Spells:

- 1: Magic Missile x 2
2: Invisibility, Mirror Image
3: Haste

6. Jibbler trap. If sprang 1-4 characters will be randomly speared. Attacks as a 4 HD monster. A hit results in 1d6 HP of damage.

7. 2-4 Receivers, Stage 4 looking for faces.

(AL NE, MV 120'(40')
AC 5, HD 4, AT Grab and
then Bite,
DG 1d6,
SV F2, ML 12, XP 20)

HP: 18 each

8. 1-2 Receiver Horrors wandering aimlessly.

(AL CE, MV 90'(30')

AC 3, HD 6, AT 2 Tentacles
and 1 Bite,

DG 1d6/1d6/1d8,

SV F6, ML 12, XP 1070)

HP: 30 each

9. 2-4 Orb Defenders looking for threats. If the party has fought them in the last hour double the number appearing.

(AL CE, MV 120'(40'),

AC 5, HD 5, AT 2 Tentacles,

DG 1d8/1d8,

SV F5, ML 12, XP 500)

HP: 22 each

10. 2 Orb Masters with 6 Orb Defenders. They are returning an Orb Of The Golden Tentacles to the Orb Master area. Must have been doing an experiment with it somewhere.

Orb Master

(AL CE, MV 120'(40'),

AC 5, HD 5, AT 2 Tentacles,

DG 1d8/1d8,

SV F5, ML 12, XP 500)

HP: 25 each

Casts spells as a 5th level magic user.

Spells:

1: Magic Missile x 2

2: Invisibility, Mirror Image

3: Haste

Orb Defenders

(AL CE, MV 120'(40'),

AC 5, HD 4, AT 1,

DG 1d10,

SV F4, ML 12, XP 190)

HP: 22 each

In areas marked with a -L suffix random encounters should generally be ignored unless the GM decides that it fits.

1 Start

There are 2 exits out of the room. Red fluid surrounds the platform that the stairs rest on. A single bridge leads over the fluid to one of the exits. The only way to the other exits is through or over the fluid. The stairs lead to the Level 1 Grate area.

The party should not touch the red fluid as it is acid and will deal anyone who touches it 1d10 HP of damage a round. If the party disturbs the bottom of the fluid, 15' down", they will find a skeleton every 3-6 rounds. There are 23 skeletons total on the bottom.

2 Orb Master Guards

4 Orb Defenders are here. They waste little time and become invisible. The Orb Defenders will use unusual strategies such as having all their illusions attack a spell caster while they themselves try to take down a strong looking fighter. That or the illusions will take up a defensive stance while the Orb Defenders sneak around behind the party and attack them.

Orb Defenders
(AL CE, MV 120'(40'),
AC 5, HD 4, AT 1,
DG 1d10,
SV F4, ML 12, XP 190)

HP: 26, 13, 18, 20

3 Keyed Room To The Perfectorium

This room is keyed to the Level 1 Perfectorium area. The walls don't appear to exist but they do. One can see what is happening in the Perfectorium area. It is like looking out from behind one of its walls.

At night the room is empty. During the day this room will have 2 Orb Masters in it. One is wearing a Tentacle Mask. The other has an Orb Of The Golden Tentacles in his tentacles. Roll to determine what is happening when the party enters:

1-2 Both Orb Masters are
in their normal form.

3-4 The Orb holder is
turning into tentacles.

5-6 The Orb holder is
in the warp.

The Orb Masters will tell the party to get out. A sacred ritual is taking place. If the party refuses they begin to attack. If only one is in normal form he will try to hide behind the changed one. Only when both are normal will they fight back.

Orb Master

(AL CE, MV 120'(40'),
AC 5, HD 5, AT 2 Tentacles,
DG 1d8/1d8,
SV F5, ML 12, XP 500)

HP: 25, 30

Casts spells as a 5th level
magic user.

#1 Spells:

1: Magic Missile x 2
2: Invisibility, Mirror Image
3: Haste

#2 Spells:

1: Burning Hands x 2
2: Invisibility, Mirror Image
3: Lightning Bolt

4 Keyed Room To The Sustenance Room

This room is keyed to the Level 1 Sustenance area. The walls and ceiling are completely covered with black stone faces. They have their mouths wide open.

At night there is a 1 in 6 chance that 2 Orb Masters will be here when the party enters. One will be wearing a Tentacle Mask while the other holds an Orb Of The Golden Tentacles. The Orb holder will not have yet changed into the tentacles. "This is not the feeding area go back to upper level." they will say. If the party doesn't leave or attacks they will leave and get someone to deal with them.

Orb Master

(AL CE, MV 120'(40'),
AC 5, HD 5, AT 2 Tentacles,
DG 1d8/1d8,
SV F5, ML 12, XP 500)

HP: 22, 19

Casts spells as a 5th level magic user.

#1 Spells:

- 1: Magic Missile x 2
- 2: Invisibility, Mirror Image
- 3: Haste

#2 Spells:

- 1: Magic Missile,
Shocking Grasp
- 2: Invisibility, Web
- 3: Fire Ball

5 Keyed Room To The Secret Perfectionium 1

This room is keyed to the Level 1 Secret Perfectionium 1 area. Half of the room has dead people chained to the walls. The other half has just chains. It will be deserted when the party first enters it. Only if the Perfectionium has suffered heavy loses will there be any Orb Masters here and only at night. The room is used when the Perfectionium needs new servants for the Face Stealer.

6 Keyed Room To The Secret Perfectionium 2

This room is keyed to the Level 1 Secret Perfectionium 2 area. One wall has a large black stone face with a maw in its forehead chiseled into it. The wall opposite to it has a similar face but all the facial features and maw are missing.

2 Orb Masters will be here at any time. One with an Orb Of The Golden Tentacles and the other with a Tentacle Mask on. The Face Stealer is always hungry and they must serve it. Roll to see what state the Orb Masters are in:

1-2 Both Orb Masters are in their normal form.

3-4 The Orb holder is turning into tentacles.

5-6 The Orb holder is in the warp.

They will panic when the party enters. The master will consume them if they disturb the feeding. Regardless of their state they will attack. Once the other has become normal he will join the fight. They care not for killing the party. Driving them out of the room so they can resume what they were doing is adequate. When given a chance they will raise an alarm.

7 Orb Masters

Orb Master

(AL CE, MV 120'(40'),
AC 5, HD 5, AT 2 Tentacles,
DG 1d8/1d8,
SV F5, ML 12, XP 500)

HP: 30, 32

Casts spells as a 5th level
magic user.

#1 Spells:

- 1: Magic Missile x 2
- 2: Invisibility, Mirror Image
- 3: Haste

#2 Spells:

- 1: Magic Missile,
Shocking Grasp
- 2: Invisibility, Stinking Cloud
- 3: Summon Monster 1

10 Orb Masters are in here. 5 of
them are wearing Tentacle Masks and
the other 5 are carrying an Orb Of The
Golden Tentacles in a bag.

Orb Master

(AL CE, MV 120'(40'),
AC 5, HD 5, AT 2 Tentacles,
DG 1d8/1d8,
SV F5, ML 12, XP 500)

HP:

15, 16, 23, 19, 30,
12, 32, 18, 21, 29

Casts spells as a 5th level
magic user.

First 5 Orb Master Spells:

- 1: Magic Missile x 2
- 2: Invisibility, Mirror Image
- 3: Haste

2nd 5 Orb Master Spells:

- 1: Burning Hands x 2
- 2: Scare, Web
- 3: Lightning Bolt

8 Bells

An Orb Master sits in here. 4 bell hangs in different orb shaped parts of the room. A rope is attached to each. The ropes disappear into a single small hole in the wall.

When the Perfector needs the tentacles from one of the orbs he pulls the appropriate handle in the Level 1 Head Perfector's Chamber area. Other ropes connect to the bells in the Level 1 Perfectorium, Secret Perfectorium 1, Secret Perfectorium 2 and the Sustenance areas. The bells have a distinctive ring to them. When rung the Orb Master tells the others in the Orb Masters area that they are needed.

Orb Master
(AL CE, MV 120'(40'),
AC 5, HD 5, AT 2 Tentacles,
DG 1d8/1d8,
SV F5, ML 12, XP 500)

HP: 35

Casts spells as a 5th level magic user.

Spells:

- 1: Sleep x 2
- 2: Invisibility x 2
- 3: Blink

9 Orb Master Thought Chain

5 Orb Masters are sitting on the ground in a line. 4 of them have their tentacles on the head of the Orb Master in front of them. The one with its tentacles free is scratching things on a large(10'x5') stone rectangle. What it is doing is hard to say. It doesn't appear to be writing but random scratches. If asked the Orb Master says it is drawing its master.

The head of the chain appears to be the only one conscious. He stands up and so do the others. "Interrupt our insights we will scratch you instead" the head says. In this state the thing is dangerous. The chain cannot be broken. As one they attack as a 20 HD monster, movement is cut in half and damage is doubled per tentacle. The group has one HP but killing it only gives the XP of killing 5 Orb Masters.

Orb Master
(AL CE, MV 120'(40'),
AC 5, HD 20(see above),
AT 2 Tentacles,
DG 1d8/1d8,
SV F5, ML 12, XP 500(each))

HP: 70(total)

Casts spells as a 20th level
magic user but only has spells
up to the 5th level.

Spells:

- 1: Magic Missile x 2
- 2: Stinking Cloud x 2
- 3: Fire Ball

10 Orb Master Chambers

4 Orb Masters will be in here at
any one time resting after using an Orb
Of The Golden Tentacles. 2 Orb
Defenders will be standing by the door.
The Orb Masters will fight at -2 to hit
and damage. The Orb Defenders will
tell them to get behind them. The
illusions will take the center and the
real ones will take the end. A wall they
will form between the party and the
Orb Masters. If the Orb Defenders go

down the Orb Masters will make a run
for it at 50% their normal speed. They
will try to find more Orb Defenders to
deal with the party.

Orb Master
(AL CE, MV 120'(40'),
AC 5, HD 5, AT 2 Tentacles,
DG 1d8/1d8,
SV F5, ML 12, XP 500)

HP: 19, 20, 12, 9

Casts spells as a 5th level
magic user.

First 2 Orb Master Spells:

- 1: Magic Missile x 2
- 2: Invisibility, Mirror Image
- 3: Haste

2nd 2 Orb Master Spells:

- 1: Magic Missile x 2
- 2: Invisibility, Stinking Cloud
- 3: Fly

Orb Defenders
(AL CE, MV 120'(40'),
AC 5, HD 4, AT 1,
DG 1d10,
SV F4, ML 12, XP 190)

HP: 15, 18

11 Tentacle Treasure

2 large golden colored stone tentacles bend over a bright glow. The glow consumes most of the room. Only the tentacles can be seen. Entering the glow is painful. Any character who does so will take 1 HP of damage a round. In the center of the glow are 7 large(4' diameter) balls that can be rolled out of the glow. The balls are screwed together at the center. Unscrewing them takes 5 rounds of effort. Inside of the balls is a great treasure:

2 will have 2000 GP each in them.

3 will have 500 GP each in them.

1 will have red chain mail + 3, a couple of large shields + 1 and boots of instant armor. The boots wearer can 3 times a day for 10 rounds have

the AC of plate mail. Plate sheets form and float around his body.

1 will have 100 GP and 3 red diamonds with tentacles scratched on them. These are only worth 200 GP each. But they are priceless relics of the Perfectorium. If an Orb Master sees one he will be willing to let the party pass if they hand it over. Free passage will only be given for 10 minutes(1 turn). The Orb Master will imply that it will be long enough for the party to get out of the Perfectorium.

12 Room With White Rectangles

Every 10' of wall has a 5'x5' white rectangle in it. The material is different from the wall. As a character looks at one they find they can't stop staring at it. Every round a saving throw can be made otherwise they can't break away.

13 Room With Large White Rectangle

One wall has a large white rectangle built into it. It is almost as large as the wall itself. The party feels like they should be staring at it but there is no magical compulsion to do

so. A man dressed like a Perfector sits on the ground staring at it.

If the party tries to get his attention he will not acknowledge them. Only when they sit on the ground and join in the staring at the rectangle will he talk to them. He will tell them that he is unlocking a mystery that has plagued the Perfectorium since it started. If not having a face is a state of perfect being why hasn't the Face Stealer taken their faces? He has begun to think that this is not true. He has spent years looking at the rectangle. It was perfection to him the first decade but then he began to notice cracks in it. As he looked deeper into the cracks he could see the Face Stealer. A huge mass of Perfectors were before it and it was grabbing one at a time. Each one had a few moments and then the Face Stealer ripped him in two and threw his halves into the mass. Is this the fate of the Perfectors when the master returns?

If asked his name he tells them he no longer has one. When they talk of him they should just talk of the rectangle before them. If the party attacks him he will do nothing. His last moments are to be spent looking at the rectangle. Award the party very little XP if they kill him. Getting him to tell them his thoughts is worth 500 XP. He is just a Lesser Perfector looking for answers.

Lesser Perfector

(AL LE, MV 120'(40'),
AC 6, HD 4, AT 1,
DG 1d8,
SV F4, ML 12, XP 135)

HP: 20

Casts spells as a 3rd level
magic user:

Spells:

1: Shocking Grasp, Sleep

2: Web

14 Meat Room

A circular opening in the ceiling of the room leads to the Level 1 Slaughter The Sane area. Bodies or whatever is on the conveyor belt eventually fall from the opening and land on the floor here.

There is a 50% chance that there is a Orb Master watching this area in the Gate And Chain Control area. If this is so he will wait until the party is completely in the room and lock the door. The door can be opened but with great difficulty. A thief can do so but it takes 2-3 lock openings to finally get it open. The Orb Master will then

loosen the chain on the creature in the Carnivore Disposal Beast area. With the creature ready the Orb Master will raise the gate and let it eat the party. It will be watching the whole time through the view openings.

15 Carnivore Disposal Beast

A terrible creature resides here. It has a 20' diameter spider's body but without the head. 8 large legs extend out from the body. Half of the leg is a spider leg while the terminating half is a large tentacle. The underbelly has a huge sharp toothed mouth. The thing lowers its body and bites. As it eats its body gets bigger and bigger like a large sack being filled. It has a very long chain stuck deep inside of its body. When there is meat in the Meat Room area the chain is loosened and it is allowed to clean up the mess.

A gate separates this room from the Meat Room area. Both the gate and the chain controls are in the Gate And Chain Control area.

Carnivore Disposal Beast

Alignment: Neutral

Movement: 120'(40')

Armor Class: 3

Hit Dice: 12(72 HP)

Attacks: 1 Bite

Damage: 1d12

Save: F12

Morale: 10

XP: 1200

HP: 72

16 Gate And Chain Control

There are small openings in the walls that allow one to view what is happening in the Meat Room and Carnivore Disposal Beast areas. There are 2 wheels in the wall. One raises the gate and the other loosens/tightens the chain in the Carnivore Disposal Beast area. A switch next to the wheels closes and locks the door to the Meat Room area. As detailed in the Meat Room area an Orb Master might be here watching. He will watch and see how the party deals with the Carnivore Disposal Beast.

Orb Master

(AL CE, MV 120'(40'),
AC 5, HD 5, AT 2 Tentacles,
DG 1d8/1d8,
SV F5, ML 12, XP 500)

HP: 22

Casts spells as a 5th level
magic user.

Spells:

- 1: Magic Missile x 2
- 2: Invisibility,
Ray Of Enfeeblement
- 3: Summon Monster 1

17 Berserker Points

At these points 3-6 Faceless Berserkers will be standing. They are on the lookout for anything that isn't in the service of the Perfectorium.

Faceless Berserkers

(AL CE, MV 120'(40'),
AC 8, HD 3, AT 1,
DG 1d8,
SV F3, ML 12, XP 65)

HP: 18, 15, 12, 10, 13, 9

18 Sane Faceless

A Faceless Berserker motions to the party. It puts its weapon down and holds its hands in the air. The thing will begin drawing a face in the ground. It points at it and then points at itself.

This Faceless Berserker has regained its mind. Stuck down here it wants to explain what happened to it. They will learn what happens to the Receivers. Then it will caution them not to go any deeper in this place. It has never been very far but more terrible things than the Faceless Berserkers prowl further on. Other Faceless have done so and have never returned.

If asked it will point in the directions of the different places it thinks will give them deeper access. Select 2 of the deeper level access points and give the party the general directions.

The thing will try to learn from the party if the way is open for it to escape. Though Faceless it does not want to be stuck here. It has no desire to join the party.

Sane Faceless
(AL CN, MV 120'(40'),
AC 8, HD 3, AT 1,
DG 1d8,
SV F3, ML 12, XP 65)

HP: 20

19 Survivor Guards

4 Red Manifestation Guards stand before a door. 3 of them attack the party while the last one guards the door. If he is the last one standing he will open the door and lock it from the other side.

Red Manifestation Guard
(AL LE, MV 120'(40'),
AC 5, HD 3, AT 1,
DG 1d8 + 1d4,
SV F3, ML 12, XP 65)

HP: 11, 9, 13, 8

20 Survivor Of The Malfunction

Standing and looking at a couple of Orbs Of The Golden Manifestation is an odd Orb Master. In addition to having tentacles for arms it has tentacles sticking out all over its back. His name is "Tebacle" and he is friendly with the party. He will explain to the party that he is trying to understand what happened to himself. When he was using an Orb one day instead of turning into tentacles his back sprouted them. He has never been able to get rid of them.

Tebacle thinks it has to do with

the rock in the Big Rock Of Mystery. If the party could go and get a piece of it for him he thinks he could be a normal Orb Master again. He hands the party a basket with the equipment they need to get him a piece of it. A chisel, hammer, gloves and some liquid that explodes when put in a rock crack. The party will be able to get a piece of it for him with this. It takes 5 rounds to do so. Every round they are working on it there is a 1 in 4 chance that something goes wrong and the rocks flesh to stone power affects someone who is working on it.

When the party returns with the rock sample Tebacle will be quite pleased. He will ask the party to join him in the Orb Of Growing Back Tentacles area to see if he can reverse his problem. They will be rewarded after he tests it.

Tebacle
(AL CE, MV 120'(40'),
AC 5, HD 5, AT 2 Tentacles,
DG 1d8/1d8,
SV F5, ML 12, XP 500)

HP: 15

Casts spells as a 5th level magic user.

Spells:

- 1: Sleep x 2
- 2: Invisibility, Web
- 3: Fly

21 Orb Of Growing Back Tentacles

The orb that gave Tebacle his back tentacles is kept here. It rests on a table under a glass lid. It is almost like the other Orbs except that it seems to shake from time to time. Like a chick that is about to hatch from an egg.

Tebacle if he has the rock piece will open the lid and put it in with the egg. The lid goes back down over both. Then Tebacle starts an incantation. The Orb and the rock seem to blow up into a yellow smoke. Tebacle seems surprised. He opens the lid and breathes in the smoke. The tentacles on his back fall off one by one. Any character who also breathes in the smoke will find that tentacles have started to sprout out of his back. There is nothing Tebacle can do about it.

As a reward he tells the party that there are 3 hidden entrances to

levels deeper here. Then he prepares to leave. He tells them that he will try to make peace between the party and the Orb Masters. He only needs to talk to them and explain how the party helped him. This will not change the situation but he thinks it will. He also puts a little bag filled with red and green gems on the table as he leaves. They are worth 500 GP.

22 Big Rock Of Mystery

The entrance is blocked by a locked iron door. The hinges are rusty and it seems like the door hasn't been opened in ages. Something is behind the door. The party can feel the hairs on their arms stand up.

Inside the room is a huge rock. How deep it goes into the ground is impossible to say. Spells do not work in this room. They fizzle out when cast. Spells that were in effect also fizzle out as the party enters the room. They function again once past the door point.

Something is emanating from the rock. The party will never have felt anything like it before. As they get closer to the rock it seems like it is pushing them away. Each step gets harder than the one before.

Touching the rock is dangerous. A character must make a saving throw or be turned to stone. Their complete

being disappears inside of a rock coating. It is impossible to make out that there was a character there before they became rock. The character/rock can be moved. It weighs twice as much as the character did. The character can be turned back to normal with a flesh to stone spell but it must be cast within one week. After that the character is permanently changed.

Every time the party enters here there is a 1 in 6 chance that a group of Quijian will arrive. Check every hour they are in here. The Quijian have a very strong interest in the thing and wish to keep others away from it. They flow into the room as dark mists and turn solid where it is most advantageous. Roll to see who shows up:

1-2: 4 Quijian

3-4: 4 Quijian

1 Quijian Shadower

5-6: 6 Quijian

2 Quijian Shadowers

Quijian
(AL NE, MV 120'(40'))
AC 5 in light 3 in darkness,
HD 4, AT 1 Short sword,
DG 1d6 + 2 heat,
SV F4, ML 10, XP 235)

HP: 20 each

Quijian Shadower
(AL NE, MV 120'(40'))
AC 5 in light 3 in darkness,
HD 6, AT 1 Staff,
DG 1d6,
SV MU6, ML 10, XP 1570)

HP: 30 each

23 Shadow Vapors

The surfaces of the room release dark vapors. It feels like water mist but is like shadows floating in the air. The walls are not different from other areas on this level. Vapor comes from random places. As the party looks at it they notice a big dark shadow in a tunnel entrance. They can feel eyes looking at them. As they get close to the shadow it seems like it wasn't

there. If they look down the tunnel a darkness is moving in it then it is gone.

24 Quijian Attack

As the party enters the room burning blades appear in the shadows. First 2 Quijians emerge and begin threatening them. Next 2 more blades begin burning and more Quijians appear on the opposite side. In front and in back of the party this repeats. They are surrounded by 6 Quijians. "The rock is ours light people! Go back to your sun!" one of them says. If the party leaves they do not attack or follow. If they stay for longer than 2 rounds the fighting starts.

Quijian
(AL NE, MV 120'(40'))
AC 5 in light 3 in darkness,
HD 4, AT 1 Short sword,
DG 1d6 + 2 heat,
SV F4, ML 10, XP 235)

HP: 16, 24, 19, 26, 13, 18

25 Quijian Attack 2

A Quijian Shadower stands against the wall opposite the party. It sees the party and instantly enshrouds itself in darkness. The next round 4 Quijians come running out of the shadow. As soon as they engage the party the Quijian Shadower walks forward and joins the fight.

Quijian Shadower

(AL NE, MV 120'(40'))

AC 5 in light 3 in darkness,

HD 6, AT 1 Staff,

DG 1d6,

SV MU6, ML 10, XP 1570)

HP: 36

Quijian

(AL NE, MV 120'(40'))

AC 5 in light 3 in darkness,

HD 4, AT 1 Short sword,

DG 1d6 + 2 heat,

SV F4, ML 10, XP 235)

HP: 20, 11, 16, 22

26 Quijian Night Cave

The room is very dark. 3 10' areas are especially dark. It seems like a 10' dark area has appeared behind the party and it is moving closer to them.

Each of the dark areas is created by a Quijian Shadower. Inside of the darkness hiding are 2 regular Quijians. They will try to slowly move up to the party and when they are within 5' they will charge. If the party hasn't figured out that the shadows are coming from the Quijians they will be surprised.

Quijian Shadower

(AL NE, MV 120'(40'))

AC 5 in light 3 in darkness,

HD 6, AT 1 Staff,

DG 1d6,

SV MU6, ML 10, XP 1570)

HP: 30, 39, 24, 19

Quijian

(AL NE, MV 120'(40'))

AC 5 in light 3 in darkness,

HD 4, AT 1 Short sword,

DG 1d6 + 2 heat,

SV F4, ML 10, XP 235)

HP:

24, 15, 19, 13,

11, 26, 9, 29

27 Quijian Treasure

A large dark stone sits in the center. The stone is a piece from the rock in the Big Rock Of Mystery area. It has the same effects as that.

Next to the rock is a arm sized hole. Anyone sticking their arm into it will feel a bag like fabric. If they grab it and pull it out they will have a bag in their hands.

The bag holds 256 GP and 3 black gems. The gems are magical. If they are worn on the body in some form of jewelry the magic starts. The wearer can see in any form of darkness. In addition they can cast Darkness 10' Radius once a day at the 10th level. The darkness radiates out from them.

28 Gold Gas And Ground Cracks

The cave floor has large cracks all over it. As the party walks around occasionally gas will shoot up. It smells like gold to them. A shovel with its handle broken off at the halfway

point is stuck in one of the cracks.

Removing the shovel or sticking something in one of the cracks has bad consequences. Suddenly a huge amount of gas is released and the floor collapses. Anyone in the room falls 20' down. The cave has become a large pit. After the collapse the gas smell is gone.

29-L4 Strange Passage

Before the party is a doorway shaped like the a squid's tentacle club. It is 5' tall and 4' at its widest point. Once inside the passage a character cannot see the other members of the party. It is completely dark. The character will feel like he is underwater but can breathe. The walls feel like stone, then mud, then stone, etc... it is like they are constantly changing. Movement is normal but there is no vision that can illuminate the area. The doorway at the end of the passage is exactly like the start.

30-L4 Dangerous Stones

Much of the whole room is filled with a 20' black acid liquid that if touched will do 1d10 HP of damage. There are 3 paths across it. By jumping from stone to stone the party can get across to the other side. Only

the stone path on the right is completely safe. For every 10' traveled on the other two paths there is a 1 in 6 chance that the stone will sink into the acid and rise quickly. Any character on it will immediately take acid damage.

31-L4 Wall Of Brick And Fire

Before the party is the illusion of a wall. It is situated just before the 2 pits in the center of the room. The pits are 10' apart. The wall will look like one of 2 things to a character. There is a 50% chance that it will appear to be a fire wall. Otherwise it appears to be made of bricks. There is nothing stopping a character from passing through the wall or throwing things through it.

The party must be cautious though. The 2 pits are 20' deep but are filled with 10' x 10' x 10' worth of acid. If a character should walk through the wall and into a pit he will not take any falling damage. But for each round of floating in the acid 1d10 HP of damage is done.

32-L4 Guardian Before The Descent

The room is empty except for a 12' tall man in a dark robe. All that can be seen beneath his hood is a glowing brown and a glowing red eye. The eyes swap colors every minute and the party will feel very hot if they get within 10' of him.

“Hib you will not see.” it says. Its voice sounds muffled as if it is coming from a buried person. The doorway the party did not enter through closes up with soil and rocks. Again it will say “Hib will pay me for your ashes and smashed bodies.”. The creature will continue to talk about Hib and how he has blocked the intruders from reaching him. At some point it will say “Hib has been very clear about keeping you out of the Perfectorium. Enough of this, Creeg has had enough of you.”. Then its robe is sucked inside of it.

This is Creeg the guardian that blocks the way to Level 4. He is an odd creature: ½ Earth Elemental ½ Fire Elemental. Two separate creatures in one. The first round he fights as an Earth Elemental. The next as a Fire Elemental. The alternation happens with every new round. He has two separate sets of HP. If one half is killed then the 2nd half exists every round. It will not follow the party out of the area but will be waiting for them if they return. When the Earth

Elemental side is killed the doorway opens up again. A killed side will fully regenerate in 1 day. Only by killing both sides does Creeg die. Award XP for each side killed.

Creeg's Earth Elemental Side
(AL LE, MV 60'(20'),
AC -2, HD 16, AT 1,
DG 3d8,
SV F16, ML 10. XP 4200)

HP: 72

Does 1d8 HP of extra damage to anyone standing on the ground.

Creeg's Fire Elemental Side
(AL LE, MV 120'(40'),
AC -2, HD 16, AT 1,
DG 3d8,
SV F16, ML 10. XP 4200)

HP: 54

Does 1d8 HP of extra damage to anyone using cold based attacks.

33-L4 Ropes And Big Hole

A large hole is next to a wall. Ropes are secured around it and anchored by spikes in the ground. They hang down into the hole. 100' down the ropes descend. At the bottom they are at the Level 4 Start area.

One of the ropes is heavy. A dead elf is clinging to the rope about 20' down. A character that can lift 150 pounds will be able to drag the corpse up. It is a male elf with chain mail and a long sword. In its backpack is rotten meat, a map to the Perfectorium and 2 potions of Cure Light Wounds.

34 Greggiz Rises

If the party has encountered and successfully ran away from Greggiz in the Level 3 Greggiz The Terrifying area then he returns here. As the party walks into the area the ground shakes and explodes. Rising out of it is Greggiz. His anger is great and he will begin attacking/chasing the party again. The ground from where he rose is just a crater. There isn't a tunnel leading down to level 3.

35 Slow Tunnel

The tunnel is filled with big rocks, slippery slime, stuff hanging from the ceiling, weird blockages, etc... . Movement through it is at ½ the normal rate.

all over the room. More can be found on the stairs.

This room serves as a meeting and feeding spot for Ney-Yeg and Ut-Ut. The Perfectors keep the relationship strong by coming here regularly and providing live food for them. Most likely the food is people who came to the Perfectorium to become Receivers.

36 Smashed Machine

Next to the wall at the far side from the entrance tunnel is a smashed machine with wheels. Half of it is flattened. One side still has a recognizable door that can be opened. Inside of it is a skeleton wearing chain. A shield and bastard sword are by its side. The shield is a large shield + 2. Rust covers the sword or it appears to be rust. When looked at closer it is dirt that has dried on it and is very hard to remove. Regardless of the dirt the sword is magical and can still be used. The sword is +1 and +2 against creatures from the elemental plane of earth.

37 Meeting And Feeding Room

Oddly in this part of the level a round room has been carved out. A couple of stairs are connected to it. One goes down while the other goes up. Faint traces of blood can be found

38 Ney-Yeg



Moving around the room is a human with 4 legs. It is wearing hard to see chain mail, only by touching it does one realize what it is. The head isn't human but a large mouth. 2 tongues hang out of it that have eyes growing all over them.

This is Ney-Yeg one of the Face Stealer's spawn. The thing is only sane acting around Perfectors. Otherwise it exists in a mad rage. "Are you my new toys?" it will say to itself. It will act like it is playing a game with the party. Picking up things on the floor and throwing them at a spot on the wall. "You hit it too." it will say and

motion at it. The party will realize that it isn't throwing anything at all. When they seem confused it will say "Pretzel people.". Then things get worse.

Its first attack is to grab characters with its tongues. Once it has someone in its tongues it will try to bite off their heads. The character will be drawn inside of its large mouth for a bite attack. A bite attack is not an automatic hit. If it has both of its tongues filled with characters it will begin using its fists on the other characters.

Ney-Yeg

Alignment: Chaotic Evil

Movement: 120'(40')

Armor Class: 3

Hit Dice: 9(50 HP)

Attacks: 2 Tongue Grabs/

Bite the grabbed/

Fists(one attack)

Damage: 1d4/1d4 Tongues

1d12 Bite 1d8 Fists

Save: F9

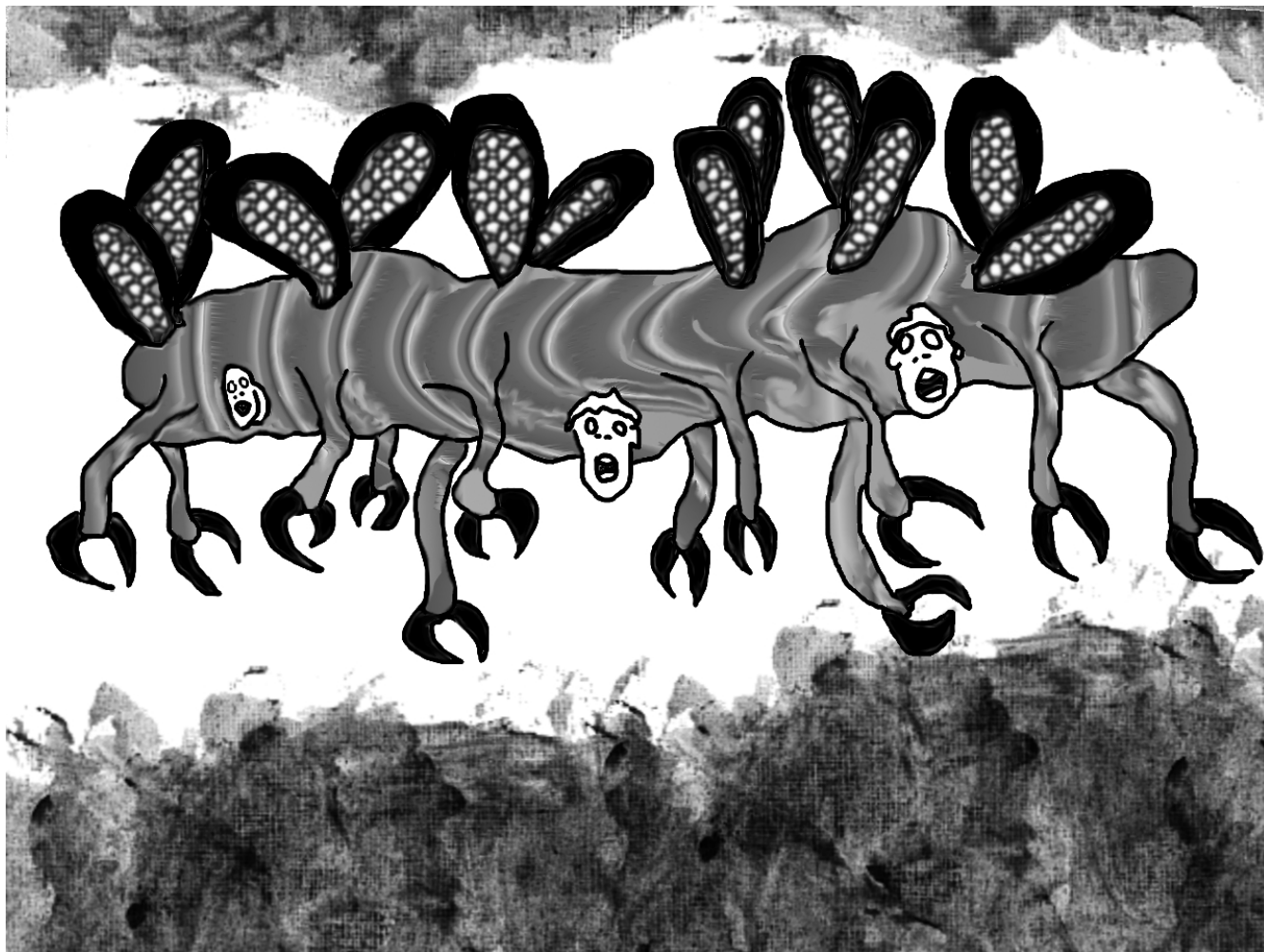
Morale: 12

XP: 2400

HP: 50

Regenerates 1 HP a round.

39 Ut-Ut



A young woman sits with a large blanket over it. There seems to be something underneath the blanket with her. She doesn't say anything or move. Just sits there staring.

If the party gets close enough the woman's head and torso gets flung to the ground. Rising from under the blanket is Ut-Ut, one of the Face Stealer's spawn. The thing looks like a 10' long worm. There are 6 sets of wings on its back. On the other side of the wings are 6 sets of arms that end

in pincers. In three different spots on the worm a human head sticks out.

Ut-Ut will rise in the air and begins attacking with its pincers. Any character below it can be attacked by a set of them. Characters it can't reach will be spit at. Its spittle paralyzes whatever it hits unless a save is made. One character can be spit at a round. Paralysis lasts 3d10 rounds.

The party will hear 3 voices in

their heads as they fight. Ut-Ut tells them that the Face Stealer will enjoy adding their faces to its collection. Maybe father will give it a present. The thing tells them that if they beat it they can have the gold inside of it. It laughs quite a bit after telling them this.

Ut-Ut does have treasure inside of it. Its stomach is almost all there is on the inside. Each head is a direct entrance for food and treasure. If they cut inside of Ut-Ut they will find:

2,360 GP

2 scrolls of Stone To Flesh

A potion of Fire Breath

A potion of Heal

A helmet that if worn protects the wearer's mind from attacks and spells.

Ut-Ut

Alignment: Chaotic Evil

Movement: 60'(20') ground
150'(50') flying

Armor Class: 3

Hit Dice: 9(50) HP

Attacks: Claws

(3 separate characters)

/Spit once a round

Damage: Claws 1d8

Save: F9

Morale: 12

XP: 2400

HP: 50

Regenerates 1 HP a round.

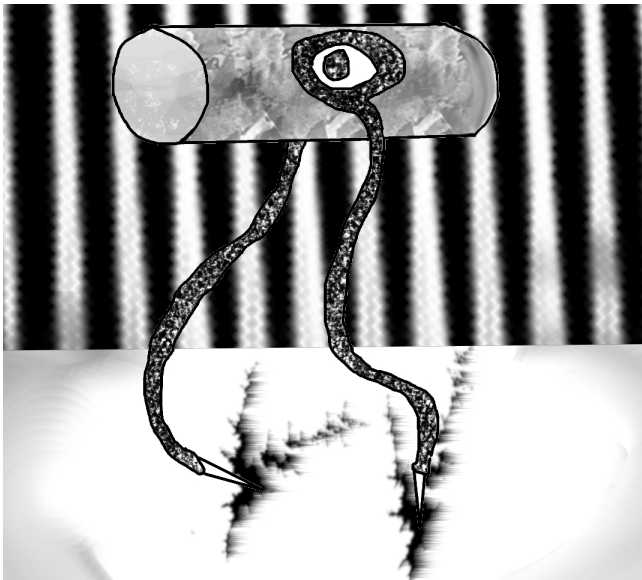
After Ney-Yeg And Ut-Ut

There is a 25%(per creature killed) cumulative chance that 2 Lesser Perfectors and 4 Red Manifestation Guards will show up in the Round Room(Meeting/Feeding) area after Ney-Yeg and Ut-Ut are destroyed. They will sense something is wrong. Perhaps Ney-Yeg or Ut-Ut was able to send them a message as they died?

40 Electrical Tunnel

Electricity races up and down the tunnel. Metal chunks are embedded all over its surfaces for its complete length. Anyone in the tunnel takes 1d2 HP of electrical damage a round. A saving throw negates the damage for 2 rounds. See the Jolters area for the source of the electricity.

41 Jolters



The room is covered with metal surfaces. 2 metal cylinders float in it. From the center of them very thin rubbery rope like arms descend. These end in metal spikes. The cylinders have an eyeball right above the spot where the arms start. The things are tapping the floor with a spike at a time, taking turns. Electricity

shoots all over the room and down the Electrical Tunnel every time they do this.

These things are Jolters. They are providing the electricity for the Electrical Tunnel area. These creatures assisted the Face Stealer when he was here. This room and the Electrical Tunnel area performed some greater purpose that has been forgotten. The Jolters are still here providing electricity.

When they see the party things speed up. Every round they hit the ground with both spikes. Anyone in the room will take 1d8 HP of damage per spike. A save cuts this in half. Attacking the Jolter in melee is dangerous as well. The Jolter may try to stick 1 or 2 of its spikes into its opponent. If it hits the target takes 1d10 HP of electrical damage + 1d2 physical damage. There is no save against this. The Jolters will not retreat from this room. They have one purpose and they will not abandon it.

Jolter

Alignment: Neutral

Movement: 60'(20') floating

Armor Class: 3

Hit Dice: 5

Attacks: 2

Damage: Sea Above

Save: F5

Morale: 12

XP: 750

HP: 27, 19

Immune to electrical attacks.

Requires magical weapon to damage.

42 Red Manifestation Guard Bodies

8 dead Red Manifestation

Guards are laying on the ground here.

5 of them have arrows sticking in them and bigger cuts. 3 have spears and arrows in them. The blood has dried and their bodies are cold. One of them has had a leg removed.

43-L3 Inoperable Gate

Here a gate blocks any further progress. It cannot be opened. If the party looks closely they will find that the dirt is very loose underneath it. One person can dig a hole big enough to get under it in 3-6 rounds.

44-L3 Arrows From Above

The ceiling is 50' high and very dark. As the party enters arrows will begin to hit them. Flying up near the top of the room are 5 Elf Jibblers. They don't follow the party as they know other Jibblers will take care of the party.

Elf Jibbler

(AL CE, MV 120'(40')

Fly at same rate,

AC 4, HD 2, AT 1,

DG Bow/Arrow 1d6,

SV F2, ML 8, XP 29)

HP: 16, 20, 12, 24, 9

45-L3 Attack Of The Jumping Jibblers

The room is not a natural cave. It has been expanded. From 2 sides 20 Halfling Jibblers come running into the room. They use their jump tactics and try to overpower the party.

Halfling Jibbler

(AL CE, MV 120'(40'),

AC 4, HD 2, AT 1,

DG Spear 1d8,

SV F2, ML 8, XP 29)

HP:

15, 16, 13, 20, 22,

13, 19, 20, 11, 9,

18, 26, 7, 15, 18,

12, 24, 17, 15, 28

46-L3 Big Jibbler Chamber

25 Elf and 25 Halfling Jibblers are in this room. The Elfs are female while the Halflings are male. They are unarmed. If the party starts to attack the females grab the males and carry them up to the Jibbler Hiding Place area.

Elf Jibbler

(AL CE, MV 120'(40')

Fly at same rate,

AC 4, HD 2, AT 1,

DG Bow/Arrow 1d6,

SV F2, ML 8, XP 29)

HP:

20, 19, 15, 11, 9, 13,

22, 18, 14, 11, 9, 8, 13,

26, 24, 14, 18, 10, 23,

28, 8, 11, 17, 26, 24

Halfling Jibbler

(AL CE, MV 120'(40'),

AC 4, HD 2, AT 1,

DG Spear 1d8,

SV F2, ML 8, XP 29)

HP:

22, 13, 16, 19, 24,

18, 9, 9, 11, 13,

28, 13, 15, 16, 18,

17, 14, 8, 13, 21,

24, 28, 12, 10, 15

47-L3 Jibbler Hiding Place

30' above the floor of the Big Jibbler Chamber is an entrance to this room. The Jibblers hide in here if strangers appear.

48-L3 Jibbler Food And Beer

A cooking fire with a large flat metal surface over it are against a wall. A bag is next to it that sucks the smoke into it. It is driven by the heat from the fire. Two large open barrels are close by. A dark beer is in it that has a strong yeast smell to it. Small snail shells float in the beer. A dead Mweegnot hangs from the ceiling. Part of it has been removed.

At a table under the hanging Mweegnot are a couple of Halfling Jibblers. They have large mugs full of the beer and big Mweegnot steaks on a plate in front of them. Both are very drunk. As they drink they reach down with their heads and bite off large chunks of the steaks. They offer to cook the party some Mweegnot steaks. If the party starts to attack one will jump in a beer barrel and try to hide. The other will climb on the Mweegnot and try to sit on top of it thinking that it can escape the party.

Halfling Jibbler
(AL CE, MV 120'(40'),
AC 4, HD 2, AT 1,
DG Spear 1d8,
SV F2, ML 8, XP 29)

HP: 19, 23

49-L3 Jibbler Jail

The jail door is locked. It is made of wood and has several small holes in it. One can see inside of the cell through them. 6 empty wooden bowls are stacked against it. The Chief Jibbler and a couple other unidentified Jibblers have keys to it. The room is empty except for 6 hammocks hanging from the walls. A skull can be seen underneath one of the hammocks near the ground. If anyone is in the jail there will be two Halfling Jibblers standing guard.

Halfling Jibbler
(AL CE, MV 120'(40'),
AC 4, HD 2, AT 1,
DG Spear 1d8,
SV F2, ML 8, XP 29)

HP: 13, 9

50-L3 Thief Jibblers

Waiting in the room for the party are 3 invisible Halfling Jibblers. These Jibblers are unarmed and harmless. They try to sneak up on the party and steal things from them. If discovered and cornered they will give everything they took back.

Each round they try to lift something from 3 characters. In a dark corner of a room is a 2' hole in the wall. The interior of the hole is padded. The Jibblers will throw what they took into the hole. If the party is listening and watching intently they will hear a dull thud or even see an item being thrown into it.

Fighting is not their forte. If combat breaks out they will get inside of the hole and hide there. The Jibblers are invisible until the party notices that they are losing things. When that happens they can suddenly see them.

Halfling Jibbler
(AL CE, MV 120'(40'),
AC 4, HD 2, AT 1,
DG Spear 1d8,
SV F2, ML 8, XP 29)

HP: 12, 9, 14

51-L3 Chief Jibbler

A bunch of rocks is piled over the passage that leads to the Door To Snail Land area. It isn't high enough to obscure that there is a passage behind it. A couple of very large snail shells are situated on the ground. They have snail shell lids. If lifted up they will reveal that they are $\frac{3}{4}$ of the way filled with snails.

A odd Jibbler that is a cross between the Halfling and the Elf Jibbler sits on a wooden ledge. The ledge is 10' off the ground. This is the Chief Jibbler.

If there has been fighting he will want to make peace with the party. He will give them 20 GP to make this happen. It's all the Jibblers have. He is certain that any fighting has been a mistake. They must have thought them to be Mweegnots. If attacked the Chief will make for the Jibbler Hiding Place. About halfway there a group of 5 Halfling Jibblers and 5 Elf Jibblers will attack the party. No matter where they are at the Jibblers show up.

The Chief will not want them to go down into the Mweegnot lair as that is their source of food. He will tell the party that there is a tunnel under the statue at the Statue Over Tunnel Hole 1 area. They should go there and see what treasure they can find.

Chief Jibbler

Alignment: Chaotic(Evil)

Movement: 120' (40')

fly at the same rate

Armor Class: 2

Hit Dice: 5(25 HP)

Attacks: 1 spear or bow/arrow

Damage: 1d8 or 1d6

Save: F5

Morale: 10

XP: 599

HP: 25

Elf Jibbler

(AL CE, MV 120'(40'))

Fly at same rate,

AC 4, HD 2, AT 1,

DG Bow/Arrow 1d6,

SV F2, ML 8, XP 29)

HP: 19, 22, 24, 15, 18

Halfling Jibbler

(AL CE, MV 120'(40'),

AC 4, HD 2, AT 1,

DG Spear 1d8,

SV F2, ML 8, XP 29)

HP: 14, 26, 18, 23, 12

52-L3 Doors To Snail Land

Before the party are double iron doors with large snails inscribed on them.

The doors cannot be opened without a combined Strength of 16 or more. They move slow and it takes 3 rounds to push one open completely. One can be opened at a time. The doors once opened reveal a stairway. They lead to the Level 3 Start area.

At the start of the stairs is a trap. A very low wire runs across it. Anyone who is not careful will trip the wire as they walk through it. Gas fills the stair and the entire area. Make a save or fall asleep for an hour. A gong goes off after a minute. It can be heard echoing off in the Jibbler areas. If the entire party has been knocked out they will wake in the Jibbler Jail area. If not a group of 6 Halfling Jibblers and 4 Elf Jibblers show up. They will not follow the party but will shut the doors. If the party is still here they will debate what

to do:

If the Chief Jibbler is still alive:

1-2 Fight the party and
try to take them alive.

3-4 Retreat

If the Chief Jibbler is dead:

1 Fight the party and
try to take them alive.

2-4 Retreat

Halfling Jibbler

(AL CE, MV 120'(40'),

AC 4, HD 2, AT 1,

DG Spear 1d8,

SV F2, ML 8, XP 29)

HP: 12, 11, 9, 16, 20

Elf Jibbler

(AL CE, MV 120'(40')

Fly at same rate,

AC 4, HD 2, AT 1,

DG Bow/Arrow 1d6,

SV F2, ML 8, XP 29)

HP: 13, 19, 25, 8

53 Head Perfectors

At this point the party sees several men that look exactly like the Head Perfector. Dress, manners, voice, etc... . They point at the party and yell "Run to the Sanctuary!". Then they head off in the direction of the Dead Friends area. This area though marked more than once on the map only happens once.

54 Dead Friends

If the party follows the Head Perfectors from the Head Perfectors area this is what happens. Otherwise the area is empty. The Head Perfectors are not here. Lying on the ground are a group of people that the party has been friendly with. They are all dead. Most likely they are the Rangers and Druids the party encountered outside of the Perfectorium. If not choose some other people. These people are not really dead. On inspection they seem similar and made of flesh but are completely hollow on the inside. Inserting a knife into one will reveal this.

The entries to the room begin to close at 3' a round. On the 4th round they are completely closed. A cloud forms in front of the party. In it the

face of the Head Perfector appears. The face is 10' in diameter. A voice booms "Fools this place has faced the likes of you before. Death mayhem you bring. We will give you this in return. You will join those you see at your feet. Farewell fools fools fools...". The cloud flows over the face and it is no more.

The cloud flashes with lightning and thunder is heard. The thing moves forward and attacks the party. This is a very powerful Air Elemental. In addition to its normal abilities it can shoot lightning into anyone that hits it. The character is allowed a save or they take 1d8 HP of damage.

When killed the thing starts to be consumed by its lightning. Every strike destroys a part of it until there is none left. Each of the entries are blown open again by its lightning. The last lightning strike goes down a tunnel. Thunder is heard and it is no more.

Air Elemental

(AL N, MV 360'(120') fly,

AC -2, HD 16,

DG 3d8,

SV F16, MR 10, XP 4300)

HP: 70

Anyone who is flying and is hit by it takes an additional 1d8 HP of

damage.

55 Execution Door

A locked prison bar door is here. Skeletons can be seen chained to the walls behind it. If the party makes too much noise they will attract the guards in the Execution Guards area. They will use their swords to keep the party away from the door. When they think that they have left one of them will head to the Orb Masters or the Perfectors on Level one and tell them that there are intruders. The number of guards in the Execution Guards area will be tripled within an hour if he makes it to them.

56 Execution Guards

2 Red Manifestation Guards are watching over things. They will be surprised if anyone shows up as the door that leads to this area is locked. At first they will think it's a Lesser Perfector with some new hirelings. But then they realize that there isn't a Lesser Perfector with them. If they are outnumbered 3 to one or more they try to make a break for it. Guard duty has dulled their skills and will to fight. They both have keys to the door in the Execution Door area.

Red Manifestation Guard
(AL LE, MV 120'(40'),
AC 5, HD 3, AT 1,
DG 1d8 + 1d4,
SV F3, ML 12, XP 65)

HP: 15, 17

57 Giant's Slow Execution



In the center of the room is a giant's head and throat. Its head is bald and it has its mouth wide open. It is constantly swallowing and its eyes look crazed. The throat breaks up into large tubes that lead to what are giant stomachs. There are 5 of them. "Do you have more fresh Orcs for me?" it asks.

The creature is just the head of what must have been a Hill Giant. It does not fight back but has HP and AC. Cutting into the tubes leading to the stomach does not hurt it. They grow back rather quickly.

Inside of the stomachs are 10 Orcs each. Every day in the stomachs they take 1 HP of damage that doesn't heal until outside of the stomach. It takes a good sword and 10 HP of damage to cut open a stomach. When breached the Orcs in it will slide out.

What happens next is up for grabs. The Orcs could attack or they

could be persuaded to help the party out. They are more likely to help if it means they can escape the Perfectorium quickly. Going deeper into the place is not what they want to do. It is likely at such moments that they will attack or leave. Their weapons and armor are in the Junk Piles area.

Head HP: 70
(AC 9, XP 0)

Orcs
(AL CE, MV 120'(40'),
AC 6, HD 1, AT 1,
DG 1d6 or weapon,
SV F1, MR 8 XP 10)

HP:
6, 5, 4, 8, 7, 2, 2, 6, 5, 4,
5, 4, 2, 6, 4, 5, 7, 8, 8, 6,
4, 2, 7, 2, 6, 3, 4, 2, 3, 3,
7, 5, 6, 3, 1, 4, 7, 5, 4, 6,
6, 3, 3, 2, 2, 3, 4, 8, 7, 5

Some will have suffered damage in the stomach. 1-2 HP can be added to each one if healed.

Ones with 6-8 HP will not get any additional HP.

58 Junk Piles

There are tons of rusted and broken weapons in this room. In one pile are the swords, axes and armor of the Orcs in the Giant's Slow Execution area. Their loot of 390 GP is in a large bag. 50 little bags are close by that hold a weeks rations each.

59 Cave With Blood Sketches

On the ground are sketches of tentacles. One wall has a very large tentacle drawn on it with a man's face in its club. They appear to be drawn in blood. The one on the wall is fresh. Moist enough that it can't be more than a few hours old.

60 Chewed People

The room is full of corpses. Their hands are tied together. Most of them are unarmed but an occasional one will have a dagger or a short sword. Some of them have been partially eaten. Others have their faces chewed off. It smells rotten in here. The fresher ones may have been adventurers. They are wearing chain mail. 3 of them are wearing Red Manifestation Guards armor.

See the Scared Receivers area

for details of the trap that gets set up here.

Receiver Horror

(AL CE, MV 90'(30')

AC 3, HD 6, AT 2 Tentacles

and 1 Bite,

DG 1d6/1d6/1d8,

SV F6, ML 12, XP 1070)

HP: 30, 16, 26, 41, 15, 23

61 Yelling Receivers

13 People appear not far from the party. They are unarmored and aren't carrying weapons. They yell at the party "Hey wait we need your help!". Then they start walking towards them. If the party runs away they chase after them. When they get close enough they try to mingle with the party. To the party they will seem like normal people. If they look at their foreheads closely they will see what must be a long horizontal scar.

They split evenly among the characters. They tell them that their "real heroes for rescuing them". At the moment when things seem right they all try to grab hold of a character. When the first character is grabbed their foreheads open up revealing a toothed maw. The people are

Receivers, Stage 4.

Receiver, Stage 4
(AL NE, MV 120'(40')
AC 5, HD 2, AT Grab and
then Bite,
DG 1d6,
SV F2, ML 12, XP 20)

HP:
8, 6, 9, 4, 3,
11, 12, 6, 5, 8,
11, 13, 9

62 Terror Tunnel

The party finds some chewed up bodies at the entry to the tunnel. Something can be heard growling in it. What is it? They see a tentacle reach down from the ceiling and grab hold of body. After it is lifted to the ceiling munching noises echo. If the party doesn't pay attention they will not see the Receiver Terrors crawling on the ceiling. When they are overhead the party they drop down on them. The one in the tunnel crawls towards them and joins the fight.

Receiver Horror

(AL CE, MV 90'(30')
AC 3, HD 6, AT 2 Tentacles and
1 Bite,
DG 1d6/1d6/1d8,
SV F6, ML 12, XP 1070)

HP: 32, 25, 19, 28

63 Big Fight

In the cave a group of 8 people are fighting with a group of 4 Receiver Terrors. The people are not winning. If the party joins the people will not attack them but seem overjoyed that they are here. "Were saved!" one of them yells. When the 1st Receiver Horror takes 15 HP damage it will howl. Then it will crawl up a wall and slide into a hole. The other 3 will follow it.

The people help the wounded off the ground. They don't seem so bad off. If the party looks at their foreheads everyone has a horizontal scar. Someone asks if the party would like some food and drink. The banal chatter continues with the people slowly getting closer to each character. When the moment is right they try to grab the characters. In the same round the Receiver Terrors return.

The people are Receivers Stage 4. They will be less intent on eating the party's faces as just keeping them restrained. What they want to do is appease the Receiver Horrors. If they don't get fresh people they may turn on them.

Receiver, Stage 4
(AL NE, MV 120'(40')
AC 5, HD 2, AT Grab and
then Bite,
DG 1d6,
SV F2, ML 12, XP 20)

HP:
9, 8, 5, 7, 3,
6, 11, 13, 4, 5

Receiver Horror
(AL CE, MV 90'(30')
AC 3, HD 6, AT 2 Tentacles and
1 Bite,
DG 1d6/1d6/1d8,
SV F6, ML 12, XP 1070)

HP: 19, 28, 16, 34

64 Scared Receivers

A group of 6 men and women are huddled together against a wall. They say to each other that the party is here to kill them. "Please go away. We can tell you where there is treasure and food." one of them says. What's wrong with these people? They are wearing rags and look thin. When they look at their foreheads they see that there is a horizontal scar on each. If the party asks where the treasure is one of them gives them directions to the Chewed People area. Then they quietly try to get away. If they can't one of them will throw a ball with a bell in it down a tunnel. Either of the two will set up the Chewed People trap.

Regardless of what happens to the Receivers, Stage 4 here the party will have a fight on their hands if they go to the Chewed People area. Once there 6 Receiver Horrors will rise up from under different corpse piles. The party will be surprised.

(AL NE, MV 120'(40')
AC 5, HD 2, AT Grab and
then Bite,
DG 1d6,
SV F2, ML 12, XP 20)

HP: 9, 4, 6, 13, 7, 10

65-L5 Statue Over Tunnel Hole 1

A 10' tall statue of a man kneeling with his hand raised to his chin sits here. It is halfway into an alcove built into the tunnel wall. A combined Strength of 24 can pull the statue out of the alcove. It is sitting over the entrance to a tunnel that one man can crawl into. This leads to the Tunnel Exit 1 area.

66-L5 Tunnel Exit 1

A hole in the ground through which one man can enter at a time. This is the endpoint to the tunnel in the Statue Over Tunnel Hole 1 area.

67-L5 Exploding Wall 1

As the party enters the room one of the walls explodes. The cavity reveals two large footprints in the dirt. If they dig beneath the footprints they find a very rusty long sword. This is actually a magical sword. If wielded the Stone Golem in the Exploding Wall 2 encounter will not attack them nor will the wall explode.

68-L5 Exploding Wall 2

See the Exploding Wall 1 area. As the party enters the room one of the walls explodes and a 10' Stone Golem comes marching out. "This is a forbidden area. Execute execute." it says as it begins to attack the party. The cavity in which it was waiting is empty. If the sword from the Exploding Wall 1 area is wielded the wall will not explode. The Stone Golem will stay stationary and do nothing to give away its presence.

Stone Golem

(AL N, MV 60'(20'),
AC 5, HD 14, AT 1,
DG 3d8,
SV F14, MR 12, XP 4200)

HP: 60

Can cast slow once a round on an opponent within 10'. Only weapons of +2 or better can harm it. Spells are ineffective against it. Rock to mud slows it for 1d6 rounds. Mud to rock repairs all the damage it has sustained. Stone to flesh allows normal attacks to hurt it for 1 round.

69-L5 Exploding Wall 3

As the party enters the room one of the walls explodes and large chunks of a statue come falling out of it.

After Exploding Wall 1, Exploding Wall 2 and Exploding Wall 3

An hour after the party has passed through the walls seal up. Reentering these areas reactivates the areas. If the Stone Golem has been destroyed then that threat is gone.

70-L5 One Way Door 1

The metal door here is locked. A single slit in the center of it will allow someone to stick a sword blade into it. If the sword from the Exploding Wall 1 area is inserted into the slit the door will unlock.

The door exists only on this side. On the other side in the Mural Secret Door area it is just a wall. Once opened the door exists here and there. The sword as it is removed loses all its rust and becomes a +2 long sword that is +3 against golems.

71-L5 Statue Over Tunnel Hole 2

A 10' statue of a man sitting cross legged with both of his hands pressed together by its chest sits here. About half of it is situated in an alcove built into the wall. A combined Strength of 30 can move the statue out of the alcove. It sits on top of a tunnel through which 2 men can crawl at once. The tunnel leads to the Tunnel Exit 2 area.

72-L5 Tunnel Exit 2

A big hole in the ground that 2 men can crawl into at once. It is the endpoint of the tunnel described in the Statue Over Tunnel Hole 2 area.

73-L5 Body Parts

Around the room are strewn fleshy body parts. 6 pairs of legs, 3 very big arms, 3 torsos and 3 heads. 3 big two handed swords are on the ground. One is bent at a 90 degree angle. If the party has someone with golem knowledge they may be able to determine that these were flesh golems.

74-L5 Diamond Key

20 3' x 2' sacks full of dirt are stored here. 19 of the sacks have an x on the bottom. The 20th one has an x that is twice as large as the others. It has dirt in it as well but if the bag is emptied and the dirt searched a diamond key will be found. This is probably worth at least 1000 GP but perhaps more.

75-L5 Voice

At this point the party hears a voice "Bury Me. Take My Treasure...". It echoes and repeats down the passage that leads to the Fat Bugs area.

76-L5 Bury My Bones Ghost

If the party has taken the treasure in the Fat Bugs area but not buried the bones then a Ghost will materialize. "My bones are not in the ground. My treasure you have. My bones are not in the ground." it will say to the party and begin attacking them. Every round it repeats itself. The Ghost will continue to do this until it is destroyed or its bones are buried in the ground. If its bones are buried it walks into a wall and is gone.

Ghost

(AL CE, MV 90'(30'),
AC 0(8), HD 10, AT 1,
DG see below,
SV F10, MR 10, XP 3100)

HP: 38

The sight of one requires a saving throw or the affected ages 10 years and flees as if affected by a fear spell for 2d6 turns. Clerics of 6th level or higher are immune. Beings of 8 HD/levels get a +2 to their save. They attack anyone within 60' with a magic jar spell. Can only be attacked magically or physically by ethereal beings. The ghost may partially materialize and attack. A hit causes its opponent to age 1d4x10 years.

Anyone killed by this cannot be reincarnated, raised or resurrected.

77-L5 Fat Bugs

The cave is damp and smells like garbage. Mud/garbage piles are in various places. 8 Giant Cockroaches are slumbering all over it. They are the size of at least 4 men lined up to form a rectangle. Some are on the walls, sticking out under a garbage pile and one is trying to pull something out of its mouth. The party sees the white thing it has in one of its arms. It comes out part way and springs back in. Looks like there is some pink gum substance that acts as a glue holding it in.

If the party is quiet it can deal with the Cockroaches one at a time. Loud spells, shouting, etc... will alert the whole brood. They will quickly scramble for cover under the garbage piles. If the party starts to attack them in the piles they all leap out and fight to the death.

The white thing in the Cockroaches mouth are the bones that belong to the voice heard in the Voice area. What the pink gum is hard to say. Maybe it's the flesh that belongs to the bones. A sharp blade or fire can sever the bones from the gum. Blunt weapons will get stuck in it. Inside of the cockroaches belly are some items: A wand of fireballs(28 charges), a bag

with 120 GP, a pack with 12 throwing darts + 2 and a special potion. The potion allows one to see in the imbibers mind what is ahead. Its range is triple the character's normal vision and can see through walls. The dead man must have fallen asleep or disturbed the Cockroaches when they were trying to hide.

Nothing of interest is under the garbage piles. If the party doesn't bury the bones then a Ghost in the Bury My Bones Ghost area materializes in that area.

Big Cockroaches

Alignment: Neutral

Movement: 120' (40')

Armor Class: 5

Hit Dice: 5

Attacks: 1

Damage: 1d8

Save: F5

Morale: 6

XP: 200

HP: 20, 18, 12, 9, 15

78-L5 Passage Between Fat Bugs And Gunk Garbage Growth

The passage is a steep incline. Large plant pieces, chunks of some flesh and green, yellow and purple slime flow down to the Fat Bugs area from the Gunk Garbage Growth area.

79-L5 Gunk Garbage Growth

The cave is completely filled with something that looks like a mushroom. From floor to ceiling, wall to wall the thing fills it up. There is a little space at the entrance for the party to stand. It seems to breathe. All over it trees, shrubs, plants, etc... are growing on the surface.

The party can attack this but to what purpose? It grows back what the party damaged in a few short minutes. Magic does little against it. It appears to cause a small fire on the surface that goes out quickly.

Every hour the thing erupts shooting a liquefied part of it down the passage that leads to the Fat Bugs area. Takes weeks for the stuff to fully flow there. The Giant Cockroaches must have grown to their current size by eating it. While the party is in the room the thing will erupt on them. They will be covered with the liquid

gunk and will have need of a bath. After a day creatures will be able to smell them 150' away. The party will not be able to sleep normally at this point and it takes 2 hours to get 1 hour of rest.

80-L5 One Way Door 2

The metal door here is locked. A key hole is in the center of it. If the diamond key from the Diamond Key area is put in it and turned the door opens.

The door exists only on this side. On the other side in the Mural Secret Door area it is just a wall. Once opened the door exists here and there. The key can be removed and taken, the door remains open. If the party wishes it they can lock the door after unlocking it. This can only be done from the side facing this area. At that point the door ceases to exist in the Mural Secret Door area.

81-L5 Mural Secret Door

Read the One Way Door 1 and One Way Door 2 areas to see about the entrances here. On the wall is a mural. It depicts a woman putting together a thing with many faces. Unattached tentacles lie around it. A couple of men with horns stand by her.

If the characters press on the face thing it will move. Every round they push it moves deeper into the mural. At round 5 the mural splits in two revealing stairs. These lead to the Level 5 Start area.

○ Level 3 Lair Of The Mweegnots

Interior And Lighting

The caves are brown and black dirt and stone. A glow permeates the walls from some unknown source and provides a modest light.

All over Level 3 the characters can find handfuls of snails. The earth in the caves and tunnels has some substance that feeds them and the Mweegnots. If the characters can eat snails then they have a large food source at hand.

Frequent Encounters

Mweegnots

The Mweegnots started when a group of adventurers polymorphed into giant snails and triggered a curse that has long been spent. They partially returned to normal as the curse weakened but found that they were part man part snail for the remainder of their lives. As the years went by they reproduced by accident and created the true first Mweegnots.

These are what the party typically finds here.

Each has a snail shell or a body that is encased in snail armor. The ones with shells still have the snail head and an additional opening above through which the human body can hide in and emerge from. See the Mweegnot descriptions below.

Mweegnot Warrior



Warriors armed with swords and bows. They guard the settlement and

go further out from it as needed. They have lost the larger snail shell and now have armor on their torsos, upper leg and arms. They lack two legs but instead have one big sliding limb.

Mweegnot Warrior

Alignment: Chaotic Evil

Movement: 120'(40')

same on any
hard surface

Armor Class: 3

Hit Dice: 5

Attacks: Sword, bow or claws

Damage: Short sword 1d6,

Short Bow 1d6,

Claws 1d4 + 1

Save: F5

Morale: 9

XP: 350

Mweegnot Hunter

Hunters armed with spears. These go far away from the settlement and hunt for water creatures. They can track the party anywhere on this level. If the Mweegnots send warriors after the party they will be the ones leading the way.

They still have their shell and

hide inside of it when they wait for prey. In addition to their weapons they have a few additional abilities. They can slow their prey by raking them with their claws. Instead of damage the prey is slowed by 25% for an hour. Additional raking can slow them further up to 50%. The prey's movement is only slowed and it does not suffer a fighting penalty. In addition they can dig 10' deep pits very quickly. It takes them a full 10 rounds to create a 10' deep 10'x10' pit. 1 round for each 1'x1'.

Mweegnot Hunter

Alignment: Chaotic Evil

Movement: 120'(40')

same on any
hard surface

Armor Class: 3

Hit Dice: 4

Attacks: 1 Spear/claws

Damage: Spear 1d6,

Claws 1d4+1

Save: F4

Morale: 10

XP: 300

Regular Mweegnot

Unarmed women, men and children. They fight with their hands. These appear more snail like than the other Mweegnots. The torso is hardly there. A head and arms stick out of the other shell hole.

Regular Mweegnot

Alignment: Chaotic Evil

Movement: 120'(40')

same on any
hard surface

Armor Class: 5

Hit Dice: 2

Attacks: Claws

Damage: Claws 1d4

Save: F2

Morale: 6

XP: 29

Ancient Mweegnot

One of the first Mweegnots. They still have fighting and spell casting abilities. These creatures have a full human body with a snail shell attached to their backs. They can move on any surface as their skin is adhesive.

Ancient Mweegnot

Alignment: Chaotic Evil

Movement: 120'(40')

same on any
hard surface

Armor Class: 0

Hit Dice: 8

Attacks: 2 Flails or claws

Damage: Flail 1d6 + 1 each,
Claws 1d6+1

Save: F8

Morale: 10

XP: 1560

Casts spells as a 5th level cleric or magic user

Suggested Magic User Spells:

1: Burning Hands, Magic Missile

2: Invisibility, Web

3: Lightning Bolt

Giant Snail

Suggested Cleric Spells:

- 1: Protection From Good,
Sanctuary, Cure Light Wounds
- 2: Hold Person,
Silence 15' Radius
- 3: Dispel Magic

Snails the Mweegnots have cultivated a relationship with over the years. They are fed bizarre plants the Mweegnots grow to make them human sized. They attack by biting or a charge ram. The charge ram requires that it be 10' away from its target and still have 10' of its movement left. The Giant Snail shoots forth and if it hits its target they take 1d10 HP and are thrown back 5'-10'.

Giant Snail

Alignment: Chaotic Evil

Movement: 120'(40')

same on any
hard surface

Armor Class: 2

Hit Dice: 6

Attacks: 1 Charge Ram or 1 Bite

Damage: Charge Ram 1d10/
Bite 1d8

Save: F6

Morale: 10

XP: 820

Oozers

A strange group of creatures that are spawned from something called an Ooze Womb. They were once normal people that have merged with the Ooze Womb to become something awful. There are 3 types of Oozers: Ooze Primitives, Oozitives and the Ooze Womb.

Ooze Primitives

A primitive human like being. The creature bends over at the back and their very large arms touch the ground. Their teeth are bent and stick out of their lips. At least 5' in height. Grayish ooze drips from their skin. It doesn't do damage but burns to touch. If the Ooze Primitive does 8 HP of damage or hits on a 19-20 its opponent must make a saving throw. If they fail then they fall asleep for an hour.

Ooze Primitives

Alignment: Neutral Evil

Movement: 120'(40')

Armor Class: 4

Hit Dice: 4

Attacks: 1 Strong Arm

Damage: 1d8 Hp(See Above)

Save: F4

Morale: 10

XP: 135

Ooze Womb

Kept in large lidless vats by the Ooze Primitives. Humans and others like them are put inside of them. There they enter stasis and change into an Ooze Primitive. It takes 1-7 days for a person to be changed. There isn't a saving throw. The only thing to do is to free them from the womb. To do so requires killing the Ooze Womb. These are the treasures of the other Oozers and they will sacrifice themselves to keep these from harm.

Ooze Womb

Alignment: Neutral Evil

Movement: 0

Armor Class: 9

Hit Dice: 15(60 HP each)

Attacks: 0

Damage: 0

Save: F15

Morale: 12

XP: 2400

Oozitive



After years of being an Ooze Primitive it is put back into the Ooze Womb and undergoes a further transformation. What emerges is a taller straight standing thing. It still has some of the features of the Ooze Primitive but its outer layer is translucent. Inside is a colorless ooze. After decades of being an Oozitive these things are said to transform one last time into an Ooze Womb.

When damaged by 4 HP or more the outer layer is broken and their inner ooze squirts out. The attacker must make a saving throw or take 1d6 HP acid damage. An Oozitive has one special attack called the Capture Attack. It charges an opponent from 10' away. If a hit is scored the opponent must make a saving throw or

be captured inside. They can't move, attack, etc... . The Oozitive will return to the community and dump its opponent in an Ooze Womb. Killing an Oozitive frees someone who has been captured. Anyone in an Oozitive is perfectly safe. The thing keeps its prey alive.

Oozitive

Alignment: Neutral Evil

Movement: 120'(40')

Armor Class: 2

Hit Dice: 6

Attacks: 1 Powerful Arm or
1 Capture Attack

Damage: 1d12/See Above

Save: F6

Morale: 10

XP: 1070

If touching an Ooze Womb it regenerates 4 HP a round.

Random Encounters

Check every 30 minutes(3 turns).
There is a 3 in 10 chance that a random encounter will occur:

1. 4-10 Mweegnot Hunters looking for food.

(AL CE, MV 120'(40')
same on any
hard surface,
AC 3, HD 4, AT Spear or claws,
DG Spear 1d6 Claws 1d4+1,
SV F4, ML 10, XP 300)

HP: 14 each

2. 4-8 Ooze Primitives looking for people to take back with them.

(AL NE, MV 120'(40'),
AC 4, HD 4, AT 1 Strong Arm,
DG 1d8 HP(See Description),
SV F4, ML 10, XP 135)

HP: 18 each

3. Coo-Acc briefly flying ahead of the party.

4. Something shakes the ground.
For a brief moment a head that looks like Greggiz appears out of the floor then sinks back down.

5. 5 Mweegnot Warriors fighting 6 Ooze Primitives. The party can avoid this if they run away.

Ooze Primitives

(AL NE, MV 120'(40'),
AC 4, HD 4, AT 1 Strong Arm,
DG 1d8 HP(See Description),
SV F4, ML 10, XP 135)

HP: 14 each

Mweegnot Warrior

(AL CE, MV 120'(40') same on
any hard surface,
AC 3, HD 5, AT Sword, bow
or claws,
DG 1d6 or 1d6 or 1d4+1,
SV F5, ML 9, XP 350)

HP: 20 each

6. 2-4 Giant Snails attack.
(AL CE, MV 120'(40') same on
any hard surface,
AC 2, HD 6, AT Charge Ram
or 1 Bite,
DG Charge Ram 1d10 Bite 1d8,
SV F6, ML 10, XP 820)

HP: 25 each

7. Party walks onto a carpet of
regular snails. Characters must
make a save or fall to the ground.
Next round they are carried away
30'-50' in a random direction by
the snails.

8. The party comes upon a very
hungry

Gray Ooze

(AL N, MV 10'(3'),

AC 8, HD 3, AT 1,

DG 2d8,

SV F2, MR 12, XP 80).

Acid from a hit destroys any
armor in 1 turn. Regardless of
the armor the ooze stays
attached and does 2d8 every
round. Immune to fire and cold.
Weapons and lightning do normal
damage.

9. An area whose ceiling and floor
is covered with

Green Slime

(AL N, MV 3'(1'),

AC NA automatic hit,

HD 2, AT 1,

DG See Below,

SV F1, MR 12, XP 38).

After a hit all clothing and armor
is destroyed in 6 rounds. After
that the slime eats the character
in 1d4 rounds. Only hurt by fire.
Fire damage is distributed evenly
between character and slime.
Scraping doesn't affect it. A Cure
Disease spells kills it instantly.

HP: 10

10. A cave in. Every character
takes 1d6 HP unless a save is
made. Takes 20-120 minutes to
dig out of. Every character
lessens this time by 10 minutes.

11. Area goes completely dark in a
100' radius. This lasts 1-2 hours.

12. 6-12 Dead adventurers attack.

These are

Zombies

(AL CE, MV 120'(40'),

AC 8, HD 2, AT 1,

DG 1d8,

SV F1, MR 12, XP 29)

HP: 8 each

Immune to mind and sleep spells.
Attacks last every round.

13. Mweegnot Pit. Party falls into a 10' pit and is covered by a net.

Net takes 20 HP of damage to destroy and has an AC of 9. 10 rounds after they fall into it 4 Mweegnot Hunters show up to see what they've caught.

(AL CE, MV 120'(40') same on

any hard surface,

AC 3, HD 4, AT Spear or claws,

DG Spear 1d6 Claws 1d4+1,

SV F4, ML 10, XP 300)

HP: 15 each

14. A very large earth worm attacks

(AL N, MV 150'(50'),

AC 5, HD 6, AT 1,

DG 2d6,

SV F3, MR 8, XP 570).

Can move through the earth at half its normal rate. It attacks by hitting with its head.

HP: 30

15. An Oozitive appears from every possible direction. Any subdued characters are taken back to the community for oozification.

(AL NE, MV 120'(40'),

AC 2, HD 6, AT 1 Arm or

Capture Attack,

DG 1d12/See Description,

SV F6, ML 10, XP 1070)

HP: 30

16. Water begins to fill the 100' area around the party. In one round the party is submerged and will have to swim out of it.

17. Earth shakes and it seems a cave in is imminent.

18. 1-2 small Earth Elementals appear and tell the party to leave the area. If they don't seem to be leaving they attack.

(AL N, MV 60'(20'),

AC 2, HD 8, AT 1,

DG 1d8,

SV F8, MR 10, XP 1,570).

HP: 32, 40

19. Area seems to change shape.

Move the party 100' in some random direction.

20. Another cave in. Party is split in

2. No damage is taken. Takes 20-120 minutes to dig through the cave in. Every character cuts the time down by 10 minutes.

1 Start

Here some stairs lead up to Level 2. The room is moist. There is a very large snail shell at the foot of the stairs. The party can hear the echo of some creature screaming from time to time. As they wait here the areas natural lighting gets dimmer for a bit then brighter.

2 Pool

A pool that is 2' deep covers the area. Very large snail shells can be found floating in it. Most are empty but some have rotting meat inside of them.

3 Ceiling Snails

The ceiling is completely covered with snails. As the party moves through the area each character has a 50% chance per round of having a large mass of snails fall on them. Characters are covered head to toe with snails. These do not negatively effect fighting but makes spell casting impossible. Wiping the snails off takes a round.

4 Snail Pits

3 10' deep pits are filled with snails. Falling in the pits does not cause damage but the character should be treated as he is underwater. He cannot swim in it but sinks 1' a round til they reach the bottom.

After they pass the first pit 4 Giant Snails enter the room. 2 in front and 2 behind. If they can they will try to knock the characters in the pits.

Giant Snail

(AL CE, MV 120'(40')

same on

any hard surface,

AC 2, HD 6, AT Charge Ram

or 1 Bite,

DG Charge Ram 1d10 Bite 1d8,

SV F6, ML 10, XP 820)

HP: 24, 37, 18, 25

5 Crossbow Snail

A Giant Snail hangs on the ceiling. As the party enters it slides to a plate on the ceiling and pushes it in. It is 1 round away from the plate. When the plate is pushed in 4 crossbows pop up from the floor and

shoot at the party, 1d6 HP of damage if a hit occurs. Use the Giant Snail's HD to attack. After the crossbows have fired it will slide over the party and fall on them.

Giant Snail

(AL CE, MV 120'(40')

same on

any hard surface,

AC 2, HD 6, AT Charge Ram

or 1 Bite,

DG Charge Ram 1d10 Bite 1d8,

SV F6, ML 10, XP 820)

HP: 28

6 Retreating Guards

Two Mweegnot Warriors stand at the two tunnels exiting here. They both turn around and flee when they see the party. One heads for the Defense Point 1 area and the other heads for the Defense Point 2 area.

Mweegnot Warrior

(AL CE, MV 120'(40') same on

any hard surface,

AC 3, HD 5, AT Sword, bow

or claws,

DG 1d6 or 1d6 or 1d4+1,

SV F5, ML 9, XP 350)

HP: 19, 22

7 Defense Point 1

3 Mweegnot Warriors and 2 Mweegnot Hunters are here plus one from the Retreating Guards area if it made it here. If the retreating guard makes it here before the party they blow into a horn which is connected by pipes to all of the Mweegnot's Lairs areas. See the Raiding Party area for more details.

Mweegnot Warrior

(AL CE, MV 120'(40') same on
any hard surface,
AC 3, HD 5, AT Sword, bow
or claws,
DG 1d6 or 1d6 or 1d4+1,
SV F5, ML 9, XP 350)

HP: 17, 14, 9

Mweegnot Hunter

(AL CE, MV 120'(40') same on
any hard surface,
AC 3, HD 4, AT Spear or claws,
DG Spear 1d6 Claws 1d4+1,
SV F4, ML 10, XP 300)

HP: 15, 23

8 Defense Point 2

This small cave is almost exactly like the Defense Point 1 area. Over the entrances are nets that are released when the party enters. The characters must make a saving throw or be immobilized. The nets take 20 HP each and have an AC of 9. Once destroyed the trapped characters can move free.

Mweegnot Warrior

(AL CE, MV 120'(40') same on
any hard surface,
AC 3, HD 5, AT Sword, bow
or claws,
DG 1d6 or 1d6 or 1d4+1,
SV F5, ML 9, XP 350)

HP: 18, 12, 28

Mweegnot Hunter

(AL CE, MV 120'(40') same on
any hard surface,
AC 3, HD 4, AT Spear or claws,
DG Spear 1d6 Claws 1d4+1,
SV F4, ML 10, XP 300)

HP: 9, 16

9 Raiding Party

If one of the Retreating Guards made it to their destinations than Mweegnots from the various Mweegnot's Lairs head here. They are building strength to attack the party. 2-5 show up here a round. When there are 20 of them they leave and begin searching for the party. Only Hunters and Warriors show up, do not remove Mweegnots from the Lair areas.

Mweegnot Hunter

(AL CE, MV 120'(40') same on
any hard surface,
AC 3, HD 4, AT Spear or claws,
DG Spear 1d6 Claws 1d4+1,
SV F4, ML 10, XP 300)

HP: 15, 14, 20, 19, 8, 11, 13, 26

Mweegnot Warrior

(AL CE, MV 120'(40') same on
any hard surface,
AC 3, HD 5, AT Sword, bow
or claws,
DG 1d6 or 1d6 or 1d4+1,
SV F5, ML 9, XP 350)

HP:

18, 19, 9, 8, 24, 28,
13, 7, 11, 12, 33, 27

10 Mweegnot's Lairs

Every one of these rooms holds 6-12 Regular Mweegnots in it at any time. They live here and answer the defense call if sounded. Food, water, strange plants, stone knives and little pools filled with snails are typically found here.

Regular Mweegnot

(AL CE, MV 120'(40') same on
any hard surface,
AC 5, HD 2, AT Claws,
DG Claws 1d4,
SV F2, ML 6, XP 29)

Use these HP if you don't want to roll them up:

9, 2, 4, 3, 14, 12, 8, 5, 4, 5, 6, 11

11 Traitor

A corpse is held to the wall by roots that have grown around its arms and legs. Blood still pumps by unknown means and the flesh isn't cold. But the thing is dead. It's a man and it isn't breathing. There are signs of rot in a couple of places. Hanging from a root next to it are several daggers that have dried blood on them. Cutting the corpse causes blood to spill but the wound heals up.

This is the corpse of the man who was directly responsible for the creation of the Mweegnots. He led the people to the cursed altar and told them to sneak around it in the guise of snails. They did so and as the tale goes became the Mweegnots. Before this man could run away they captured him. To the wall they bound him. One of the Mweegnots cursed him in turn. The roots fed on his soul and in exchange they kept his flesh from rotting away through the ages. Mweegnots perform religious ceremonies that involve cutting the corpse. In a sense this corpse has become sacred to them.

12 Mweegnot Tong

The strongest Mweegnot and their "leader". Tong takes charge when there is trouble otherwise she doesn't have much influence over anyone. She is a Mweegnot with more than normal hit dice and does double damage with each hit. She appears twice as large as a Mweegnot Warrior. 4 other Mweegnot Warriors are here with her.

She will say "Nsssk Nssk trouble ones will be slid over and turned to fungi cakes.". The normal Mweegnots will attack the party as she tries to get on their sides. She attacks with a terrible ferocity and they win the initiative automatically every round. If Tong is killed the other Mweegnots will run away and tell everyone what has happened. Morale checks will be at -2 from that point on for the Mweegnots.

Tong carries some things in her shell. These are easily found in the place where her flesh meets the shell if it is probed. A club +1, a small shield +1 and a potion of strength. These can be found one at a time for every round of searching.

Tong

Alignment: Chaotic Evil

Movement: 120'(40')
same on any
hard surface

Armor Class: 0

Hit Dice: 10(50 HP)

Attacks: 1 Two handed sword or
Claws

Damage: Two handed sword
1d10 + 2
/Claws 1d8+2

Save: F10

Morale: 12

XP: 2400

HP: 50

Mweegnot Warrior

(AL CE, MV 120'(40') same on
any hard surface,

AC 3, HD 5, AT Sword, bow
or claws,

DG 1d6 or 1d6 or 1d4+1,
SV F5, ML 9, XP 350)

HP: 20, 25, 18, 28

13 Last Of The First

The entrance is draped with a bunch of Jibbler skins. The skins are independent of each other. Inside is a dead Jibbler who is being cut apart by two Ancient Mweegnots. They look up at the party and ask them if they are here to take them away from this place. They have been here for what seems an eternity. Their parents told them that they are not supposed to be this way. Something about being a mixture of man, snail and a curse. They know if they get away from the other Mweegnots they can find someone that can make them human again.

While they are talking to the party 6 Mweegnot Warriors station themselves outside of the area. The Ancient Mweegnots will ask the party to fetch them some water and then they will give them some special things. They can get them out of here a little later. If the party does so the Mweegnots attack. If 2 of the Mweegnots are killed the Ancient Mweegnots join the fight. Otherwise they stay out of harms way. When any character is hit by a Mweegnot it elicits loud howls and claps from the Ancient Mweegnots. It's like a show they are watching.

Ancient Mweegnot
(AL CE, MV 120'(40') same on
any hard surface,
AC 0, HD 8, AT 2 Flails or
Claws,
DG Flail 1d6 + 1 each
Claws 1d6+1,
SV F8, ML 10, XP 1560)

HP: 52, 39

One casts the suggested Magic User
spells while the other casts the
suggested Cleric spells.

Casts spells as a 5th level
cleric or magic user

Magic User Spells:

- 1: Burning Hands, Magic Missile
- 2: Invisibility, Web
- 3: Lightning Bolt

Cleric Spells:

- 1: Protection From Good,
Sanctuary, Cure Light Wounds
- 2: Hold Person,
Silence 15' Radius
- 3: Dispel Magic

Mweegnot Warrior
(AL CE, MV 120'(40') same on
any hard surface,
AC 3, HD 5, AT Sword, bow
or claws,
DG 1d6 or 1d6 or 1d4+1,
SV F5, ML 9, XP 350)

HP: 22, 20, 17, 14, 16, 25

14 Mindless Ancient Mweegnots

The small caves entrances are
blocked by a large circular stone that
can be wheeled out of the way from
the outside. Inside of the caves rests
an Ancient Mweegnot. These are
some of the first Mweegnots that ever
lived and have never died. Their
bodies are strong but their minds have
rotted away. They will look at the party
and slobber. Some will point at their
mouths as though they want to be fed.
There is only a 25% chance it will be
violent. These will talk to the party
accusing them of cursing them to be
snail monsters forever.

Ancient Mweegnot
(AL CE, MV 120'(40') same on
any hard surface,
AC 0, HD 8, AT 2 Flails or
 \ Claws,
DG Flail 1d6 + 1 each
 Claws 1d6+1,
SV F8, ML 10, XP 1560)

HP: 45 each

Can't cast spells since their crazy.

15 Mweegnot Tombs

This caves are exactly like the Mindless Ancient Mweegnots areas. The difference is that the Ancient Mweegnots are dead. 2-4 of them are buried underneath a pile of giant snail shells. The snail part of their flesh has rotted away while the human part is dried up. Each one has 10 GP placed with them in a small cup sized snail shell. One of them will have a Club +2.

After The Party Leaves The Mweegnot Areas

If there was fighting then they will send Mweegnots after them. Every hour(for 2 days) roll a d6 and if a 1 comes up a war band arrives. If there wasn't fighting and they were detected roll a d6 every 8 hours and if a 1 comes up a war band arrives. A war band will be made up of:

1d4 Mweegnot Hunters

2d4 Mweegnot Warriors

If Tong is still alive there is a 1 in 10 chance she will be with them.

16 Undead Fishes

A cavern with a pool filled with undead fishes. The fishes bump into anything that gets close to them. They do not bite as they feel no hunger. If they are taken from the water they keep moving. They wiggle on the ground, bag, hand, etc... . The wiggling never stops.

Eating even one is a mistake. Anyone who does so will have to make a saving throw or become a zombie in 1-2 weeks. The transformation isn't obvious until half way through. A Cure Disease spell will reverse the changes.

Loose mud areas surround the

pool. They are far enough away that they do not interfere with anyone close to the pool. Digging into them reveals nothing.

As the party inspects the fishes 5 Zombie Mweegnots will rise out of the mud areas behind them. The Mweegnots get very hungry at times and the ones that become zombies end up here. These things will continue to follow the party until destroyed.

Zombie Mweegnots

Alignment: Chaotic Evil

Movement: 60'(20')

same on any
hard surface

Armor Class: 8

Hit Dice: 2

Attacks: Claws

Damage: Claws 1d6

Save: F2

Morale: 12

XP: 29

HP: 8, 6, 15, 4, 7

Immune to mind and sleep spells.

After The Initial Mweegnot Zombie Fight

Each time the party enters here 5 more Zombie Mweegnots will rise from the mud. To keep things quick use the same zombie HP as used the first time.

17 Mud Bubbles

The room has several puddles of mud all across it. It's easy to walk around them. Every round 5-10 mud bubbles float out of the puddles. These are harmless but they will pop and leave a big mess on any characters they bump into.

18 Greggiz The Terrifying



A pool of water is in one corner of this cave. In the center of the cave is a pile of giant snail shells. A large depression in the ground with soft gunk is close to the pile. It is a bed of some sorts. Close to the party is a large sack that is as big as 6 characters. The room is empty for a 2-8 rounds but then a giant walks in.

Down with the Mweegnots is Greggiz. He is a Hill Giant that has become one with the cave's environment. His skin is mud brown with big dark spots all over, head bald and both of his arms are missing. He wears armor shorts that is made up of Mweegnot and Giant Snail shells. Greggiz will grin at the party and say "Different food good. Eat the weak ones first."

Greggiz can attack anywhere where there is dirt and rock. When he wants rocks fly out of the ground and form arms for him. His attack is either direct or he punches the ground. When he punches the ground his arm goes into it and comes up anywhere he wishes.

Any character he kills will be pulled to him by his long arm and down his throat he will swallow him. He will laugh and grin at the party each time he does this. If killed Greggiz arms fall apart and he begins sinking into the ground. After 10 rounds he no longer exists. The only thing left of him will be his large shell armor shorts. Dead characters can be found buried where he sunk into the ground.

The sack holds two Mweegnot Warriors. One is dead. The other will run back to the other Mweegnots as soon as it can. It was caught by Greggiz hours ago. Its companion was killed immediately. If asked about the other Mweegnots it will tell lies to the party. Such as the number of Mweegnots is so vast the party would be overwhelmed if they attacked. Or that their master is a demon of unbelievable power and he will begin searching for him if he does not return.

Also in the sack is a 126 GP, a short sword +1 and 3 potions of Cure Serious Wounds. The sack will be too big for the characters to take with them. They can try dragging it around but it will not prove to be of much use. Perhaps it can be cut up and used as

blankets.

Greggiz

Alignment: Chaotic(Evil)

Movement: 120' (40')

Armor Class: 4

Hit Dice: 14(76 HP)

Attacks: 2(Attack anyone in the
cave, see above)

Damage: 2d8/2d8

Save: F14

Morale: 10

XP: 2400

HP: 76

Mweegnot Warrior

(AL CE, MV 120'(40') same on
any hard surface,

AC 3, HD 5, AT Sword, bow
or claws,

DG 1d6 or 1d6 or 1d4+1,

SV F5, ML 9, XP 350)

HP: 10

19 Wall Paintings

On the wall are primitive paintings. They depict men changing into snails. It's hard to say what the paint is made of. They seem old and it is hard to make things out. Everything seems faded.

If the party touches the painting the area shakes. Rock and dirt fall from the ceiling. A big crack opens under a character's feet.

20 Broken Curse Altar

An altar that is broken in two is in two different parts of the room. As the party enters the area they can feel something affecting them but it's not clear what. When they get close to one of the altar pieces the feeling gets stronger.

They will be safe unless they put the two altar pieces together. Then they start to change. Every round in the area they begin to become snail like. At the 10th round they will have changed into Mweegnots. There is no way to change back short of a wish or miracle.

This altar is what made the polymorphed humans become Mweegnots. They broke it when they realized what it had done. Ever since the pieces have been trying to turn

other beings into Mweegnots. The Mweegnots when they broke it warped its magic so that the altar can only turn others into Mweegnots. Now the pieces wait for other unsuspecting adventurers to join the Mweegnots forever as snail men.

21 Big Drop

The cave has a big hole in the ground. It is 1000' deep. At the bottom is treasure: banged up Plate Mail +2, a Large Shield +1 and a two handed sword +2. Broken bones are in the armor and around it. Some large snail shells are protruding from the ground.

22 1' Deep Water

The cave is filled with 1' of water. Very small 1 inch fishes can be seen swimming around.

23 3' Deep Water

The cave is filled with 3' of water. The entrances gradually go up and the floor of the cave goes down from them. ½ foot long fishes are swimming around in it.

24 5' Deep Water

The cave is filled with 5' of water. The floor goes down and the water is at the level of the entrances. 2' long fishes swim in it.

25 Waterfalls

2 waterfalls are across from each other. Their water makes 10' wide 4' deep pools but nothing more. There is 40 GP in one pool. If anyone starts to collect the gold they will notice something swim by them as they do this. They won't be able to say what it was but there was something. It will become apparent to them if they enter the Water Pudding area.

26 Water Pudding

The room is filled with 10' of water. At the bottom of the water can be seen several skeletons. Gold is strewn across the floor. There is 1372 GP to collect. A hammer is sunk part way in the mud at about the center of the room. There isn't any gold around it for 20'. The handle is visible and looks like a stick. It is easy to grab and use. The hammer is +1. When it

hits a creatures such as a pudding or an ooze the hammer head turns to fire. The damage done to them is fire damage.

Swimming in this water is a variant of the Black Pudding called the Water Pudding. It is translucent and difficult to see in the water. It swims at the same rate as the Black Pudding moves on ground. In addition to being hurt by fire it is also hurt by cold.

Water Pudding

(AL N, MV 60'(20'),
AC 6, HD 10, AT 1,
DG 3d8,
SV F5, ML 12. XP 3,800)

HP: 49

The pudding moves in water at the same rate as it moves on surfaces. Can squeeze through cracks. Only fire and cold damages it. Every hit creates a smaller pudding that has 2 HD and deals 1d8 HP of damage. The water pudding is tricky in that only fire and cold hurts it and its natural habitat is water. To hurt it the thing must be on the surface of the water or the fire or cold must be able to function underwater.

27 Invisibo

In a pile against a wall are 5 skeletons. One still has a short sword in its hands. Pick an appropriate character for Invisibo(see below). The skeletons arm will rise up and point the sword at the character. "Invisibo!" the skeleton will shout. The sword will fly out of its hand and into the character's hand. If both hands have something in them one of them will drop what it is carrying for Invisibo.

Invisibo is a magical short sword. It is +1 and +2 against invisible creatures. By saying "Invisibo" the character can become invisible 3 times a day. This lasts an hour. It is just like the spell Invisibility. The character will hear "Invisibo" mentally whispered each time it is drawn.

Once the sword is in the character's hands the skeletons will begin to stand up. They will say "Friends we have been waiting for you". Towards the party they will walk saying "We have been waiting for you" over and over. When they are close to the party they will start to attack them. They are ordinary Skeletons.

Skeleton

(AL CE, MV 60'(20'),
AC 7, HD 1, AT 1,
DG 1d6,
SV F1 MR 12 XP 13)

HP: 7, 5, 6, 5, 8

Unaffected by sleep and charm spells.

28 Big Door

A huge door stands before the party. It is at least 20' tall and 10' wide. There isn't a door knob but it can be opened with a combined Strength of 19 or more is applied to it.

29 Big Chairs

Two 10' tall chairs are sitting against a wall. A 10' square table is between them. On it is a 3' tall bottle which contains some awful tasting alcoholic drink. A large 10' x 10' blanket is behind one of them.

30 Greggiz's Witch

Living in comfort and relative isolation is a female Ogre Mage. She calls herself a witch and assists Greggiz from time to time. She will be sitting on the ground by a 3' diameter glowing hot stone. Her eyes are closed and she seems to be enjoying herself. Before she opens her eyes she will say "Greggiz is that you?".

When she notices the party she will tell them that this is not a place for humans or other smallings. She will let them leave alive if they leave one magic user behind. She throws some manacles at the party's feet and tells them to put the magic user's hands in it. If the party refuses she throws the ball at them which blows up as a 6th level Fireball. Then she attacks. If the way is open and she is severely wounded she will make for the Greggiz The Terrifying area.

Ogre Mage

(AL LE MV 90'(30')/Fly 150'(50'),

AC 4, HD 5+2, AT 1,

DG 1d12,

SV MU5, ML 9. XP 660)

HP: 28

It can fly for 12 turns. Use these spell like abilities at will: Darkness 10'

Radius, Invisibility and Polymorph Self. Once a day can use the following: Charm Person, Gaseous Form, Sleep, and a Cone of Cold (as the wand of ice for 8d6 damage) It regenerates 1 HP a round.

31 Bedroom

A large bed with skulls laying all over it. A big chest contains the preserved remains of 7 wizards. The bodies have several scrolls on them: Invisibility, Fireball x 2, Lightning Bolt and Web x 3. Under the covers of the bed is a skull that can be opened at the top. Inside of it is 5000 GP worth of gems and diamonds.

32 Twisted Rootants

Each one of these caves has giant roots growing in it. They are 10' wide and as least as long. What plant or tree do they belong to? Among the roots is a variant of the Treant called the Rootant. These will rest unless the party touches the roots. Then what appears to be large root awakens and begins to attack. It will yell "This is where we grow not you!" or "Go back to the sun where you belong!". It is always about the party not belonging in the caves.

Twisted Rootants(Treant variant)

(AL CE MV 60'(20'),

AC 2, HD 8, AT 2,

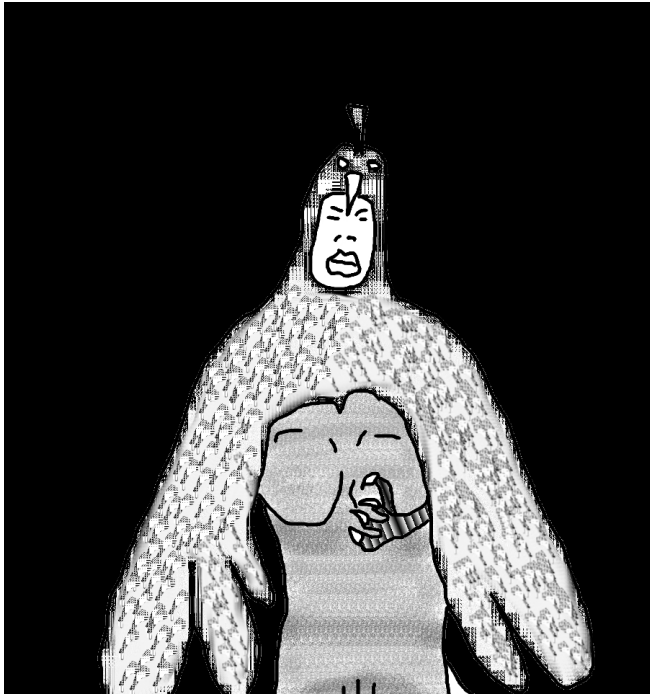
DG 2d6/2d6,

SV F8, ML 6. XP 1560)

HP: 36 each

Can animate other giant roots within 60'. Only 2 at a time can be controlled. These have the same characteristics as the Rootant but can only move 30'(5')

33 Coo-Acc



A little stream flows into the cave. The water disappears into some sand. Large worms can be seen crawling around it.

A 9' tall woman stands next to the sand. She is wearing a cloak made of different kinds of feathers. A hat she wears with a large beak coming out of the front. Her skin is orange and her hair is black. For hands and feet she has bird claws. She reaches into a bag she has on her side and pulls out a large worm and eats it.

This is Coo-Acc, a spawn of the Face Stealer. She is sizing the party up. If the party doesn't attack right away she begins talking to them. She tells them that this place would be hers

if it wasn't for the strange giant. If they agree to work with her she will lead the party to him and they can kill him together. If not they should move on. These worms are ready to be eaten.

Coo-Acc doesn't want to fight Greggiz. What she wants to do is push the party into the Big Drop. When the party agrees to fight Greggiz with her she tells them they need to get some things and leads them there. She tries to get them all to stand at the edge of it and look in. "Some things are in it that they can use." she says. If any of the party does as she says she extends both of her wings and tries to push them all into the pit. After that she takes to the air and attempts to grab characters one at a time. Every character she grabs she drops into the pit.

If the party fights her in the cave she takes to the air. She uses the same tactics but instead of dropping them in the pit she flies 20' up and drops them to the ground. If she gets wounded severely(75% HP gone) she will head for the Big Drop and hide at the bottom. When she has regenerated to full strength she will return here.

Coo-Acc has different attack abilities. She can use all her claws on 2 targets each round. She can extend her wings out(15' wing span) and do a power flight. The power flight carries her forward 10'. Anyone caught in her wing span must make a save or be pushed forward another 10'. If she

wants she can forgo doing damage to a character. If she hits with 2 of her 4 claws she has the character in her claws and can fly away with him. To break free the character must score a non damaging hit against her at -2. When that happens all her claws let go. 3 times a day Coo-Acc can unleash a lightning bolt(as the spell) for a maximum of 6d6 HP of damage.

Coo-Acc keeps her treasure in her worm bag. She has 690 GP and a few items: Slippers of Spider Climbing, a Decanter Of Endless Water and a 10 feathers that allow the holder of one to fly. The feather's fly is like the Fly spell and lasts one hour. Every feather used causes it to burn up.

Regenerate 2 HP a round.

Coo-Acc

Alignment: Chaotic Evil

Movement: 120'(40')

Fly 180'(60')

Armor Class: 0

Hit Dice: 10(49 HP)

Attacks: 4 Claws(See Above)

Damage: Claws 1d6

Save: F10

Morale: 12(See Above)

XP: 3100

HP: 49

34 Steam Tunnel

Every 3 rounds the tunnel is filled with hot steam. The steam comes from all directions. Anyone in the tunnel when it happens takes 1d8 HP of damage. A save cuts this in half. When the party enters the tunnel that is round 1. The party can wait and watch the steam fill the tunnel and they will not be affected as long as they are outside of it.

35 Ooze Marauders

As the party is half way through the cave a group of 12 Ooze Primitives rise out of the ground. Their goal is to capture 1 or all of the party. If they knock a character out 2 of them will drag his body back at their normal movement rate to the Into The Ooze Womb area.

Ooze Primitives

(AL NE, MV 120'(40'),

AC 4, HD 4, AT 1 Strong Arm,

DG 1d8 HP(See Description),

SV F4, ML 10, XP 135)

HP:

14, 22, 30, 19, 31,

9, 8, 16, 19, 12,

26, 14

36 Gate To The Ooze People's Place

A dimly lit area with several Ooze Primitives walking around. Against a wall is an open gate made up of bones tied together. 2 Ooze Primitives are watching each approach to the gate. At the first sign of trouble a fourth of the Ooze Primitives get behind the gate and shut it. They tie it shut with strong ropes. The rest take up defensive positions.

The ones behind the gate move further back and watch to see if anyone breaks through. If they do one of them runs off to warn the others. The rest hold their ground.

The gate itself is difficult to break. Each half of it has 100 HP and an AC of 0. The ropes are easier with an AC of 7 and 50 HP. Once the ropes are cut it takes a combined Strength of 20 to move the gate. One round will be enough to open it up.

Ooze Primitives

(AL NE, MV 120'(40'),
AC 4, HD 4, AT 1 Strong Arm,
DG 1d8 HP(See Description),
SV F4, ML 10, XP 135)

Around the gate HP:

19, 18, 12, 11, 16,
18, 10, 19, 18, 24,
17, 23

Pairs at approaches HP:

17, 16, 19, 9,
18, 11, 16, 4

37 Rolling Vats

As the party reaches this part in the tunnel a huge empty vat comes rolling down. Everyone must make a saving throw or take 3-24 HP. Every 2 rounds another vat comes rolling down. The Ooze People have 5 vats to attack with.

38 Vat Launching Place

4 Ooze Primitives have 5 large empty vats to roll down the Rolling Vats passage/area. If they haven't used them all up 2 pairs will be carrying a vat to roll down it. They will be taken by surprise thinking that their vats had killed the party off or stalled them.

Ooze Primitives

(AL NE, MV 120'(40'),
AC 4, HD 4, AT 1 Strong Arm,
DG 1d8 HP(See Description),
SV F4, ML 10, XP 135)

HP: 19, 16, 14, 6

39 Into The Ooze Womb

5 large vats rest on a natural platform. Each one contains an Ooze Womb. Any captured characters are put into one of these. 2 of them have normal humans in them. In 3 more days they will rise out as fresh Ooze Primitives.

Ooze Womb

(AL NE, MV 0,
AC 9, HD 15, AT 0,
DG 0,
SV F15, ML 12, XP 2400)

HP: 60 HP

40 Future Ooze Womers

Captured people are kept here. 10 hapless 0 level humans are currently kept here. Where did they get them? They say they came to the Perfectorium and went to sleep under the stars. They woke up here. 4 Ooze Primitives keep the area under guard.

People HP: 2 each

Ooze Primitives

(AL NE, MV 120'(40'),
AC 4, HD 4, AT 1 Strong Arm,
DG 1d8 HP(See Description),
SV F4, ML 10, XP 135)

HP: 14, 16, 19, 26

41 Oozitives Strike

8 Ooze Primitives are in here. As the party enters they back up against the other entrance. When the party gets closer they split into two groups. The entrance is now open. In walk 4 Oozitives. They split up and join the two groups. Each is trying to find the best position to engage the party with. One group wants to get behind them. The other will attack just to let them get behind the party.

Ooze Primitives

(AL NE, MV 120'(40'),
AC 4, HD 4, AT 1 Strong Arm,
DG 1d8 HP(See Description),
SV F4, ML 10, XP 135)

HP: 18, 15, 22, 13, 14, 9, 22, 20

Oozitive

(AL NE, MV 120'(40'),
AC 2, HD 6, AT 1 Arm or
Capture Attack,
DG 1d12/See Description,
SV F6, ML 10, XP 1070)

HP: 31, 26, 38, 16

42 Oozers Community

A group of 20 Ooze Primitives and 4 Oozitives live here. They have 1 Ooze Womb in a vat that they guard with their lives. To lose the last one is to see the death of the community. If the party destroys the Ooze Womb the Oozers will despair and lose their form. On the ground are puddles of ooze where they were standing. Are they dead?

Ooze Primitives

(AL NE, MV 120'(40'),
AC 4, HD 4, AT 1 Strong Arm,
DG 1d8 HP(See Description),
SV F4, ML 10, XP 135)

HP:

11, 12, 14, 18, 22,
19, 8, 13, 21, 20,
13, 9, 10, 15, 18, 30,
14, 7, 9, 22

Oozitive

(AL NE, MV 120'(40'),
AC 2, HD 6, AT 1 Arm or
Capture Attack,
DG 1d12/See Description,
SV F6, ML 10, XP 1070)

HP: 32, 28, 40, 24

Ooze Womb

(AL NE, MV 0,
AC 9, HD 15, AT 0,
DG 0,
SV F15, ML 12, XP 2400)

HP: 60

43 Mother Of All Ooze Wombs

free. One undead per level of the character can be controlled.

Inside of a wall is large(20' wide 30' long 10' tall) natural alcove. 5 empty vats are on each side of it. Inside of it is a pool of gray liquid. Touching it burns but does no damage. This is where Ooze Wombs come from. Every 100 years something forms on top of it. The Ooze Primitives gently move it into a vat. That something is a new Ooze Womb.

Floating in the liquid is a a vat that they put Ooze Wombs in. If the party retrieves it they will find this inside of it:

2599 GP

A bone club that does 1d6 HP of fire damage to any ooze, jelly, oozer, pudding, etc... .

A wand of Oozer destruction(5 charges). Using it on an Oozer of any type instantly destroys it.

A potion of regeneration.

A skull helmet that if worn allows one to control undead under 6 HD. Can target 1d4 each round and only once. They can make a saving throw or become the helmet's servants. If the helmet is taken off the undead are

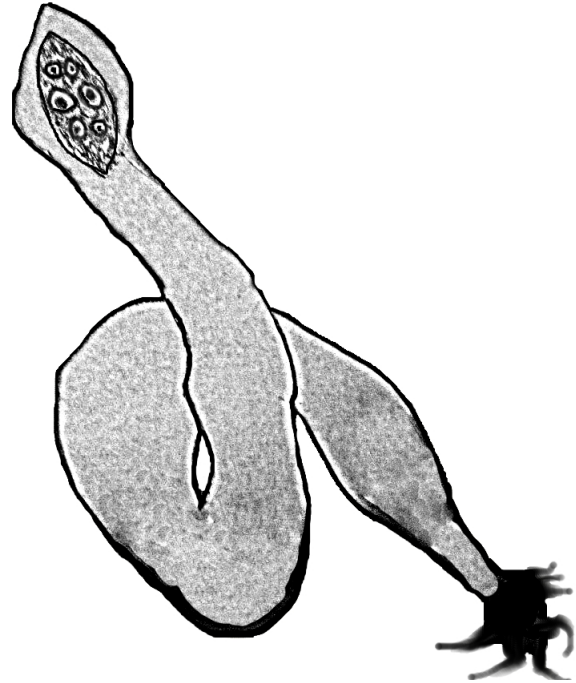
○ Level 4 Face Stealer's Chambers

Interior And Lighting

The caves and tunnels are brown and black dirt and stone. When the party gets to the Face Stealer's Chambers(pass the tentacles door) it is like the level 1 stone: white and smooth. The Face Stealer's Chambers have magical lighting. The guard areas have torches distributed around them so they can see everything. Otherwise there is no lighting.

Frequent Encounters

Exalted Tentacles



Tentacles the Face Stealer has lost. Sometimes things go wrong with Orbs and they get cut off. They migrate down here searching for the Face Stealer. Attacks anyone who is not in his service on sight.

These things attack by smashing the club end of their bodies down on someone. If they roll a 19 or up and hit someone who isn't wearing a helmet then special damage is applied. Roll normal damage and roll a d8. The d8 is the HP the opponent takes each round after the initial hit. Every round this continues until death or any type of magical cure is used. A terrible red mark covers the face and gets

deeper each round. If the Exalted Tentacle doesn't move during the round then they can use their flailing ability. The tentacle goes wild and becomes harder to hit. Anyone within 10' attacks it at -2. Beyond that point it is at -1.

Exalted Tentacle

Alignment: Chaotic Evil

Movement: 135'(45')

Armor Class: 2

Hit Dice: 10

Attacks: 1

Damage: 1d12

Save: F10

Morale: 10

XP: 2400

Depercles



When a Lesser Perfector dies his body is sent to this level. The Face Stealer's presence is very powerful here. Its dark presence wraps around the corpse and gives it life again. The corpse loses its lower half and a large tentacle sprouts out of it. When the club of the tentacles starts to move the Perfector is reborn. It is now a Depercles. On its face, above its eyes, a small black skull appears like a dark tattoo. The robe it was wearing is

ripped by its hands and its tentacle. It hangs shredded from its body.

The Depercles attacks with its powerful tentacle/tail. Once per day the Depercles can use a power that charms and polymorphs an opponent. If they fail their save they turn into an Exalted Tentacle under the control of the Depercles. This lasts until the Depercles is destroyed or a day has passed. If more than one Depercles is present 2 can join together and sacrifice themselves. A black energy beam shoots out of them and into an opponent. Either a saving throw is made or the target is hit with the Disintegrate spell. The Depercles do not get a save and are devoured by the energy. 5 times a day it can use a version of the Flaming Hands spell. This ability manifests itself as white fire that is terrible cold. Damage from this is not fire but cold. The target takes 8 points of damage.

Depercles

Alignment: Chaotic Evil

Movement: 120'(40')

Armor Class: 4

Hit Dice: 8

Attacks: 1

Damage: 1d10

Save: MU8

Morale: 10

XP: 2060

Random Encounters

The different areas of this level are fairly empty. Up to the Drop Portal 1 area there is a 3 in 10 chance every 30 minutes(3 turns) that the party will run into a patrol. This will consist of 6-12 magic warriors detailed in the Wounded Guard Station area. Beyond that point other encounters are detailed below. Once inside of the Face Stealer's Chambers(past the tentacles door) there are no random encounters. Things are very controlled there.

1 Start

Ropes hang upwards to a ceiling that is not visible from the floor. Slime covers the floor. Slither noises can be heard echoing from all directions.

Climbing the ropes takes awhile. They lead to the Level 1 Ropes And Big Hole area.

2 Wounded Guard Stations

These 30' x 30' x 10' buildings are made out of metal. There is a door in each side. Out of them run 15 men with weapons sticking in them. Some have swords in the head, another a spear through the chest, daggers plunged into the legs, etc... . They yell and pull a weapon out of their bodies.

First they charge and if some fall then they pull back and try to form a semi circle around them. Then they close in for the final hand to hand.

These are normal men that have been changed by Hib. Only magical weapons can harm them. Normal weapons, as the party has seen, may appear to cause damage but do none in actuality. Beyond that they are all 1st level fighters who fight to the death for Hib. At each station 5 will fight with daggers, 5 with long swords and 5 with spears.

Station Guards

(AL LE MV 120'(40')

AC: 5(chain), HD 1, AT 1,

DG by weapon type,

SV F1, XP: 13)

Station 1 HP:

8, 4, 3, 8, 5, 6, 2, 2, 7, 7,
8, 8, 2, 3, 15

Station 2 HP:

6, 6, 5, 3, 3, 4, 6, 7, 8, 8,
6, 6, 5, 4, 15

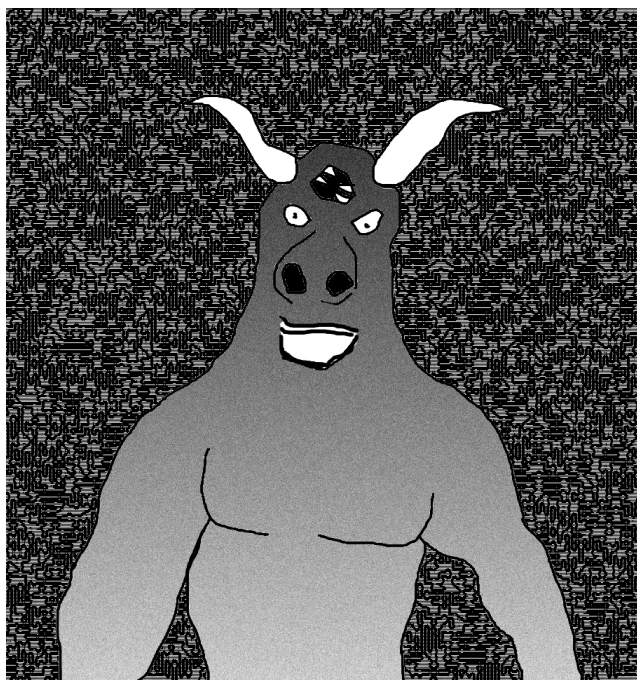
Station 3 HP:

7, 3, 6, 6, 8, 7, 7, 6, 5, 4,
5, 3, 7, 7, 15

is a Mawotaur (A Minotaur of the Perfectorium). He has good eye left. The other is blind and looks in wildly different directions than what the one good eye is looking at. In the center of his forehead is a maw that closes and opens. Almost like he is a stage 3 Receiver.

He too has been altered like the guards to be immune to non-magical weapons. The Mawotaur leads the charge and does not retreat against the party. His weapon is a Great Axe +1 that blinds on a hit unless a save is made. Blindness lasts 1-4 rounds. The axe only works in the hands of the Mawotaur.

3 Mawotaur



Station Guards

(AL LE, MV 120'(40'),
AC 5(chain), HD 1, AT 1,
DG by weapon type,
SV: F1, XP: 13)

HP:

5, 4, 8, 8, 7, 5, 6, 8, 4, 5,
8, 10, 10, 15, 15

This guard station is just like the Wounded Guard Stations areas. Giant Axes Hang next to the doors. In addition to the magical warriors there

Mawotaur

(AL CE, MV 120'(40'),

AC 5, HD 6, AT 2 or weapon,

DG 1d6/1d6 or

Axe 1d8 + 1(see above),

SV F6, ML 12. XP 1070)

HP: 36

4 Double Doom Doors

Two large black stone doors with handles on each. One door has a hammer while the other has a person on the ground depicted. If anyone pulls on the handles both doors fall forward smashing those who are within 10' of them. They take 1d10 HP of damage and are trapped underneath them. It takes a trapped character 10 rounds to get out. 5 rounds if people assist the character.

Lengi's Old Home

The following L areas are Lengi's old home. If the party has not met him in Level 1 then this area will alter that encounter/area. Lengi if reactivated will know that the party has been here and ask them if they liked his home. If the party has his staff he will be willing to negotiate for it. If they trade him the staff he will tell them about something secret. The trade will give them the location of Lengi's Secret Treasure. He will not try to destroy the party and walk away to inspect his staff.

5-L Twisting People Door

The door is shaped like and depicts two naked humans twisted around each other like snakes. There isn't a handle and pushing on it does not open it. Only by touching the heads of both will it swing open.

6-L First Room

3 tables, 4 rotting comfy chairs, a torn rug that covers only half of the floor, a broken black marble statue of a tentacle and small cockroaches fill this room. One gets the impression that something is watching them. Are

those cockroaches over there or eyes?

On one of the tables is a book with a loose page. The page describes the Drop Point 1 and Drop Point 2 areas. If one looks at the pages around where it was stuck they will learn that these are transport spots. The rest of the book is filled with drawings of strange buildings and text describing what they were for.

7-L Burned Library

Charred book cases covered with the ashes of burned books fill this room. Movement is at ½ the normal rate through here.

8-L Perfect Rest Room

The room has a wonderful warm feel to it. A large mattress is propped up against the wall. It seems to weigh nothing. 2 people can rest on it at a time. Anyone who lays on it will get 8 hours of rest in 1 hour. With the door shut nothing will intrude. It is as though the room is on another planet. The mattress only improves one's resting in this area.

9-L Staff Branches

2 rootless leafless trees are leaning against the walls. Each tree has a staff hidden among its branches. If a tree is inspected they will find a perfectly straight branch. The trunk has a hole that the staff is stuck into. One is a staff that opens the secret door to Lengi's Secret Treasure area. This does not radiate magic. It has 3 doors etched in the wood. The other staff is a Staff of The Magi(27 charges). Lengi will identify this as his staff.

A Gem of Seeing.

Scrolls of Wall Of Fire, Wall Of Ice and Wall Of Force.

A short sword that disintegrates Exalted Tentacles if they fail a save on a hit. It is +3 vs demons. Otherwise it functions as a +1 sword.

10-L Lengi's Secret Treasure

If the party bangs the wall that contains the secret door with the door staff from the Staff Branches area it will open up/disappear. Banging it again causes it to return.

A big pile of gold fills the room. 7492 GP to be exact. A couple of chests are laying on top of it. One is empty. The other contains:

3 potions that stop aging. Drinking one potion will stop aging for 5 years.

A necklace of magic missiles(20 charges. Using it casts magic missile).

11 Fire Cone Stuff

A black stone cone that is 5' in diameter and rises 3' is in the center of the room.. At the top is a 1' opening. There is a red energy field over it. Beneath it and in the cone is churning substance that looks like lava. Fire shoots up from it and bounces off the field. It doesn't appear that anything from outside the cone can penetrate the field either.

Against another wall is a small shelf cut into the wall. In it is a black stone. The stone does not radiate any magic but it seems very cold to the touch. If the stone is placed in the energy field it floats in it and makes an opening.

Fire leaps out of the opening and the hot lava starts to rise in the cone. The party has a 2d4 rounds before it overflows the cone and starts to fill the room. The room will fill up at a rate of 1' per round but will not go any further than the room. When it has reached the 5' high level it stops. Anyone who touches the stuff takes 1d12 HP of fire damage. The lava flow can be stopped by removing the stone from the energy field. Any overflow becomes part of the ground in half an hour.

If the party sticks any metal weapon in the cone it becomes a Flame Tongue for 24 hours. Unlike the regular Flame Tongue sword the fire

and light cannot be turned off. Sheathing the weapon is impossible as the fire would consume the sheath and anything that is touching it.

12 Water And Air Trap

The room is circular with a floor divided into 4 sections. 2 of them are filled with water, the other two are solid. The divisions are in this order ground, water, ground, water. The water is 10' deep. In the center of the circle is a round metal plate that is also has 4 divisions. At the wide end of the solid divisions is a metal wheel, one per division.

The party will find that they can only get 10' into the room. Something is keeping them from moving beyond that. If they shut the door then they can walk freely in the room. It locks when it is shut. Picking and opening the lock restores whatever was holding them back. It pushes everyone back to the door area.

If one of the wheels is turned the central circle opens up and everyone begins to get sucked towards it. Each round a character must make a saving throw or get pulled 10'-30' towards it. Anyone pulled into it is gone. Perhaps never to be seen again. If anyone is in the water they are immune to the pull of the circle. The other wheel if turned will shut the circle and everything returns to normal.

13 Triple Door Threat

3 large double doors are in this room. Each is in a different wall. The doors appear to be exactly the same as the others. They are made of black stone and have handles. A large face of a man spitting is in the center of each door.

2 of these double doors are traps. Pulling on the handles results in acid being spit out of the faces and onto the handle puller. The character takes 1d10 HP of acid damage and does not budge the door. There is nothing behind these doors and opening them is impossible.

The double doors that are not trapped changes shape when the handles are pulled. Both of the mouths open up wide enough that anyone can pass through them. The doors don't move at all. Once the party is through the doors the mouths close. The other side of the doors are the same as the front side. Opening them requires the same actions.

14 False Drop Portals

These pits appear almost exactly like the ones in the Drop Portal 1 and Drop Portal 2 areas. The difference being that there is a bottom in the

darkness and they don't take anyone anywhere. Walking into them results in the character falling to the bottom which is 20' down. To the others he will seem lost in the darkness. They won't be able to see him.

15 Drop Portal 1

Before the party is a large pit. It is completely dark and it is impossible to see the bottom as there isn't one. Anyone that falls into the pit will rise and float out of the one in the Drop Portal 2 area. They can walk out of the pit. To return they must enter the pit again.

16 Drop Portal 2

This is just like the pit in the Drop Portal 1 area. The exception being that when the pit here is entered the character appears floating over the pit there.

After Drop Portal 2

There will be no random encounters until the party gets past the More Depercles area. The Exalted Tentacles and Depercles will keep them preoccupied.

17 Tentacle Tunnels

Several Exalted Tentacles slithers around these tunnels. The party will be ignored by them if they stand still and don't make a noise. It will slide on by and return in 10 minutes(1 turn). Every spot marked on the map is where a single Exalted Tentacle patrols.

Exalted Tentacles
(AL CE, MV 135'(45'),
AC 2, HD 10, AT 1,
DG 1d12,
SV F10, ML 10, XP 2400)

HP: 60 each

18 First Depercle

A sarcophagus rests in this cave. Before the party can do anything the lid flies into the air and a bizarre looking man rises. Its bottom at first seems like a snake but soon reveals itself to be a tentacle. This thing is a Depercles and it attacks the party in complete madness.

Depercles
(AL CE, MV 120'(40'),
AC 4, HD 8, AT 1,
DG 1d10,
SV MU8, ML 10, XP 2060)

HP: 45

19 More Depercles

Along the wall standing up are 3 empty sarcophaguses. The lids are rubble at the foot of them. As the party gets halfway through the room it goes pitch black for a moment. Then light returns and there are three Depercles. They are arranged in a way that their positions form a triangle around the party. One of them says "Look at our rewards. We died but our master made us part of him. You will die and die and die...". Then the combat begins.

Depercles
(AL CE, MV 120'(40'),
AC 4, HD 8, AT 1,
DG 1d10,
SV MU8, ML 10, XP 2060)

HP: 39, 36, 49

After More Depercles

Check every 20 minutes(2 turns).
There is a 1 in 10 chance of a random
encounter:

1. A single Depercle
(AL CE, MV 120'(40'),
AC 4, HD 8, AT 1,
DG 1d10,
SV MU8, ML 10, XP 2060)

HP: 40

2. A single Exalted Tentacle
(AL CE, MV 135'(45'),
AC 2, HD 10, AT 1,
DG 1d12,
SV F10, ML 10, XP 2400)

HP: 50

3. 2 Exalted Tentacles and 1
Depercle
Exalted Tentacle HP: 42, 39
Depercle HP: 35

4. 4 Exalted Tentacles. After they
are killed 2 Depercles enter and
begin attacking.

Exalted Tentacle HP:
40, 38, 42, 51

Depercle HP: 36, 29

These random encounters
continue up to the Tentacle Door area.
If the party back tracks past the
Tentacle Tunnels areas then they stop.
Returning past these points restarts
them.

20 Dead Man's Doorway

A locked gate/door is here. From this point one can see a cold looking light glowing further down the hallway. It seems like there are Depercles hiding in the shadows all around the party. Things move that look like them but when investigated reveal nothing.

21 Watchers Of The Perfectors

The room is filled with a cold light. Anyone illuminated by it can feel its chill. 4 Lesser Perfectors are making sarcophaguses. They work together one at a time. In a pile against a wall are a bunch of man sized rocks. When a new sarcophagus is needed they chisel one out of a rock.

On the floor wrapped in blankets are 3 dead Lesser Perfectors. A metal x that is 1' x 1' in dimensions is resting on their hearts. These keep a Lesser Perfector from turning into a Depercles before its sarcophagus is ready. There is a stack of 30 of them on a shelf next to them.

The Perfectors will not look up from their work. One of them will say "Put the fresh ones next to the ones on the ground. Why are there so many these last few days? Is there trouble you haven't told us about?". If the

party gives them a bad answer they start to look at them. They can only further trick them if they are dressed as Red Manifestation Guards or Perfectors.

Once they figure out that they are intruders they pick up the sarcophagus and throw it at the party. It will hit anyone in a 5' radius. They will take 1d4 HP of damage. In addition they will be trapped underneath it if they don't make a saving throw. It takes a combined Strength of 20 or more to lift the thing up. They will find that it is too heavy to throw back at the Perfectors. While the party is distracted with the sarcophagus they attack the ones that are still free. Each of these Perfectors carries keys to the two gates.

Lesser Perfector

(AL LE, MV 120'(40'),

AC 6, HD 4, AT 1,

DG 1d8,

SV F4, ML 12, XP 135)

HP: 26, 18, 29, 16

Casts spells as a 3rd level magic user.

First 2 Lesser Perfector Spells:

1: Shocking Grasp x 2

2: Mirror Image

Next Lesser Perfector Spells:

1: Magic Missile x 2

2: Sinking Cloud

Final Lesser Perfector Spells:

1: Magic Missile,
Shocking Grasp

2: Web

23 Depercle Exit

A locked gate. It can only be unlocked from the inside. From this point one can see several sarcophaguses lined up in the Dead Perfectors area.

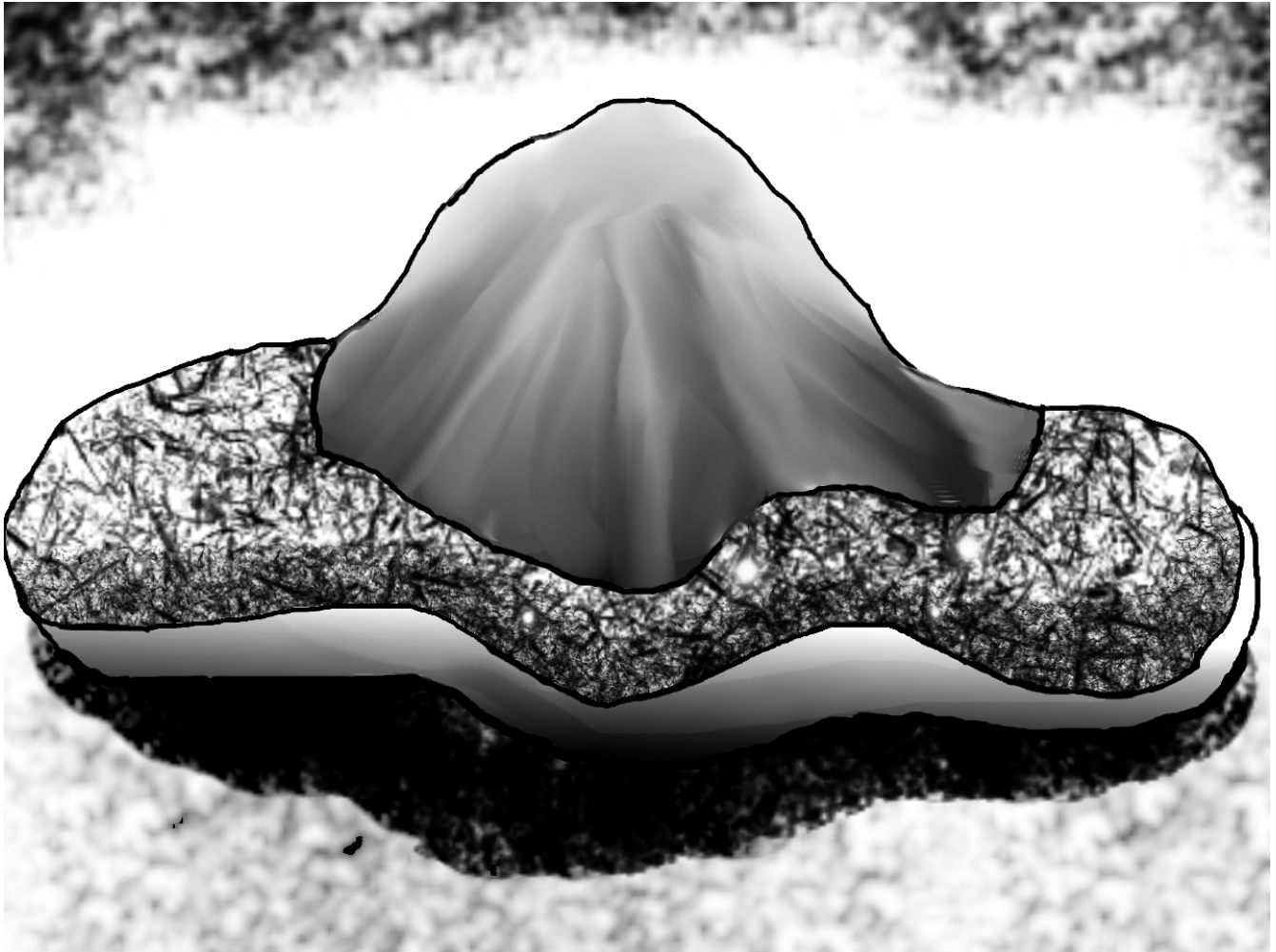
22 Dead Perfectors

The room has 7 sarcophagi lined up in a row. A dead Perfector rests in each. 3 of them are halfway between being dead and becoming a Depercles.

When one has changed completely it is not ready yet and is still almost a corpse. The watchers raise the gate in the Depercle Exit area and yell out "Carry your new tentacle, Carry him to the Face Stealer!". Several Depercles show up and take the sarcophagus and fresh born Depercle away. Then the gate is shut by the watchers.

they can

24 Draj-Ja



Draj-Ja is another spawn of the Face Stealer.

It looks like the floating top of a large 10' mushroom. The thing floats over people and falls on them. Everyone beneath gets a save and if they fail they are trapped beneath it. To escape it Draj-Ja must be dealt 10 HP of damage in one round. When that happens every trapped character gets another saving throw. If they make it Draj-Ja spasms enough that

crawl, roll, move, etc... out from beneath it.

Anyone beneath it finds that they are being sucked into it. 1D4 rounds after being trapped under it they are absorbed. Inside they have 1d4 more rounds before they are completely absorbed. To free themselves from it at this point Draj-Ja must be killed and the absorbed cut out. If completely absorbed the party will hear their voices telling them not to fight back.

"This Draj-Ja is our friend. We will be able to defeat our enemies here after we are absorbed." the voice will say. Or something that indicates friendship.

There isn't any way to get the completely absorbed characters back. They can cut open Draj-Ja and they will find any non-organic things the character had but everything else is gone. If the party spends 1 hour cutting into Draj-Ja they find the following things randomly embedded in it:

390 GP

A dagger + 1

A dagger +1 +3 vs regenerating creatures

A wand of lightning(9 charges left)

Draj-Ja

Alignment: Chaotic Evil

Movement: 60'(20') Floats

Armor Class: 6

Hit Dice: 10(60 HP)

Attacks: Falls

Damage: See Above

Save: F10

Morale: 12

XP: 2400

HP: 60

Regenerates 1 HP a round.

25 Ut-Rut

Ut-Rut is another spawn of the Face Stealer. It must be the twin of Ut-Ut because it appears exactly the same. If the party has seen Ut-Ut they will notice that Ut-Rut is smaller.

If they have killed Ut-Ut it will know it. The party will hear it talk of its vengeance against them every round. If not it will talk of all the fun Ut-Ut and Ut-Rut will have with the party. It asks them if they have any qualms about Ut-Rut sharing them with others. Then it starts to accuse them of not sharing. Ut-Rut will make sure they share

themselves.

See Level 2 Ut-Ut for how the thing attacks. Inside of Ut-Rut they will find:

922 GP

Leather Armor Of Demon Evasion. Armor is normally +1 but when attacked by a demon it is +3.

Sword of Thorns. Appears as a long sword with metal thorns sticking out of the sharp edges. It's a +1 long sword but on a roll of 19-20 a thorn sticks in and does an extra 1d8 HP of damage.

Eyes Of Oddness. Glasses when worn will make an area glow red to the wearer if something is not right. By not right this means a secret door, trap, pit, etc... . It doesn't locate anything but everything appears to have a reddish aura.

Ut-Rut

Alignment: Chaotic Evil

Movement: 60'(20') ground

150'(50') flying

Armor Class: 5

Hit Dice: 8(50) HP

Attacks: Claws

(3 seperate characters)

/Spit once a round

Damage: Claws 1d6

Save: F8

Morale: 12

XP: 1560

HP: 50

Regenerates 1 HP a round.

26 Abandoned Sarcophagi

Four sarcophagi are placed in the room so they form the outline of a square. In the center is a pile of cold ashes. If the party touches the ashes nothing happens but for the next hour they keep on thinking Depercles are chasing them from behind. Out of the corner of their eye 4 of them are sneaking up on them. When they turn to look dead on at them there isn't

anything there.

not much else can be seen.

27 Smashed Sarcophagi

Across the room is stone rubble strewn around. 6 piles of the stuff are against the walls. If one looks at it long enough they will be able to piece the stuff together. A sarcophagus will form in the mind after studying the rubble for 10 rounds. Underneath 2 rubble piles are the chopped up remains of several Depercles. How many there were is hard to say. Perhaps 4-6. One of them has a piece of what could have been a scimitar broken off in it. How long ago they were killed is impossible to say. Do Depercles rot? They were already dead to start with.

28 Hall Of Bleeding Stone Tentacles

The hall is completely dark except for the light the statues give off. Along the hall wall in every other 10' space is a statue. It is of a large black tentacle. Red glowing blood pours out of the suckers and on the ground. The blood pools around the statues. but must be draining into the ground as it does not go beyond 1' from the statue. Illumination from the glowing blood is enough that the statues but

29 Tentacle Door

A round metal door with a face in the center of it. The eyes and mouth are closed. It looks like it is sleeping. Around the door are 5 metal tentacles pointing away from it. There does not appear to be a handle to open the door with. Pushing, beating or doing anything damaging to the door will not affect it. Magic will not allow anyone to pass.

The tentacles must be grabbed in a specific order. From the bottom left to the right: 1, 3, 5. Then back to the left: 2, 4. When the tentacles are grabbed in this order the mouth and eyes open up. A metal tongue sticks out of the mouth. If the tongue is pushed upwards the door rises and a passageway is revealed. Everytime they grab a correct tentacle, in the right order, an eye winks at them. Only by watching closely will the party notice this.

Once 10' past it the door closes. It opens again when within 10' of it but only from this side. Approaching the door again from the front requires that it be opened as before.

After The Tentacle Door

As noted earlier there are no random encounters beyond this point. Hib and his minions keep things under control. Everyone has his task that they are to focus on, not wandering around.

30 Zorina The Questioner

The room is circular and the walls bend and form a half globe. Tentacle shadows undulate on them. Some of the tentacles coalesce together and a woman's shape appears.

Out of that shadow an attractive dark haired lady in a dark leather dress walks in. She has large black ear rings that hang to her chest. They look like tentacles. "I did not know we were expecting guests. Who are you?" she says. Zorina will try to get as much information out of the party as possible. When she is satisfied she tries to get them to join the Perfectorium. She hints that one of them could become the Head Perfector and the others could work special missions for them.

If the party decides to join them what happens is up to the GM. They are truly interested at this point. They will probably be asked to kill the Head Perfector if has made it down here.

This is an evil path for the party to follow. If the Face Stealer can't be placated they may be killed regardless of their intentions.

When it becomes apparent that the party does not want to be part of the Perfectorium or they attack her she makes her escape. Her form breaks apart and flies to the wall. Once these hit the wall they return to being shadow tentacles. That is the end of Zorina for the adventure. Hib will be informed of what happened.

31 Map To The Face Stealer

A Gelatinous Cube is trapped here. Around it are stone bars that immobilize it. The bars have symbols written on it and there is magic in them that makes it normally impossible for the cube to escape.

Inside the cube the party can see a silver square. The square is a map that leads to the Face Stealer. Reaching inside the cube to get the map causes the character to take an automatic hit from it. The map is in deep and will take 2-3 rounds of being in the cube to retrieve it.

Attacking the cube causes it to become very angry. The bars that were holding it crack and it breaks free the round after it was attacked. During the same round it is freed it can move and attack. The thing goes after the

characters that were hurting it.

Gelatinous Cube
(AL N, MV 60'(20'),
AC 8, HD 4, AT 1,
DG 2d4,
SV F2, ML 12. XP 245)

HP: 32

Immune to lightning and cold based attacks. Fire and normal weapons work as they should. When it hits an opponent a saving throw must be made or the opponent is paralyzed for 2d4 turns. Cure Light Wounds ends the paralysis but does not cure any damage. Paralyzed opponents are automatically hit on the following rounds.

32 Jelly Arm

Leaning against one of the walls is an odd pole. It is a 10' long arm that is made up of translucent jelly. By squeezing the arm the hand closes. It can be used to penetrate the Gelatinous Cube in the Map To The Face Stealer area and get the silver map. The Gelatinous Cube cannot hurt it nor can the arm hurt the cube.

33 Statue Of The Face Stealer

On a dais a stone statue sits. It looks like a mound completely covered in human faces. Each face is different but they all are expressing pain. Little drops of water can be seen running out of their eyes. Tentacles that each end differently run from beneath the mound and rise upwards. Hands, claws, suction cups, spikes, etc... . If the party watches long enough they will see a tentacle retract and a different one will sprout out. The statue is not alive but one can detect magic in it.

34 Meditating Perfectors

Hib has 12 Lesser Perfectors at his beck and call. When he isn't using them for anything they sit in here waiting and meditating. They don't do much and aren't allowed to explore outside of this room. Hib controls everything they do. They will know nothing of the party and will debate among themselves who they are before they talk to them. Roll to see what they decide:

1. Must be working for Hib. Let them pass.

2. Hib must have sent them with a message. What is it?
3. They must be trying to learn how to meditate. Please sit with them.
4. The Face Stealer has arrived and these are his top warriors. How can they assist them?
5. Hib has sent them to kill them. They get on the ground and ask for mercy.
6. Face Stealer enemies. Their here to kill Hib and everyone. Kill them!

Lesser Perfector
(AL LE, MV 120'(40'),
AC 6, HD 4, AT 1,
DG 1d8,
SV F4, ML 12, XP 135)

HP:
14, 12, 19, 22, 23, 11,
9, 8, 15, 27, 13, 16

Casts spells as a 3rd level
magic user.

First 4 Lesser Perfector Spells:

- 1: Shocking Grasp x 2
- 2: Mirror Image

2nd 4 Lesser Perfector Spells:

- 1: Shocking Grasp,
Burning Hands
- 2: Stinking Cloud

Last 4 Lesser Perfector Spells:

- 1: Sleep, Magic Missile
- 2: Web

35 Preserved Faceless Ones

Sometimes certain Faceless Ones interest the Perfectorium. Not that they want to keep them alive. They have something that is worth looking at and learning from. This room is filled with dead Faceless Ones. They are preserved in dark glass. At first it looks like a bunch of black rectangular cubes that are a man's height. When a light is brought close to the cubes you can see inside. A Faceless One is in each one.

20 are lined up in rows of 10 each on the ground. 20 more float 5' above these. Getting the floating ones down isn't possible without Hib's assistance. His commands animate the cubes. Where he wants them in

here is where they rest.

36 Perfectorium Viewing Chamber

A large 10' diameter silver ball floats in the air. After a few moments of being in the room dark tentacles extend out of the party and wrap around it. The ball is pulled towards the party and stops before them. Anyone entering the room will pull the ball towards them. By willing it anyone can control where it goes. The ball will not leave the room. The tentacles extend out anytime a character thinks about them.

If one looks into the ball a picture of the Perfectorium appears. By concentrating it is possible to see things closer. After learning to do that it becomes possible to see every room in Level 1 that is not in the Forbidden Zone.

37 Face Stealer's Plans

A 20' x 20' x 20' aquarium sits on a group of 3 20' diameter black marble pedestals. The pedestals are 5' high. In it float and swim hundreds of 5' long tentacles.

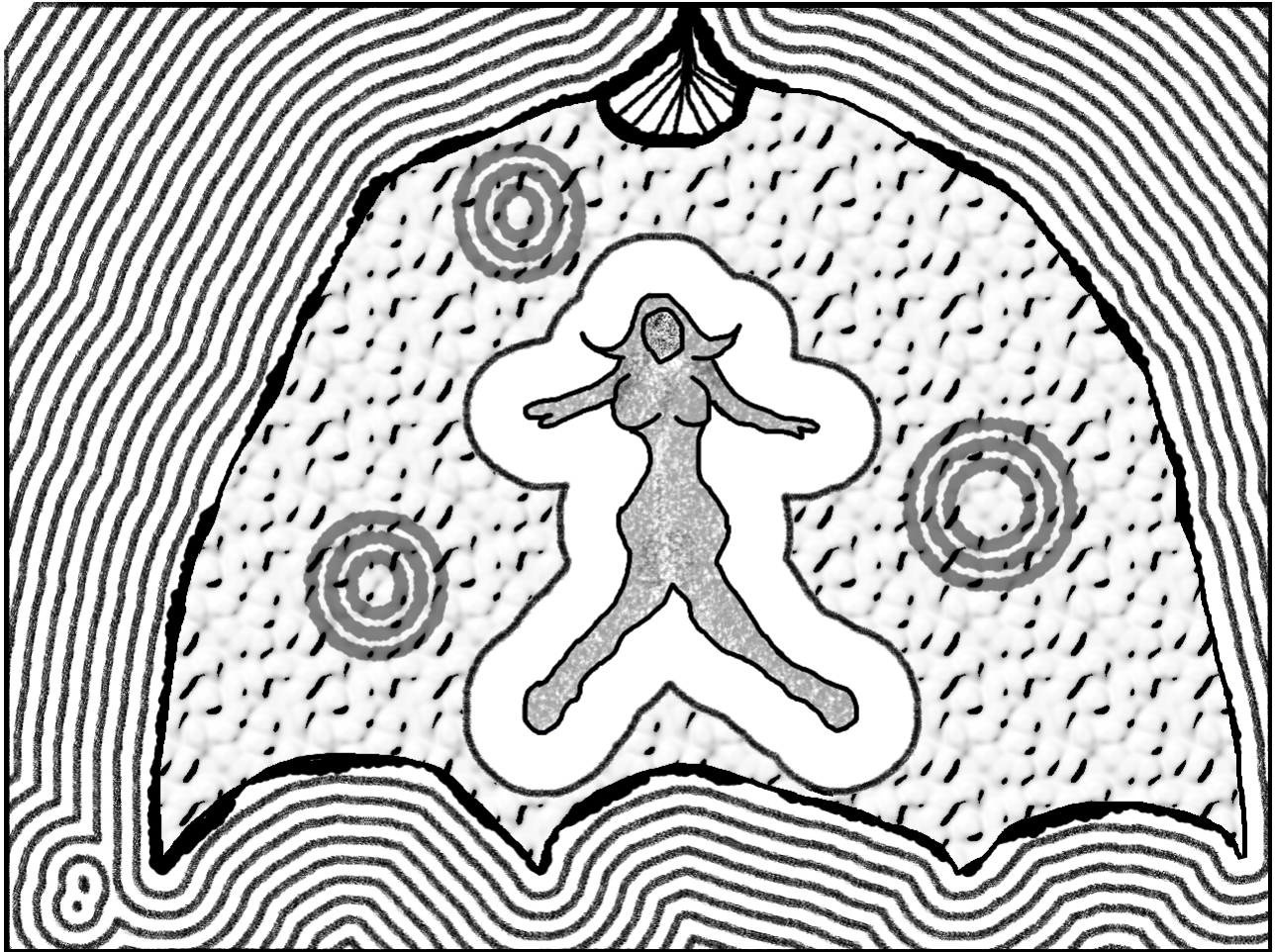
Before it is a table with several sheets of paper on it. A big jug of

squid ink and a long dried out tentacle that appears to be used for writing are on it.

This is where Hib communicates with the Face Stealer. He watches the aquarium and enters a trance. The tentacles seem to provide him a message by the way they swim. These must be Face Stealer tentacles. As he learns the details of what he must do he writes on the paper with the dried up tentacle.

The papers on the table have fresh writing on them. It appears that the last stages for the Face Stealer's return are being readied. Hib will be replaced by the Head Perfector and merge with the Face Stealer. Hib has noted that he is deeply afraid of this fate but what else can he do. The last sentence states "Zorina what has she done to me?".

38 She-nog



The room is pitch black but something glows brightly. A large 10' diameter pink translucent umbrella floats. Inside the form of a woman is giving off light. "SEH naa Gee La Puota!" it says. Then it begins chanting "She-nog" over and over again. As it does this the umbrella shrinks and reveals a woman. The umbrella continues to change and becomes a translucent robe. The woman's hair is a dark pink as well as the pupils of her eyes. Her skin continues to glow. She has two large

translucent glowing whips in her hands.

This is She-nog. She is one of the Face Stealer's spawn. Her presence helps keep Hib under control. The party interests her. Do they have things on them that she can use? She makes an offer: in return for things she likes she will let them leave the way they came in. If not they will meet a terrible fate at her hands. The party is given a few minutes to decide.

If they decide to give her things

she wants select an item from each character. There is a 50% chance she will want more. If so she will take another item from everyone. Each time she takes something from everyone add 10% to the chance and check to see if she wants more. When satisfied the party will find themselves standing in front of the Tentacle Door. Going through the door will alert She-nog and she will rapidly confront the party.

She-nog will use her whips on the party. Every time she hits with a whip it wraps around a character. Then she flings the character at another one. This happens in one motion/one round. The first character takes 1d10 HP of damage. If the second character is hit by the first then 1d10 HP is dealt to the second. If a character is killed she can use the corpse in place of a living character. In this case the initial hit is automatic. The whips can also be used as normal whips. She can use both of her whips in the same round. If she hits the same character with both her glowing energy causes an additional 1d10 HP of damage.

If hand to hand goes poorly she will try using her spells for awhile. When she is down to 10 or fewer HP there is a 50% chance that she will flee to Girth-la. They will return to face the party together. She-nog's death is terrible. She will start to go wild and parts, whips included, of her will split off and splatter the area with random

pink goo. Then she is no more.

A pink translucent blob is hidden in a secret wall compartment. It has to be cut open to get the things inside:

Gauntlets of Ogre Power

A Potion Of Fire Giant Strength

A perfume bottle. If sprayed on a female she gains a power similar to She-nog. For 1 hour every time a hit with an 18-20 is rolled an additional 1d10 HP of damage is done. Pink energy flows from her into her opponent. There are 12 squirts left.

A diamond ring worth 2000 GP.

She-Nog

Alignment: Chaotic Evil

Movement: 150'(50')

Armor Class: 1

Hit Dice: 15(60 HP)

Attacks: See above or fist

Damage: 1d8

Save: F15/

MU15

(use the better of the two)

Morale: 12

XP: 3300

HP: 60

Regenerates 1 HP per round.

Spells

1: Burning Hands x 2,
Charm Person x 3

2: Invisibility x 2,
Darkness Globe,
Stinking Cloud

3: Flame Arrow x 2, Haste, Slow

4: Wall Of Fire,
Dimension Door x 2

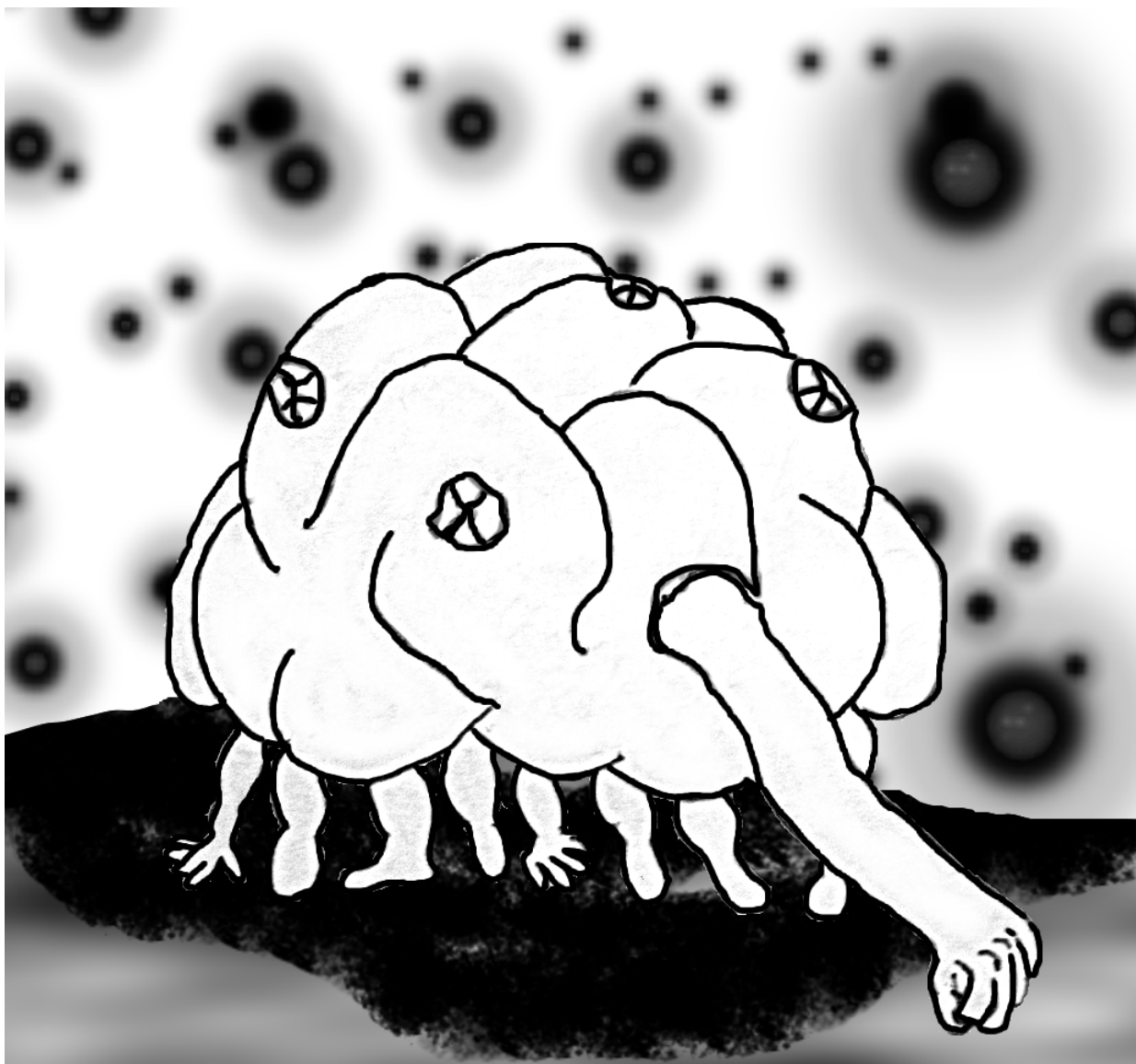
5: Interposing Hand x 2,
Conjure Elemental, Teleport

6: Freezing Sphere x 2,
Stone To Flesh

7: Power Word Stun, Vanish

8: Spell Resistance

39 Girth-la



The party feels chills then heat as they enter here. The walls and ground look like they've been beaten with big fists. The room seems barren until a big weird looking creature saunters closer out of the darkness.

The creature has a 15' diameter and its central mass looks like 4 human brains mashed together. All around its surface are these 1' sphincters. Underneath the main mass are many human arms and legs supporting it. This is Girth-la another spawn of the Face Stealer.

Girth-la moves by the power of

its arms and legs. When it feels threatened a very long tentacle shoots out of a sphincter and punches. The tentacles have human hands.

Girth-la frightens Hib and She-nog. It is constantly threatening to replace them. It thinks that it should be the true master of the Perfectorium. Girth-la suspects the other two of trying to get rid of him. The thing will say to the party "Hib sent you?". If they respond in the negative it will say "Then it was She-nog?". Again if they say no it will say "Father must want to get rid of me". It will give the party a choice. Bring him the heads of Hib and She-nog or they will never leave this place. The party will find that it is not saying this lightly. The door in the Tentacle Door area will not open. Only if Girth-la wills it or is killed will it open.

Girth-la will let the party go if the heads are delivered. "The Perfectorium will reward you later for this" it says. It takes the heads and wanders off to another section of the room. It ignores the party and it seems to have let them go. As the party enters the Hall Of Bleeding Stone Tentacles area Girth-la will come charging at them from behind. It yells "Butcher Hib and precious She-nog. Girth-la you will not take murderers!". Then the fight starts.

Fighting Girth-la is not easy. The thing can attack in a 360 circle. Divide the circle up into 45 degree segments. For each segment

someone can be attacked by a tentacle. So it is possible that 8 characters can be attacked each round. Girth-la will position itself to maximize the number of attacks it can use. It pushes smaller creatures out of the way as it moves.

Girth-la

Alignment: Chaotic Evil

Movement: 120"(40')

Armor Class: 2

Hit Dice: 15(90 HP)

Attacks: See Above

Damage: 1d10

Save: F15

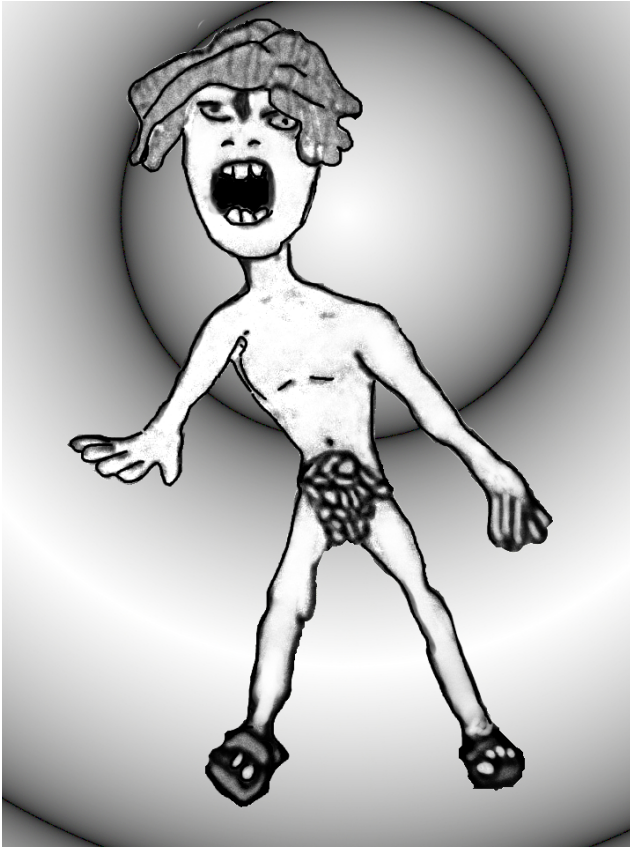
Morale: 12

XP: 2400

HP: 90

Regenerates 1 HP per round.

40 Hib The Immortal



Steps lead up to a circular platform on which another smaller platform sits. The small platform is covered with a horrible yellow dried up goo. It is not sticky but is very thick and filled with dirt. Next to this is a golden throne. On that is an almost naked old man. Enough small tentacles are tied together to form shorts. Though his body is old his face is that of a very young man. Standing around him are 3 very dark skinned women. Their faces do not match their bodies. The faces are incredibly beautiful but the skin is lighter than the skin on the body. In one case it is completely white.

The man is Hib. He is the Face Stealer's major domo. He is actively planning the return of the Face Stealer. Hib survives as long as the Face Stealer gives him one of his faces every 100 years.

With him are 3 Night Hag variants. These monsters are less interested in the character's dreams than the pretty faces of the females. If the party gets close enough they will begin staring at the women. Any female with a Charisma of 15 or more will get their complete focus. They will try to bargain with her. Give them her face and they will teach her how to haunt people's dreams like a Night Hag. They have an old Night Hag face to give her as part of the deal.

If the Head Perfector retreated to this level he will be here sitting on a smaller throne across from Hib. He will tell Hib that they are the ones that have caused all the trouble. Hib will tell him to calm down and let him deal with the problem.

Hib will not rise from his throne and will tell the party to not come any closer. He explains that the party has made things very clear to him. He snaps his fingers and some kind of energy field surrounds the platform. The guards in the Hib's Personal Guard 1 and 2 areas enter here and begin to surround the party. "Surrender and we will give you to Greggiz who has a taste for people like you." says Hib. If they do so they get taken to Greggiz by the guards. If not

the fight begins.

The energy barrier can take 100 HP and then it falls apart. While it is up nothing can get through it. Any attack automatically hits it. Hib can shut it off at any time. It takes 1 day for it to charge back to full strength and it will not work before then if brought to 0 HP. If the guards begin to be destroyed by the party Hib becomes concerned. He orders the Night Hags to get closer to the party. When they are close enough he lowers the shield long enough for them to pass it and then raises it again. The Night Hags first use any magic they have and then they rip into the party.

When the Night Hags begin to fall Hib becomes hysterical. He tells the Head Perfector to get to the Hib's Chamber area. The Head Perfector walks towards it and the shield is lowered again to let him through. He does not waste any time and flees there.

When the shield is down to 25 HP black acid water fills the room up to the first platform. Anyone caught in it takes 1d10 HP of damage each round. Hib can make the acid go away at any time. When the shield has fallen the acid flows away. Hib stands up and teleports to the Hib's Chamber area.

Head Perfector

(AL LE, MV 120'(40'),
AC 2, HD 12, AT 1,
DG 1d12,
SV F12, ML 12, XP 2000)

HP: 50

Casts spells as a 7th level
magic user.

Spells:

1: Shocking Grasp x 2,
Burning Hands

2: Invisibility x 2

3: Haste, Lightning Bolt

4: Wall Of Ice

Hib

Alignment: Chaotic Evil

Movement: 120'(40')

Armor Class: 3

Hit Dice: 15(75 HP)

Attacks: 1 Fist

Damage: 1d8

Save: MU15/

CL15

Use the better of the 2

Morale: 12

XP: 3300

HP: 75

Can cast spells as a 7th level
Magic User and a 7th level Cleric.

Magic User Spells:

1: Shield, Burning Hands,
Magic Missile

2: Invisibility, Mirror Image

3: Fire Ball, Flame Arrow

4: Fire Shield

Cleric Spells:

1: Protection From Good,
Cure Light Wounds x 2,
Sanctuary

2: Hold Person x 2,
Silence 15' Radius

3: Dispel Magic,
Continual Darkness

4: Protection
From Good 10' Radius

Night Hag

(AL NE, MV 90'(30'),
AC 9, HD 8, AT 1,
DG 2d6,
SV F8, ML 8. XP 1560)

HP: 50, 46, 42

Can use the following abilities at
will: Detect Good, Know Alignment,
Polymorph Self, Sleep(affects up to
12th level beings). 3 times a day they
can use these abilities: magic
missile(2d8 hp) and ray of
enfeeblement. They can become
ethereal at will.

41 Hib's Personal Guard 1

In this area waiting are 3 Exalted Tentacles, 2 Depercles and 10 Zombies. The room empties when Hib calls for them. The Zombies leave the first round. On the 3rd round the Exalted Tentacles leave. The 5th round the Depercles exit.

If the party enters before they have left then the combat starts immediately. One of the Depercles will leave and look for Hib. It will stay with Hib or if he is dead return.

Exalted Tentacle

(AL CE, MV 135'(45'),

AC 2, HD 10, AT 1,

DG 1d12,

SV F10, ML 10, XP 2400)

HP: 50, 42, 39

Depercles

(AL CE, MV 120'(40'),

AC 4, HD 8, AT 1,

DG 1d10,

SV MU8, ML 10, XP 2060)

HP: 29, 37

Zombie

(AL CE, MV 120'(40'),

AC 8, HD 2, AT 1,

DG 1d8,

SV F1, ML 12. XP 29)

HP: 8, 12, 9, 5, 7,

10, 6, 5, 11, 10

Immune to sleep or charm.
Attack last each round.

42 Hib's Personal Guard 2

In this room are waiting 10 Skeletons with short bow and arrow and 5 2nd level Fighters. The Fighters are wearing black plate mail and shield. They are armed with long swords. This room empties when Hib calls for them. The Fighters exit in one round. On the second round the skeletons march out and begin shooting with their bows.

If the party enters the room before Hib calls them the fighting starts right away. The fighters will panic knowing that their skeleton archers will not be able to stand up in hand to hand. If things go badly and 2 or more of the fighters are killed the remaining will run and look for Hib. The

Skeletons do not retreat.

Fighters

(AL CE, MV 120'(40'),
AC 2, HD 2, AT 1,
DG 1d8,
SV F2, ML 8, XP 20)

HP: 10, 11, 9, 9, 12

Skeletons

(AL CE, MV 60'(20'),
AC 7, HD 1, AT 1,
DG 1d6,
SV F1, ML 12. XP 13)

HP: 8, 7, 4, 3, 6, 5, 4, 5, 2, 8

Immune to sleep or charm.

43 Reviving Nourishment

4 round tables are positioned to form the points of a square. On them are jugs of red liquid that tastes like very sugary chocolate. Big circular plates with a green meat paste on them are on the tables. Resting on the plates are long finger bones. Drinking and eating these things removes the need to sleep. Over the course of

what would have been one's resting hours a person regains HP like normal but does not sleep. Zorina recreates this repast when the drink and food are gone. She takes the refuse of one of the Face Stealer's spawn and casts a spell over it. The plates and jugs are replenished and the guards can keep up their never ending watch.

44 Water From The Walls

This room has water dripping in a few places. Every hour the water drips from a different place in the room. On each wall is a stone demon's face the size of a man's. It cannot be removed from the wall but can be slid anywhere on its wall. If it is placed over the spot where the water is dripping a jet of water comes out of its mouth. The pressure is strong enough to shower in it and it is crystal clear. If drunk the imbiber can wait double the amount of time one usually needs for water.

45 Healing Floor

The door to this room is locked. Inside the floor is a soft black jelly that is very relaxing to whoever lays down in it. It feels squishy as the party walks on it. If a sharp blade is stuck deep enough the hard floor will not be hit but

blood will flow from it briefly. The blade is ejected and the floor heals.

Every hour of rest on it heals a character as they have received a Cure Serious Wounds spell. The character can tell immediately when they lay down on it that something beneficial is happening to them. The longer the wait the clearer it becomes that they are being healed.

46 Chamber Door Guards

Before the door to Hib's Chamber stand 5 guards. 4 of them match the fighters description in the Hib's Personal Guard 2 area.

The 5th is a 5th level fighter. His plate armor is black and has tentacles inscribed on it. The shield depicts a man being restrained by tentacles. The shield and plate are both +1. His long sword has a black snake like thing sliding over the blade. It is a +1 sword and any character hit by it must make a save or fight on the fighter's side for a round. If the fighter is killed the snake thing slides into his mouth. The armor starts to smoke and the body is gone. The sword only works for the fighters.

The regular fighters charge the party while the leader selects the toughest looking of the party. He studies them for a few rounds and attacks that character.

Fighters

(AL CE, MV 120'(40'),
AC 2, HD 2, AT 1,
DG 1d8,
SV F2, ML 8, XP 20)

HP: 12, 14, 9, 9, 13

Tougher Fighter

(AL LE, MV 120'(40'),
AC 1, HD 5, AT 1,
DG 1d8 + 1,
SV F5, MR 12, XP 350)

HP: 35

47 Hib's Chamber

5 orbs that appear similar to the Tentacle Orbs in Level 2 float in the air. They form the points of star. Black liquid pours down the walls and into the floor. Red lightning shoots from one orb to the next. The ground is icy cold and it seems like flakes of snow might be falling from the ceiling.

The liquid pouring down the walls is acidic. Anyone touching it takes 1d10 HP of damage. Attacking the orbs does nothing but temporarily

displaces it. As soon as the attack is over they return to their floating position.

If Hib or the Head Perfector are here they laugh at the party. One of the two will say "This is it! Our fight for today ends here!". The orb lightning becomes much more active. Something that looks like the statue in the Statue Of The Face Stealer area begins to form in the center of the orbs. Its arms move and the faces watch what is going on.

Hib and the Head Perfector know that the Face Stealer will not help them. It will watch what happens but do nothing else. Both of them look back at it from time to time. As they do so they seem to become extremely anxious.

Hib casts spells while the Head Perfector fights the party hand to hand. A wounded character will receive the focus of their combined might. When the Head Perfector is brought to 0 HP roll to see what happens:

1-2 Remains dead.

3-4 Body rips open and an
Exalted Tentacle springs out.

5-6 Body changes into that of
a Depercles.

Hib will not be pleased when the Head Perfector is killed. He will tell the thing that rises up what to attack.

When Hib is killed roll to see what happens:

1-2 Remains dead.

3-4 Body erupts and
2 Exalted Tentacles
spring out.

5-6 Body erupts and
4 Exalted Tentacles
spring out.

When the room has been cleared the floating balls will begin to explode. Each round the room is shaken by a huge shock wave. Characters must make a save or be thrown against a wall(acid damage). With every blown ball the Face Stealer appears more and more wounded. As the last one explodes it erupts into red lightning and is gone.

48 Hib's Room

A very large bed that can accommodate at least 10 people at once. 3 large chests are underneath it. There are women's clothes strewn all across the floor. They are large enough that the Night Hags could wear them.

Each chest is trapped and locked. Not disarming the chest will

result in an acid explosion that hits anyone within 10' of it. This does 1d10 HP of damage with a save cutting that in half.

turns demons as they are undead with each hit. Uses the wielders level to determine effectiveness. Called the "Demon Redeemer".

Chest 1:

3000 GP worth of gems

A scroll of Disintegrate

A scroll of Invisible Stalker

Chest 2:

1388 GP, 2129 SP and a diamond that is worth 5000 GP

A scroll of Teleport

Chest 3:

A helmet with tentacles coming out of the top like a crown. If worn the character can do double damage with each hit to non-human minions of the Face Stealer. Things like the Exalted Tentacles and Depercles are affected. Perfectors are not.

A dagger + 3

50 arrows + 1

The dried up heart of a Night Hag. Grants whoever has it immunity to their dream attacks.

3 Potions of Heal(like the cleric spell)

A Two Handed Sword + 2 that

○ Level 5 Shenozel's Laboratory

Interior And Lighting

Populated areas are lit by magical light. Otherwise it is dark. Normally the walls are made up of smooth black stone.

Level 5 Notes

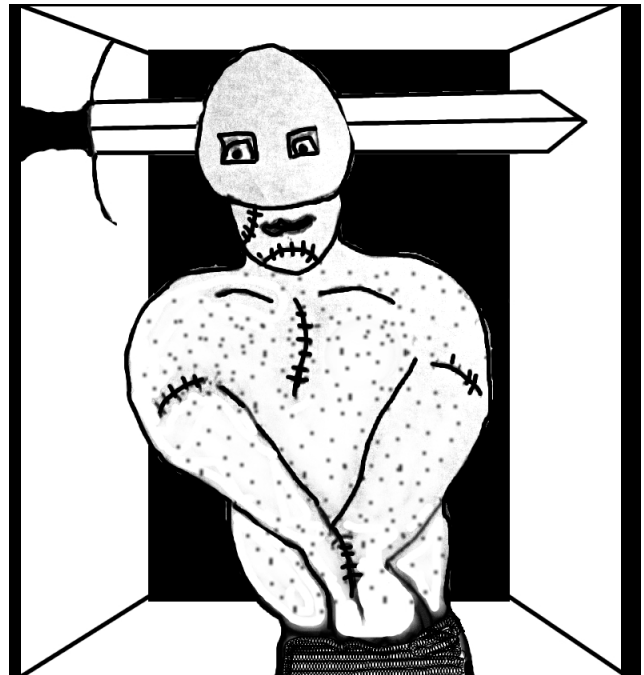
Shenozel worked with her demon consorts to make a new golem. A beast drawn from their collective dreams and conscious designs. They started with a Flesh Golem but took it into uncharted territory. Before them was a mound of faces and tentacles. Stitched together out of the threads of a demon's soul. It was time to give it life. Shenozel sacrificed her demons over the things body. Her golem stirred and moved.

At first it obeyed her commands. Then it all went wrong. One of her servants brought her wine to refresh herself. The thing was at her side. Its tentacles wrapped around the servant and one grabbed hold of her head. It pulled and pulled and the tentacle came back to the thing with her face.

This it added to its other faces. Shenozel was shocked and then the thing attacked her. Her face it did not take but it broke free from her control. Shenozel let it go. Into the world it went. Its freedom it had stolen. The Face Stealer had risen.

Frequent Encounters

Armed Golem Guard



These are flesh golems with one giant arm attached to their chest. The hands are big enough that they wield two handed swords. They wear Plate Mail on their torso. On their heads is a helmet that goes down to their mouths. Two eyes peer out of it.

They have very similar abilities to

a flesh golem. Normal weapons do not damage them but magic weapons do. Only heat and cold spell affect them. These slow the golem for 2d6 rounds. Electricity repairs them: 1 HP per 1 HD of damage.

Alignment: Neutral Evil
(taint of Shenozel)

Movement: 90'(30')

Armor Class: 3

Hit Dice: 9(41 HP each)

Attacks: 1 Sword or 1 Fist

Damage: 5d4 or 2d8

Save: F9

Morale: 12

XP: 2400

They are immune to sleep and charm spells. In their hands they carry ethereal two handed swords. The Demon Ghosts can either do physical damage with it or a random effect is used. Roll to see what happens:

1. Character becomes too weak to attack for 1d4 rounds.
2. Fire consumes him and he takes 1d8 HP of damage for 1d4 rounds. A save negates.
3. Character is treated as an undead being turned by the Demon Ghost. Use the Cleric rules.
4. (Females only) Character is charmed unless a saving throw is made. Roll with a -2 penalty. Male characters ignore this.
5. (Male only). Character fights another male in the group for 1d4 rounds. A save negates this. Female characters ignore this.

Demon Ghosts

Consorts of Shenozel that have died over the years. She binds them to her while they live with such strength that they can't escape her even in death. Appears as a horned man with their flesh falling off its face and body. Part of them are material while other parts are translucent. They focus on the males of the party first because they are competition for Shenozel's affections. The poor demons haven't caught on yet that their dead and won't be getting anything else from her.

6. Blade becomes stuck inside until the start of the next round. Next round the affected character takes 1d10 HP damage automatically. The Demon Ghost is free to attack another character.

Alignment: Chaotic Evil

Movement: 90'(30')

Armor Class: 0

Hit Dice: 10

Attacks: 1

Damage: 1d10(See Above)

Save: F10

Morale: 12

XP: 2400

Evil spell casters that oversee how Shenozel's golems are working. Can cast spells as 10th level magic users.

Suggested Spells:

1 Burning Hands x 2,

Spider Climb

2 Invisibility, Mirror Image x 2

3 Suggestion,

Summon Monster 1,

Hold Person

4 Confusion x 3

5 Feeblemind, Interposing Hand

Perfected Perfectors

Black Robed Ones

Alignment: Chaotic Evil

Movement: 120' (40')

Armor Class: 5

Hit Dice: 10(32 HP each)

Attacks: 1

Damage: 1d4 Dagger

Save: MU10

Morale: 12

XP: 1700

Alignment: Chaotic Evil

Movement: 120' (40')

Armor Class: 6

Hit Dice: 4

Attacks: 1

Damage: 1d8

Save: F4

Morale: 12

XP: 190

These beings were Lesser Perfectors that Shenozel got a hold of.

She took them beyond what they had become. First she tried to make them golems but what she got was an undead Perfector. These things are immune to sleep and charm. They can also once per day teleport someone in sight so they are close enough for them to attack. They are Shenozel's servants now not the Face Stealer.

black "S"es all over it. They speak, see and hear through these. The armed ones grab hold of the legged ones and they move normally around together. They are not dangerous unless they are attacked. They have the same special defenses as an Armed Golem Guard.

Bizarre Servants

Alignment: Chaotic Evil
(taint of Shenozel)

Movement: Legged Ones
120' (40')
Legless Ones
30'(10')

Armor Class: 6

Hit Dice: 4(16 HP each)

Attacks: 1 Fist or 1 Kick

Damage: 1d8

Save: F4

Morale: 12

XP: 190

These are servant golems that Shenozel has created. Half are missing their legs while the other half are missing their arms. Their heads lack normal human features. Instead of eyes, nose, etc... there are red and

Random Encounters

The level has random encounters. Every 10 minutes(1 turn) there is a 1 in 10 chance of one.

In the area up to the Animated Door 1:

1. 4-12 Perfected Perceptors.
(AL CE, MV 120'(40'),
AC 6, HD 4, AT 1,
DG 1d8,
SV F4, ML 12, XP 190)

HP: 20 each

2. A Demon Ghost.
(AL CE, MV 90'(30'),
AC 0, HD 10, AT 1,
DG 1d10(See Description),
SV F10, ML 12, XP 2400)

HP: 40

3. A trap appears in the path. If it goes off any character within 10' of it will take 1d8 fire damage.

4. An 8 HD Fire Elemental.
(AL N, MV 120'(40'),
AC 2, HD 8, AT 1,
DG 1d8,
SV F8, ML 10. XP 1570)

HP: 32

Does 1d8 HP of extra damage to anyone using cold based attacks.

5. A glass box comes flying at them from some direction. Choose the character with the worst AC and roll as a 5 HD monster. If hit the glass box explodes and everyone within 10' of it takes 1d10 HP of damage. The explosion point should be close to where a random character is standing. If it misses no damage is done.

HP: 41

6. 50% chance of a Demon Ghost or 4-12 Perfected Perfectors.

Demon Ghost

(AL CE, MV 90'(30'),
AC 0, HD 10, AT 1,
DG 1d10(See Description),
SV F10, ML 12, XP 2400)

HP: 40

Perfected Perfectors

(AL CE, MV 120'(40'),
AC 6, HD 4, AT 1,
DG 1d8,
SV F4, ML 12, XP 190)

HP: 20 each

Between the Animated Door 1
and Animated Door 2 areas:

1. 1 Armed Golem Guard
(AL NE, MV 90'(30'),
AC 3, HD 9(41 HP each), AT
1 Sword or 1 Fist,
DG 5d4 or 2d8,
SV F9, ML 12, XP 2400)

2. Party finds themselves standing before the Animated Door 1 area.

3. 4-8 Quija from Level 2 apparently lost here. They will not want to join forces with the party. There is a 50% chance they will fight the party. If not they will flee when they see them.

(AL NE, MV 120'(40'),
AC 5 in light 3 in darkness,
HD 4, AT 1 Short sword,
DG 1d6 + 2 heat,
SV F4, ML 10, XP 235)

HP: 18 each

4. A group of 4 Bizarre Servants marching to one of the areas.

(AL CE, MV Legged Ones
120'(40')

Legless Ones
30'(10'),

AC 6, HD 4(16 HP), AT 1 Fist or
1 Kick,

DG 1d8,

SV F4, ML 12, XP 190)

HP: 16 each

5. One of the globe/handle weapons from the Corrupt Creations Control area. It seems to have been dropped on the ground.
6. One of the characters catches on fire. The character can catch this and puts it out in time if a save is made. Otherwise he takes 1d8 HP of damage per round until it is put out. 1 round of putting it out will end it.

After the Animated Door 2 area:

1. 1 Armed Golem Guard.
(AL NE, MV 90'(30'),
AC 3, HD 9(41 HP each), AT 1
Sword or 1 Fist,
DG 5d4 or 2d8,
SV F9, ML 12, XP 2400)

HP: 41

2. 1-2 Black Robed Ones
(AL CE, MV 120'(40'),
AC 5, HD 5(32 HP each), AT 1,
DG 1d4 Dagger,
SV MU10, ML 12, XP 1700)

HP: 32 each

Can cast spells as a 10th level magic user.

Suggested Spells:

- 1 Burning Hands x 2,
Spider Climb
- 2 Invisibility, Mirror Image x 2
- 3 Suggestion,
Summon Monster 1,
Hold Person
- 4 Confusion x 3
- 5 Feeblemind, Interposing Hand

3. 2 Black Robbed Bizarre Servants approach the party. They come bearing a message from Shenozel. Her lair is beneath the stone slab. Remove it and traverse the dangers there and you will find her. The servants will not give them any directions to the area.

(AL CE, MV Legged Ones
120'(40')

Legless Ones
30'(10'),

AC 6, HD 4(16 HP), AT 1 Fist or
1 Kick,

DG 1d8,
SV F4, ML 12, XP 190)

HP: 16 each

4. Party is teleported to one of the areas before the Animated Door 2 area.

5. A group of 4 Bizarre Servants taking golem parts to one of the areas.

(AL CE, MV Legged Ones
120'(40')

Legless Ones
30'(10'),

AC 6, HD 4(16 HP), AT 1 Fist or
1 Kick,

DG 1d8,
SV F4, ML 12, XP 190)

HP: 16 each

6. Sleep trap. If set off everyone within 10' is hit by a Sleep spell cast at the 18th level.

1 Start

The room is completely smooth. Touching it one can feel their own heartbeat. A little bit of dirt is falling slowly from one part of the room. The pile doesn't get larger but stays the same size.

2 Demon Ghost Appears

A voice is heard saying "No you can't have her.". For a brief moment the party sees something in one corner of the room. Give them a few visual details from the Demon Ghost description.

3 Room With Multiple Passages

There are 10 passages connected to the room in addition to the one the party entered through. Taking any of the 10 results in the same end: the other passage out of the room is taken. As a character enters 1 of the 10 the others can see him in all of the passages as these are really the same passage. The others are just multiple ways of taking the one.

4 Demon Ghost Attacks

The voice heard in the Demon Ghost Area yells "She is mine!!!". Out of a corner a Demon Ghost appears and begins chasing the party. When it gets near to them it attacks.

Demon Ghosts

(AL CE, MV 90'(30'),

AC 0, HD 10, AT 1,

DG 1d10(See Description),

SV F10, ML 12, XP 2400)

HP: 46

5 Small Platforms

The room has 20 small 3' x 3' platforms in it. 2 of them have glass cubes on them. One is empty. The other holds a scorpion with Hib's face on it.

6 Back To The Start Rooms

If the party is trying to make it deeper into this level and not back out then entering these rooms sets them back. These appear to be empty rooms but as soon as the first

character from the party enters the whole group finds themselves in the Level 5 Start area. No flashes or anything. They are just there.

7 Glass Traps

Chains hang from the ceiling. Smashed glass litters the floor. As the party walks into the room they can hear something open up overhead. Then something begins to move towards them. Every round a glass cube hanging from a chain moves 30' closer to the party. When it is over them the chain drops the cube on them. It smashes and anyone in a 30' radius takes 1d10 HP of damage. One round after this another cube is released. This continues while the party is in the room. Trying to destroy a cube before it reaches the party is possible. It can take 20 HP of damage before it falls apart harmlessly overhead. Use an AC of 2. Instead of sharp shards falling little glass pebbles come down on the party. The glass traps ignore any of the residents of Level 5.

8 Tax, Taz and Tak

The room is on fire. If the party crosses the threshold the fire consolidates into a big fire that fills a 10' x 10' area. Out of it walks an Efreeti(Tax) and a Fire Giant(Taz). The fire behind them is a Fire Elemental(Tak). "Cousin Tax" the giant intones "Let us toss these weaklings into Tak". The Efreet responds "Taz that will be a fun game. The first successful toss gets 1000 GP! Ha ha.".

The Fire Giant and the Efreeti will try to pick up a character and toss them into the Fire Elemental. A hit means they have picked up a character. The next round they toss them. Anyone thrown into it suffers an automatic hit for each round they are inside of its area. Tak will move around the room not playing the game and trying to destroy the party. If Tax or Taz suffers damage that equals 25% of their HP they stop playing the game and begin attacking normally. Damage before that is laughed off as "little bee stings".

Tax has 2000 GP in a sack on its belt. Taz has a backpack that has 1276 GP in it and a potion of Cure Serious Wounds. Taz will try to drink the potion if he loses over 75% of his HP.

Tax(Efreeti)

(AL CE MV 90'(30') Fly 240'(80'),
AC 3, HD 10, AT 1,
DG 2d8,
SV F15, ML 12. XP 4500)

HP: 49

3 times a day they can create food and water(at the 7th level), create temporary objects of metal(these last: gold 24 hours, iron 1 round up to 100 pounds), create a permanent thing made out of wood or softer(up to 100 pounds), create a permanent illusion(see phantasmal force but lasts until dispelled), make themselves invisible, make a wall of fire and turn themselves into a pillar of fire that lasts for 3 rounds. Anyone within 5' of the pillar takes 1d8 HP of damage.

Taz(Fire Giant)

(AL CE, MV 120'(40'),
AC 4, HD 11+ 2, AT 1,
DG 5d6,
SV F11, ML 9. XP 2000)

HP: 60

Immune to fire based attacks.

Tak(Fire Elemental)

(AL N, MV 120'(40'),
AC -2, HD 16, AT 1,
DG 3d8,
SV F16, ML 10. XP 3300)

HP: 82

Does 1d8 HP of extra damage to anyone using cold based attacks.

9 Circling Perfected Perfectors

The party should recognize the zombies in the room. They are dressed and have the painted faces of the Lesser Perfectors. There are 12 Perfected Perfectors here.

The Perfected Perfectors are sitting in a circle and seem to be meditating. They begin to chant "Um Um Shenozel Um Um" when the party gets within 10'. At that moment they party finds themselves in the center of the circle and the zombies standing up. They close in and begin to attack. All the Perfected Perfectors still have their ability to teleport at this point.

Perfected Perfectors
(AL CE, MV 120'(40'),
AC 6, HD 4, AT 1,
DG 1d8,
SV F4, ML 12, XP 190)

HP:

22, 17, 15, 18, 12,
16, 23, 19, 11, 8,
29, 5

10 King's Crown

Six pillars run down the room. The darkness in the room is harder to get rid of with light than usual. Light sources only are half as effective. Sitting on a huge throne is a giant skeleton with a golden crown on its head. The thing is dressed in plate armor. Nothing can hurt it. Everything gets absorbed and it glows an intense red briefly.

Anyone who tries to grab its crown will be knocked away from it. The thing will slam into the thief with its fist. Its fist does 3-24 HP of automatic damage and the thief is knocked back 10'-30' feet.

To get the crown it must be hit from a distance. It has an AC of -2 and it must take 6 HP of damage on the hit or nothing happens. If 6 HP is done to it the crown is knocked from its head to the ground. It is a beautiful thing that is worth 1000 GP. It will not fit on any of the character heads unless they are a giant.

11 Animated Door 1

Before the party is a door made together of stitched flesh. One side has two eyes, the other 3. Each has a mouth on it. Fingers hang on it in random locations. There isn't a door handle.

As the party stands in front of it the fingers point at them. The eyes focus on them. The mouth makes a clicking noise and licks its lips. If the party talks to it the door does not respond. Eventually it loses interest in the party and opens up. If the party walks up to the door again and expects it to open it will say to them "Food". It will now only open if the party feeds it a days rations.

The thing is a Flesh Golem that doesn't attack. Hitting it is automatic. When it has reached 0 HP the thing falls apart. A pile of flesh and bone lays where the door was. The tongues will start to wiggle away in different directions like a snake.

HP: 100

12 Bizarre Servants Building

A group of 10 Bizarre Servants are here. 5 have legs while the other have arms. They appear to be building something out of metal. It is flat but has sides like a tub does. When examined the outline of large 20' tall man emerges. These things are unable to respond to the party. If talked to they grunt and point at what they are doing. One may grab hold of a character's arm and try to get them to assist. They keep on adding layer after layer of metal to it.

13 Hands Filled With Yellow Liquid

The room has several comfortable chairs. A table with a bowl filled with yellow liquid is situated not far from them. 2 Bizarre Servants are resting close to it. They motion to the characters and ask if they would like a refreshing drink. If they say yes they begin filling something with the liquid. They put them on a tray and both of them, one with legs the other with arms, bring it to the party. On it are these very large hands with the fingers curled. The hands have stitches and strange markings on them. Were they golem hands? Liquid fills them to the point where they are overflowing a little. The servants hand everyone a hand and return to the bowl. If drank the liquid is refreshing and the characters feel like putting down their weapons. Everyone who has drank the liquid must make a save or they will be charmed. For one hour they will refuse to fight. They would rather sit on the chairs and soak in the atmosphere of the place.

14 Shriveled Old Swordsmen

A table with fairy tale books on it is against one wall. Standing around it reading the books are a group of 7 old men. They are bent over and are using canes to support themselves. When they see the party they put their stories down and say to each other "Let's reenact Lord Norks killing of the unpretty traitors.". There seems to be agreement among them. Each one pulls a long sword from who knows where and begins to match up to party members. "This will be a story we can write down!" one of them says.

The party is facing level 5 Fighters in this encounter. Each is a master of their weapon. They can only move at half the rate of a normal man. But when they hit with their long swords they do +2 to damage. The swords they carry are +1. The swords are able to function as +3 for one round three times a day.

Fighters

(AL CE MV 60'(20'),
AC 8(Leather), HD 5, AT 1,
DG 1d8 +(see above),
SV F5, ML 9. XP 500)

HP: 20, 25, 18, 31, 23, 16, 34

15 Treasure Trap

A big hoard of gold with chests in it rest on the ceiling. It looks like a fortune is up there. The ceiling is 15' high but the treasure is 5'-7' tall. Anyone who touches the treasure will have a pit open up beneath them. The pits are 10' deep and have spikes at the bottom. Falling damage is applied and 1d6 for the spikes. The rounds after that very hot gold liquid pours out of the treasure pile on top of whoever is in the pit. They take 1d8 HP of damage with a save cutting that in half. Once out of the pit this stops. Empty pits close up. What is on the ceiling isn't really gold. Its some sophisticated mechanism built by Shenozel to trap and destroy intruders.

16 Pit Of The Punishing Fist

30' x 30' x 2' stone square sits in the middle. On the square is written:

"I await you below
A fist will open the door
For you are too slow
to ease my bore."

Moving the stone takes a combined Strength of 30 or more. 1' a round can be moved. A 15' deep pit is

revealed with stairs leading to the bottom. Down at the pit's bottom is a door on one of the walls. Anyone who starts to open it will be hit by a giant fist. The door will slam open and the fist will smash into whoever has touched the door. They take 4d10 HP of damage from the fist with a save cutting that in half. The fist pulls back behind the door which closes with a slam. If the party destroys the door it will reveal that a wall was behind it the whole time. Every time the door is opened the fist is activated.

17 Misleading Zombie

A zombie is walking around the room. It is wearing a tattered brown robe. The thing does not attack but waves a hand at the party. "Hello adventurers. I will stand here." the thing stammers out. The zombie almost seems like it isn't looking at the party. It croaks "Shenozel is gone forever. There is nothing left here just the dead who used to be her servants. Leave this place of sorrow.". The zombie falls over and is apparently done for. It's just a corpse now.

18 No Treasure Here

The door has 3 locks on it. Inside of the room is a very big pile of gold. Half of the room is filled with it. The party will feel like they have finally gotten rich. There are lots of empty sacks hanging from the wall. As soon as the party starts to touch the gold it turns to maggots in their hands. Every touch turns the gold into maggots. If a character jumps into the pile they are covered in maggots. After touching the gold 3 times a voice can be heard laughing at the party "That's all you'll ever get from Shenozel little maggots.". Then what's left of the gold turns into maggots.

19 Trapped Demon Ghost

A Demon Ghost is faintly in this room. His ability to be material in this world is over with. He knows that he is dead and Shenozel has left him. When the party arrives he will ask them not to run away but to free him. He thinks his old sword if stuck through him will end his misery. Will the party find it and release him? He tells them that Shenozel has trapped him in this room because she was especially fond of him. He's not sure why she killed him in the first place. It is easy to anger her.

If the party returns with his sword

from the Old Sword area he will ask them to put the sword through him. When the sword goes through him it starts to slash him over and over. Pieces of him fall off and then the sword goes ghostly and the one hand left takes hold of it. The hand points the sword at the exit and goes flying out never to be seen by them again. Award the XP they would receive for killing a Demon Ghost.

20 Old Sword

Cobwebs fill the room. They hang from the ceiling and almost seem like curtains. Some of them have skeletons in them. There are 14 big cocoons randomly attached to the ceiling. If cut down and opened they contain 2-12 GP each. Two of them have something special. One has a Scarab Of Protection(9 charges). In one of the furthest corners from the entrance is the other special cocoon. Inside of it is a big dead dried up spider. If looked at closely they will find a long sword stuck in its belly. This is the sword of the Demon Ghost in the Trapped Demon Ghost area.

21 Two Chests

In opposite corners of the room are two chests. They are both locked.

One is 4 times as large as the other. Along the bottom edge of each is writing. Deciphering it is difficult as the writing is in a demon's tongue. The small one says "Place your gold and diamonds here and they will disappear.". The larger one says "Inside of here they will appear 10 times what you hold dear.".

The smaller one has a simple lock. Once the lid is shut it locks itself again. Things put inside of it disappear as soon as the lid is closed. The larger one suddenly gets heavier and there sounds like there are things inside if shaken. If one was to compare the weight of the small one when it had things in it the big one seems 10 times heavier.

Opening the big one is difficult. There is a lock on each side that must be unlocked. As soon as one is unlocked one of the others lock. To keep this from happening the little chest must be unlocked after one lock has been opened on the big one. All four must be opened this way. The chests are unbreakable. Any damage they are dealt repairs itself instantly.

Once the big one is open it reveals that the only thing inside are the things put inside of the small chest. At the bottom of the chest is an ink picture of woman's head screaming.

22 Animated Door 2

This area is just like the Animated Door 1 area. The door is visible different but it functions much the same. This one will not open automatically and it will demand alcohol or it will not open. Every time it will ask for more liquor or it won't open. "No drink no open." it says. Giving it something besides alcohol to drink angers it. "Go away." it pouts. The party can try again in an hour. Then it will ask them for drink again. Only with booze will it ever open.

HP: 100

23 Cleaning Balls

There are 5 metal nets with black globes hanging in them. They are suspended 10" above the floor. A glass case with a door is 1' away from the entrance.

The case can be entered. Inside are 5 little levers and one big lever. Pulling a small one releases one of the black globes in the nets. 1 globe per lever. The big lever puts the globes back in the nets and suspends them from the ceiling. Regardless of where they are in the room, back into the net they go.

When a globe is free it rolls

towards anything it doesn't recognize. Could be dirt on the ground or a character. All over the globes are little nozzles. Acid squirts out of the nozzles and onto the unknown thing. Squirting a character is an attack. On a hit 1d10 HP of acid damage is dealt. The globes focus on one thing at a time. It will not stop until its target has been dissolved in the acid.

The globes roll out of the room if they don't notice the party. They also ignore anything in the glass case. After 15 minutes of not finding anything they return here and roll into a net. Up to the ceiling they are lifted waiting to be released again.

Cleaning Balls

Alignment: Neutral

Movement: 210' (70')

Armor Class: 5(20 HP each)

Hit Dice: 5

Attacks: 1

Damage: 1d10

Save: F5

Morale: 12

XP: 350

HP: 20 each

24 Corrupt Creations Control

8 5' diameter cylinders extend from the floor to the ceiling. The ceiling is 10' high. The cylinders terminate inside of a 1' tall silver torus. 2 cylinders are in each of the room's corner areas. Inside of the cylinder swirls a rainbow of colors. Sticking in each of the cylinders is a black metal handle that ends outside in a pink and green globe.

The handles can be removed from the cylinders which immediately close and spill none of the liquid. Placing the handle back in is just as simple. Nothing else will penetrate the cylinders. Hitting something with the colorful balls causes them to splash on what is hit. The goo doesn't seem to do anything. Sticking the handle back in the cylinder results in a new globe expanding out of it in a couple of minutes.

The colorful globes are effective against the creations of Shenozel. Any golem or thing built by her when hit by the globes will be affected as if a Harm spell has been cast on it (the opposite of the Heal spell). It is possible that the Face Stealer will be affected by them as well. The globes don't just leave a goo on them but burn like a fire. Again the handles are empty and need to be refilled.

25 Assembly And Designs

4 metal tables are pushed up against the wall. Several boxes contain heads that seem like they are sewn together. 2 larger boxes contain the torsos that are similar to the heads. 11 arm and leg length boxes are piled together. They are empty.

On the wall are large sheets of papyrus. They are 3' x 3'. On each a different man like thing is detailed. A rolled up partially burned up papyrus is underneath them. What can be made out shows a gigantic man standing next to what might be a castle. Notes scribbled on it indicate that this was a failure. Fell apart when it punched the first tower.

26 Face Stealer Design

The door to this room is locked. On a table is a small chest which is also locked. Inside of the chest are pieces of a ripped up papyrus. If the party takes the time to put them back together a vague picture of the Face Stealer emerges. Areas in the left and right corners are missing. The party should be able to make out that there is a connection between the golem maker (Shenozel) and the Face Stealer. Is this thing something that was made?

27 2 Pieces

On a metal table is a man who has been split in two. Wires attach to both halves and run to a large metal cylinder that is 3' in diameter and 5' high. The cylinder has a handle at about the middle and this points towards the man. A smaller table is next to it. On it is a magnifying glass, thread, needle and a papyrus accurately depicting what the whole man would look like.

Pulling the handle on the cylinder causes the parts of the man to start moving. Its eyes roll back and forth. If a character is close enough it will try to grab him. Pushing the handle back into its original position stops this. The thing on the table isn't alive. Attacking it may stop it but the thing doesn't have any HP. The party must be careful when the thing is active. If they touch the wires they will be shocked for 1d8 HP of damage.

28 Pools For Golems

The room has a single walkway through it. On either side are pools filled 10' deep. There are 4 men swimming around in them. Next to the pools are 4 two handed swords.

There is a 1 in 4 chance per round that the men swimming will notice the party. If they make a loud

noise or attack them then all of them become aware. They get out of the pools and reveal themselves to be Armed Golem Guards. They pick up their swords and begin attacking.

Armed Golem Guards

(AL NE, MV 90'(30'),

AC 3, HD 9, AT 1

Sword or 1 Fist,

DG 5d4 or 2d8,

SV F9, ML 12, XP 2400)

HP: 41 each

29 Destroyers

A couple of men are walking around here. They have the sticks/colorful globes from the Corrupt Creations Control area in their hands. Each is in a dark robe. When they see the party they will look at each other. One of them will say "Shenozel must have brought you here for a reason. Be careful there is an out of control flesh machine wandering around. If you see it stay away. Were hunting it to destroy it. Shenozel will not be happy about this one.". They will try to get by the party. If attacked they put their sticks/colorful globes away and begin using their spells. These two are Black Robed Ones.

Black Robed Ones
(AL CE, MV 120'(40'),
AC 5, HD 5(32 HP each), AT 1,
DG 1d4 Dagger,
SV MU10, ML 12, XP 1700)

HP: 32 each

Can cast spells as a 10th level
magic user.

#1 spells:

- 1 Burning Hands x 2,
Spider Climb
- 2 Invisibility, Mirror Image x 2
- 3 Suggestion,
Summon Monster 1,
Hold Person
- 4 Confusion x 3
- 5 Feeblemind, Interposing Hand

#2 spells

- 1 Magic Missile,
Shocking Grasp x 2
- 2 Ray Of Enfeeblement, Web,
Invisibility
- 3 Slow x 2, Haste
- 4 Summon Monster 2,
Globe Of Invulnerability Lesser,
Polymorph Others
- 5 True Seeing,
Conjure Elemental

30 Wild Flesh Machine

A crash and a bang is heard before the door is opened. Inside there is smashed glass, bent metal, and cracked wood. An unarmed Armed Golem Guard is doing this. Its mind appears to be gone and it will not attack the party unless it gets very close to them. The thing breaks something then walks randomly to another thing and begins smashing that. If that thing is a character then that is what gets attacked.

Armed Golem Guard
(AL NE, MV 90'(30'),
AC 3, HD 9(41 HP each),
AT 1 Fist,
DG 2d8,
SV F9, ML 12, XP 2400)

HP: 41

31 Chomping Fire Gut

A conveyor belt about 3' high and 10' long is running. At one end are 2 black robed men who are putting arms, legs, heads and torsos on it. The conveyor moves at a slow pace. Things put on it are dumped into a large flesh head that has big eyes and a mouth. The thing is 10' in diameter. Its bottom has flattened on the ground. Inside of its mouth are super sharp teeth. Behind the teeth is a raging fire.

The men will be oblivious to the party until the head says "More body parts have shown up. Disassemble and put in a box.". Then it goes back to chomping. The men will look at the party and agree with the head. The party must be disassembled and the head fed.

They pull their daggers and begin casting spells at them. The men are Black Robed Ones. The head doesn't do anything since it can't

move. Occasionally you hear it grunt "disassemble". Anyone who puts their hand in its mouth will be bitten and sucked inside of the thing. The bite does 3-30 HP of damage and every round inside an automatic 1d10 HP of fire damage is done. It will not release anything and must be destroyed. It can take 100 HP and has the AC(3) and defenses of a Armed Flesh Guard.

Black Robed Ones

(AL CE, MV 120'(40'),
AC 5, HD 5(32 HP each), AT 1,
DG 1d4 Dagger,
SV MU10, ML 12, XP 1700)

HP: 32 each

Can cast spells as a 10th level magic user.

#1 spells:

1 Burning Hands,

Magic Missile x2

2 Invisibility x 2, Mirror Image

3 Suggestion, Hold Person x 2

4 Confusion, Ice Storm,

Wall Of Fire

5 Feeblemind, Anti-Magic Shell

#2 spells

- 1 Sleep, Shocking Grasp x 2
- 2 Web x 2, Invisibility
- 3 Slow, Lightning Bolt x 2
- 4 Summon Monster 2, Curse x 2, Polymorph Others
- 5 Cone Of Cold, Conjure Elemental

32 Building Flesh

In the center of the room stands a glass statue that is the size of a man and vaguely outlines the form of one. The top is open revealing that the statue is hollow.

There are several curtains hanging over more statues. Under each is a glass statue like the one in the center of the room. These are filled with a flesh colored liquid. If the liquid is touched it seems very hot. Bubbles pop at the surface. A couple have become more solid than the others. One is completely solid and steam rises out of the top.

33 Glass Men

A big pile of sand, a furnace and a black rectangular cube are next to each against the wall. The furnace has a shoot and sand adheres to it. Inside a fire rages and there appears to be lava as well. On the side is a slide with a hatch on the furnace. When the hatch is opened lava pours out of the furnace and into the cube.

The cube has a handle that can be turned. Turning the handle when it is filled with lava causes a glass statue of a man to form on top of the cube. A blade lays on the ground next to the cube. If the sharp side of it is placed against the statue it easily cuts through it. This will reveal that the statue is empty on the inside.

A man sized cart is next to another wall. It is large enough to place the statue on it. Wheels on the bottom make it easy to push around.

34 Flesh Parts

A big 10' x 10' x 10' box is against a wall. It is filled with glass and a couple of hammers rest on top. Next to that is a cart with wheels. The cart has a flesh statue laying on it. All around the room are different sized boxes. Some of them have parts that seem identical to the statue on the cart. Many are empty.

Another cart with a saw on it is behind the boxes. Flesh bits are all over it and the saw. A small sheet of papyrus notes that production will be cut for a brief period to see if the current batch works as planned.

35 Flesh Tank

Suspended from the ceiling with metal poles is a 10' x 10' x 10' glass tank. Inside is a thick swirling mixture of red and pink liquid. It almost seems like melted human flesh and blood.

A very long hose with a nozzle is attached to the tank. It is long enough that it can reach the Building Flesh area. When the nozzle is opened up the liquid comes shooting out. The liquid is the exact same temperature as a human being's skin. If tasted it seems delightful and filling. Like raw hamburger.

There is a rope ladder that hangs from the top of the tank. Climbing up it reveals a hatch. By opening it one has access to the liquid inside. The tank's glass is strong and will withstand 50 HP of damage before it cracks and its contents come gushing out. The liquid fills the room to 2' but will shrink to nothing if the door to the room is open. Everywhere it flows it leaves a pink film.

36 Black Robed Ones Chambers

Black robes hang from hooks in the wall. 4 strange devices that appear to be iron maidens without the spikes lay in a row. Nothing is in them. A pedestal sits at the head of each. On it a bowl of black liquid sits. Next to that is a little bottle of red liquid. The black liquid seems inert. So does the red liquid. Pouring the two together causes the black liquid to turn yellow and begin bubbling out of control. Each round a 5' diameter area is filled with bubbles. The bubbles do nothing but obscure one's vision if they fill too much of the room up. When the room is completely filled no more new bubbles are produced.

37 Escape

Here built into a wall is a flickering arch. Every second shows a nature scene. When that isn't shown the wall is there.

If Shenozel is defeated the flickering stops. The way is open to walk out into the natural world. Once the party passes through it the arch closes and it returns to flickering. The party will find themselves about a mile away from the Perfectorium. It will take awhile for them to orient themselves.

38 Tapestry Door 1

A tapestry hangs on the wall. It depicts a door that is partly open with darkness flowing in like light. Pushing on the door of the tapestry causes it to open further. The tapestry becomes darker and darker as the door is pushed. When it is completely dark the secret door behind it opens up and the tapestry is no more. It is a regular door on the other side. When it is closed the tapestry reappears.

39 Shenozel's Treasure 1

200 old statues in strange positions fill this room. Or are they golems? Each is 10'-15' tall with big round bellies. Cob webs cover all of them. If the party inspects the statues some will feel very light. Tapping on them reveals that they are hollow. A quick blow with a weapon opens it up. There is nothing inside.

8 of the statues are much heavier. Hitting them breaks them open just like the others. 4 are filled with black acid that spills out. Anyone within 5' of it must make a save or take 1d10 HP of damage. The other 4 are filled with treasure. If they shake the statues before they break them they will hear a difference in the noise they

make. The acid filled ones will make slushy noises while the treasure filled ones make a rattle.

Statue 1:

10,570 GP

Statue 2:

5,500 worth of gems

Statue 3:

Lots of pebbles and a little shell made of diamond. Golden tentacles extend from out beneath it. Estimated work 3,000 GP

Statue 4:

Filled with 100 arrows +1, 50 arrows +2 and 10 arrows +3. Gems worth 2,000 GP fill the rest of it.

40 Shenozel's Treasure 2

A 30' x 30' x 2' stone square sits in the middle. At each of its corners is a pedestal with a burning brazier. On the square is written a warning that he who opens the seal will face the wrath of the things trapped beneath. Moving the stone takes a combined Strength of 30 or more. 1' a round can be moved.

Beneath the square is a pit filled

with quicksand. Anyone who gets in it sinks at 1' a round. It is 15' deep. Somewhere at the bottom is a chest. Skeletons are floating everywhere in it. Finding the chest will be difficult. Getting it out of the quicksand is a problem the party must solve. The thing weighs a lot. A combined strength of 30 will be needed to get it out of the pit.

Inside the chest is a huge cache of diamonds. If they can get the diamonds out they are worth at least 75,000 GP.

41 Tapestry Door 2

A tapestry hangs on the wall. It depicts a man with horns posing as if he is holding a sword. Across from him is a big sword suspended in the air. If anyone touches the sword they find they can move it. When the sword is positioned in the man's hands correctly the tapestry disappears and the secret door behind it opens up. It is a regular door on the other side. When it is closed the tapestry reappears.

42 Shenozel's Demon Consort



A pool of hot coals is against the far wall and encompasses much of the room. Around the pool black leather is draped from the ceiling. The smell of burning flesh permeates the room. A rug of human skin lies on the ground before the door. If it is walked on the thing seems to move as if it is trying to get away from the party.

Relaxing on the coals is a 10' tall male in black leather armor. Horns stick out all over its back. The head has jet black hair. Its skin is yellow and its eyes are completely white. A 15' two handed sword rests next to him.

The man rises and takes his sword in his hands. "Come on my bed weak people and I will show you who your master is." it says as it looks to the ground in front of it. The man will not walk off the coals. If the party

begins to attack it with missiles or distance spells it hits them with its sword. These are destroyed by his sword. Only when he is on these coals can he use his sword so.

To engage the man one must walk on the coals. Each round on the coals a character takes 1d6 HP of damage. The man seems to enjoy the heat and is not damaged by it. Every 5 rounds he can stick his sword into the coals and anyone on them will be engulfed with fire. They will take 3-18 HP of damage. A save cuts this in half.

Bringing the man to 0 HP causes the man to scream "Bastards!" at the party. Flames shoot up all around him and he does a terrible dance. To the coals he falls and the flames consume him with great intensity. The coals seem to be getting hotter and hotter. Anyone still on them will take 2-12 HP of damage per round. In 5 rounds the room explodes in terrible fire blast. Anyone in the room will take 10-60 HP of damage. A save cuts this in half.

If the party leaves the room without fighting the man will not follow. He will briefly appear next to Shenozel and tell her that intruders are in the area then return here. Shenozel will patiently wait for them. Fighting and retreating gets the same outcome. In addition the party will find that those who were on the coals are starting to catch fire. 2 rounds after exiting the flames grow very strong and begin to cause damage. Each round a

character takes 1d6 HP of damage. A save negates the damage and the fire burns out.

The man is known as "GreX". He is Shenozel's consort. A large man he may appear but in reality he is a demon.

GreX

Alignment: Chaotic Evil

Movement: 120' (40')

Armor Class: 1

Hit Dice: 13(75 HP)

Attacks: 1 Fist or Sword

Damage: 1d10(Fist) or
2d10(Big sword)

Save: F13

Morale: 12

XP: 2400

HP: 75

Regenerates 1 HP per round

43 Angry Shenozel



The light in here is very dim. Over a large 12' tall body laying on the ground kneels a woman. She holds a knife and is cutting and sewing at a rapid pace. Over her floats a couple of hands that hold lanterns. These move as she does giving further illumination to what she is working on.

Around the room is one giant curtain mottled black and red. Doors are cut into it but only black stone wall appears in the opening. On the ceiling(20' up) are a couple more 12' tall men. It is hard to see if anything is holding them up there.

Something goes wrong as the woman is working. Blood squirts all over her and almost splatters the party. A blood pool forms off to their right. She curses and looks at the party.

Standing she throws the knife into the torso of the man. It stops and sticks where the heart would be.

The woman is Shenozel. She stands 6 feet tall with dead white flesh. Her eyes are green orbs surrounded by blackness. Her hair is mostly red with some white strands. The red leaves blood wherever it touches. The white hair appears to be made of bone. Hard to touch but flexible. The robe she wears ends at the knees like a dress. It is dark with hard to see stitches all over it. Her belt is made of dried yellow skin and is tied right at the belly button. On her hands she has two rings with very large rubies in them. She wears white slippers on her feet.

Shenozel has great beauty. Even with the blood splattered on her clothes and face it is still hard not to look at her with desire. She sneers at the party and begins casting spells.

Shenozel is not so much a magic user as she is a golemist. Her life has been dedicated to creating new and recreating golems that have existed through the ages. Occasionally she makes the wrong one and it has to be destroyed. The Face Stealer may very well have been from plan she discovered. She never thought she'd lose control of it. Powerful safeguards were in place. Nevertheless she can cast spells with great power. Treat her as an 18th level magic user.

As the party reacts to her magic

the men up on the ceiling begin climbing down on the curtain. By round two they have completely descended. Once on the ground they will leap on different sides of the party. If Shenozel's consort from the Shenozel's Demon Consort area is still alive he appears in a flash at her side 5 rounds into the fight.

Shenozel when she is brought to 0 or lower HP laughs at the party hysterically. Her substance flows away and through one of the doorways in the curtain. The doorway goes pitch black as it does so and returns to normal when she is gone. Standing where she was is a dead stitched up flesh golem that has been fashioned into a woman's body. The thing is a white fleshed replica of Shenozel.

Shenozel

Alignment: Chaotic Evil

Movement: 150' (50')

Armor Class: 0

Hit Dice: 18(90 HP)

Attacks: 2 claws/Spells

Damage: 1d8/1d8

Save: MU18

Morale: 12

XP: 5000

HP: 90

Regenerates 2 HP a round.

Spells:

1 Magic Missile x 3,
Burning Hands x 2

2 Darkness Glove, Invisibility x 2,
Pyrotechnics

3 Fire Ball x 3, Lightning Bolt x 2,
Fly

4 Fear, Ice Storm, Confusion,
Fire Shield, Extend Duration 1

5 Cone Of Cold x 2, Magic Jar,
Wall Of Force

6 Death Spell, Disintegrate x 2,
Stone To Flesh

7 Power Word Stun x 2,
Grasping Hand,
Summon Demon

8 Mass Charm, Clenched Fist,
Incendiary Cloud

9 Power Word Kill,
Crushing Hand

12 Foot Flesh Golems

Alignment: Neutral Evil

(taint of Shenozel)

Movement: 60' (20')

Armor Class: 9

Hit Dice: 12(60 HP)

Attacks: 2

Damage: 2d10/2d10

Save: F12

Morale: 12

XP: 2800

HP: 60 each

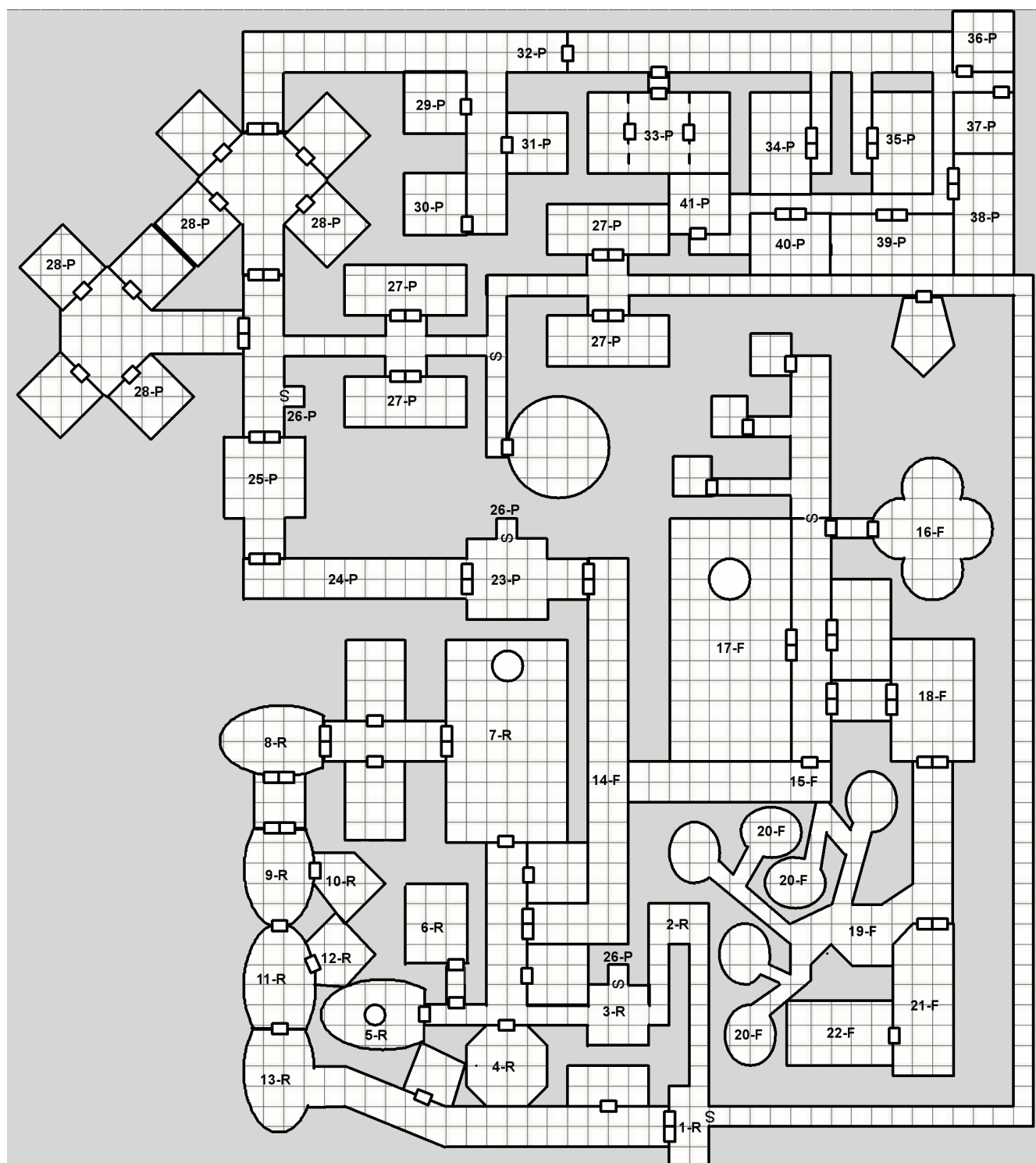
These golems have the same abilities as an Armed Golem Guard.

Maps

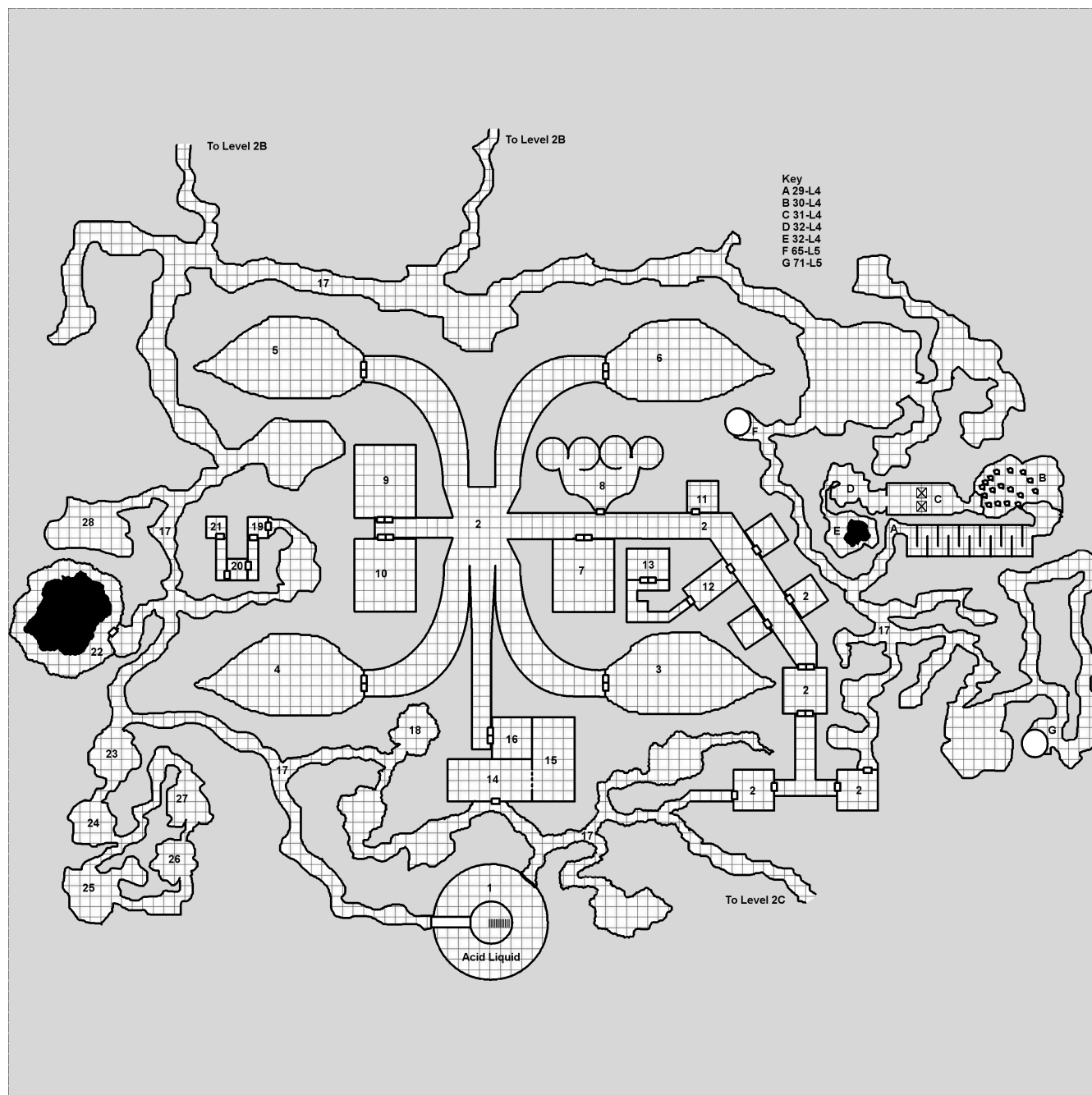
The maps if are divided into levels. If the level is small enough it is presented once. If it is too big it will either be broken up into pieces marked A,B,C, etc... . Or it may be presented as one map and be split into pieces which will be marked top, bottom, left, right, etc... .

1 square = 10'

Level 1



Level 2A

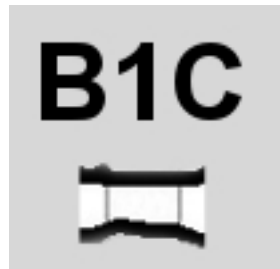


Level 2A Sections Explained

The next 4 maps are pieces from the 2A map. Areas in the 2A map are given section numbers: A, B, C and D. The pieces correspond to these areas. The pieces connect to one another. Tunnels that end and have an identifier that is LetterNumberLetter indicates that the tunnel connects to another 2A map piece. The first example is this:



This example means that at this point the A section connects to a place in the D section that has the exact same marker.

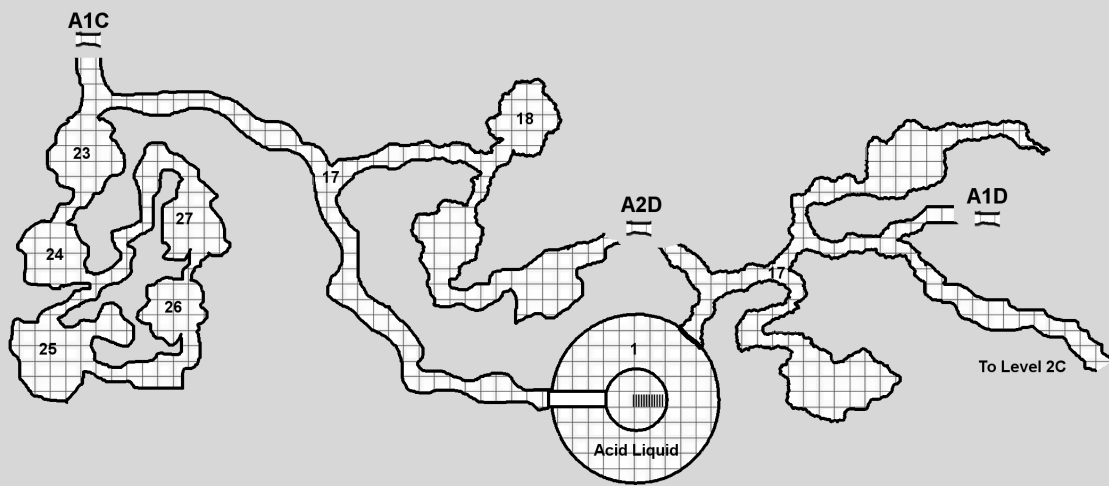


The next example would mean that B and C have tunnels that are connected and share the same marker. Each marker has a little tunnel icon below it.

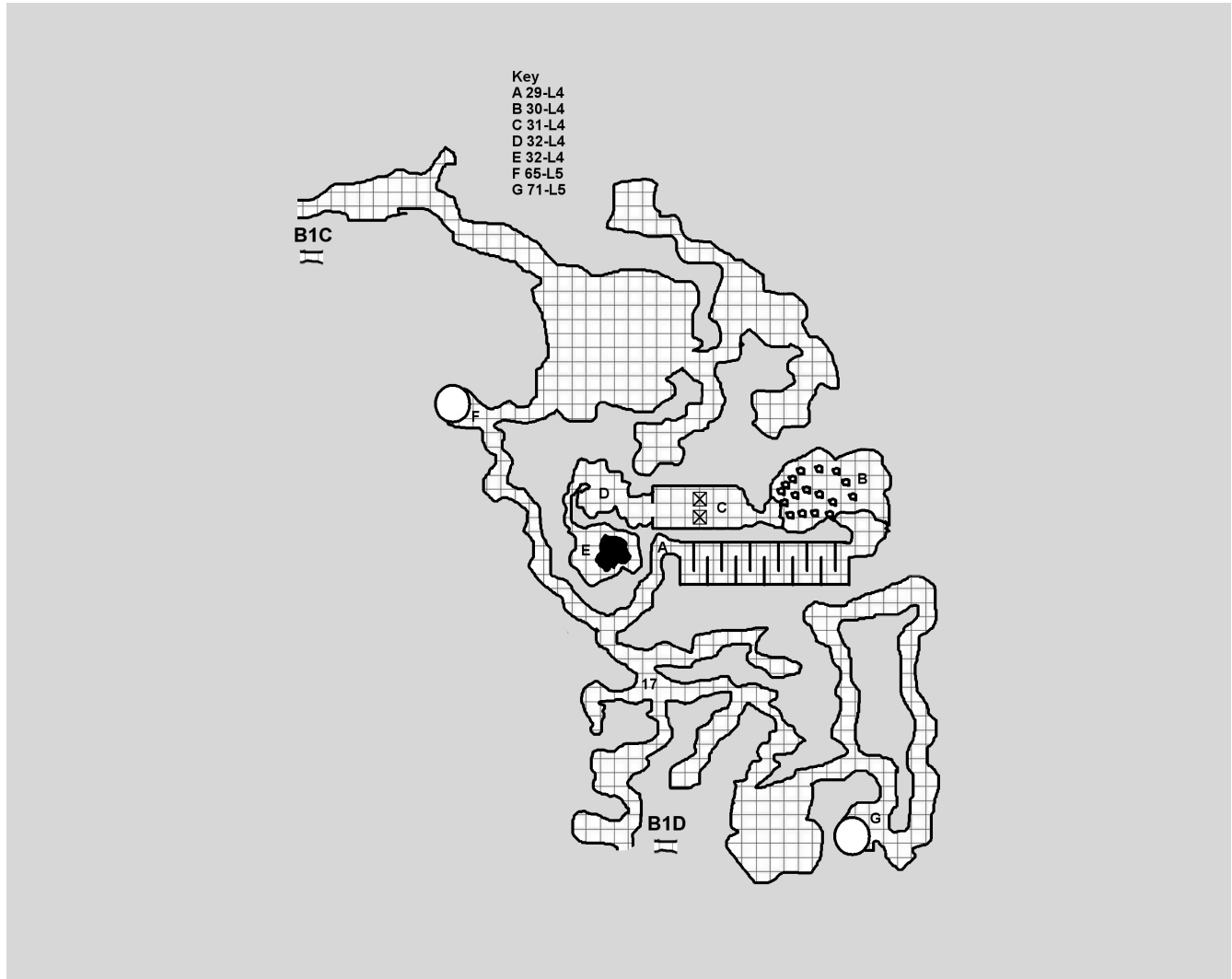
The makers makes it easy to jump to the other maps and precisely know where the tunnels connect. You can use this system or follow the whole 2A map.

Adventurers will typically descend from level 1 to the A section.

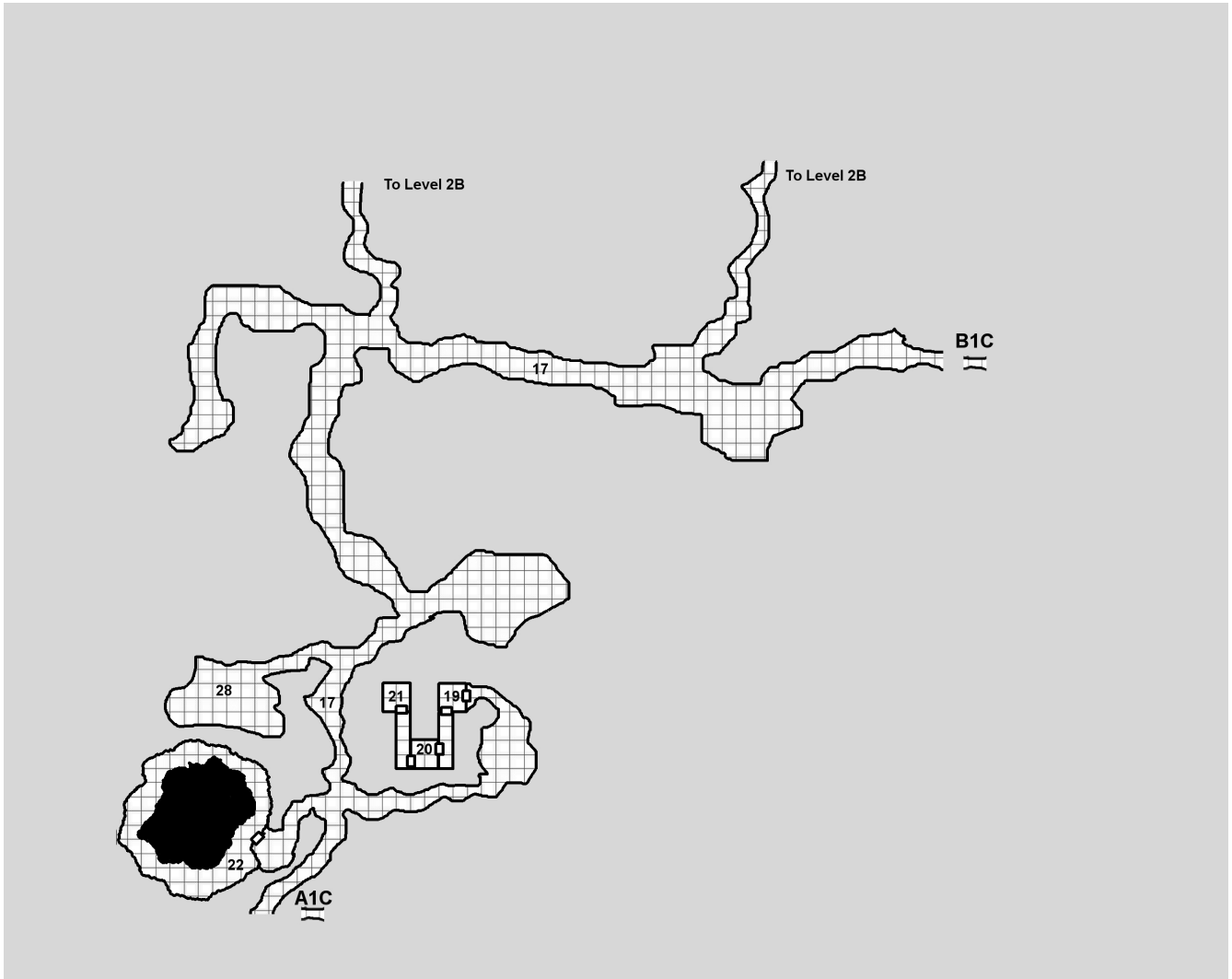
Level 2A: A Section



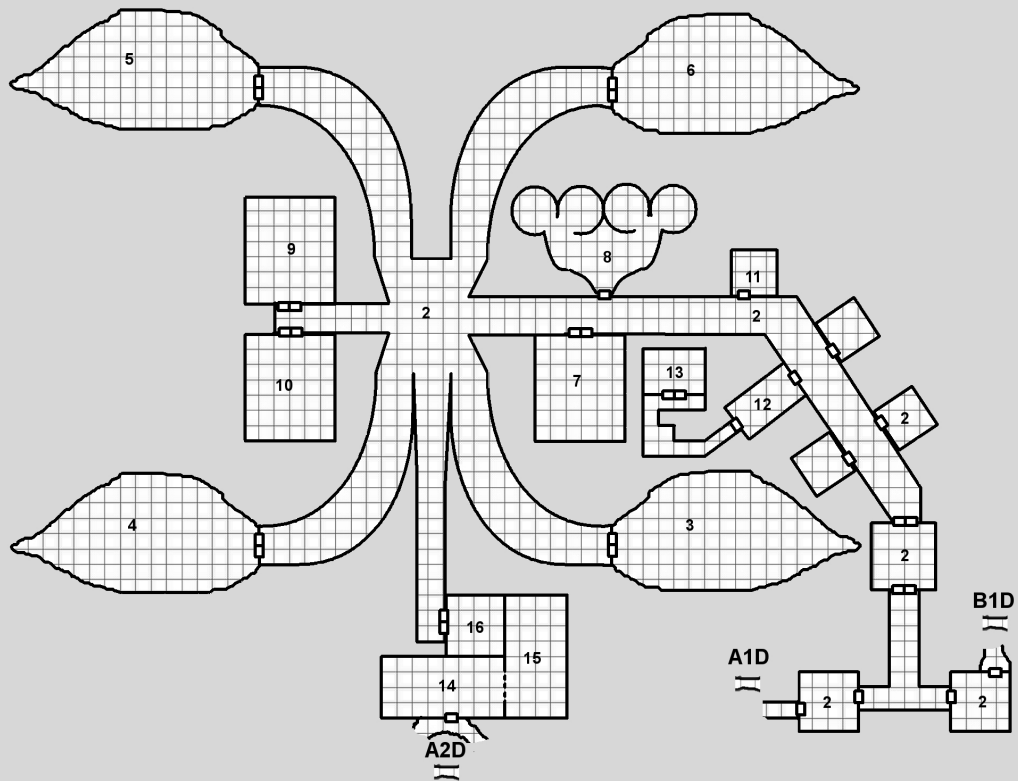
Level 2A: B Section



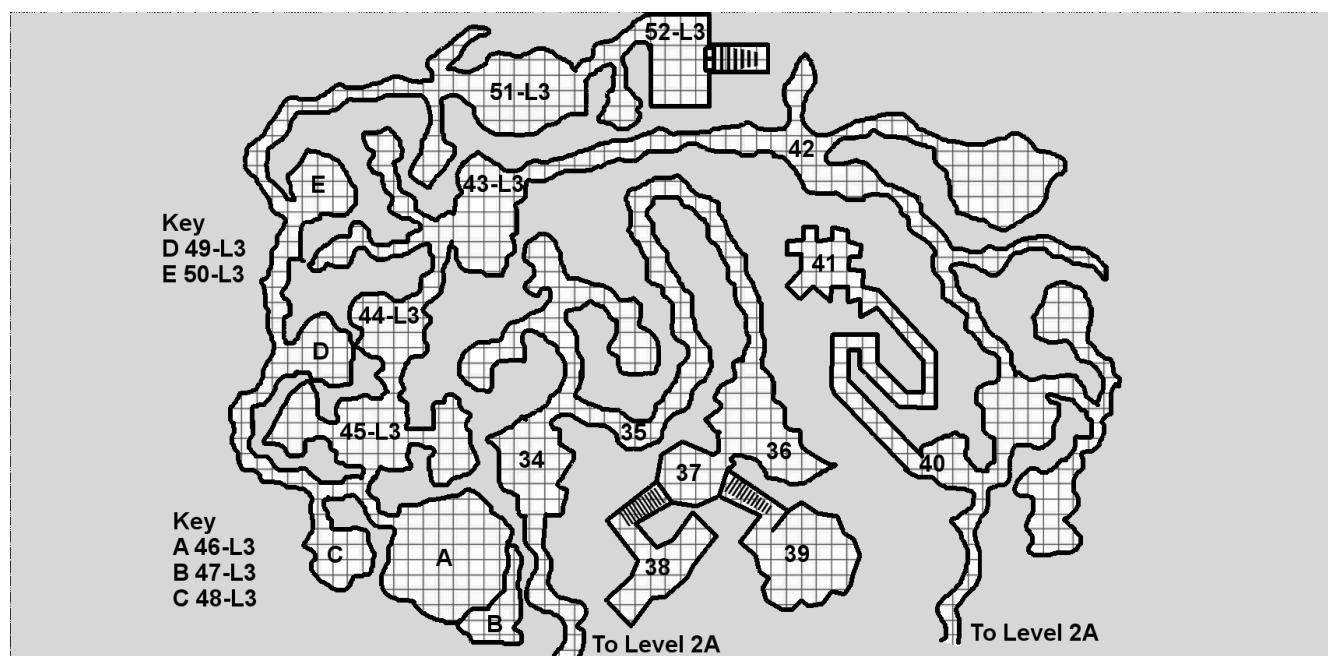
Level 2A: C Section



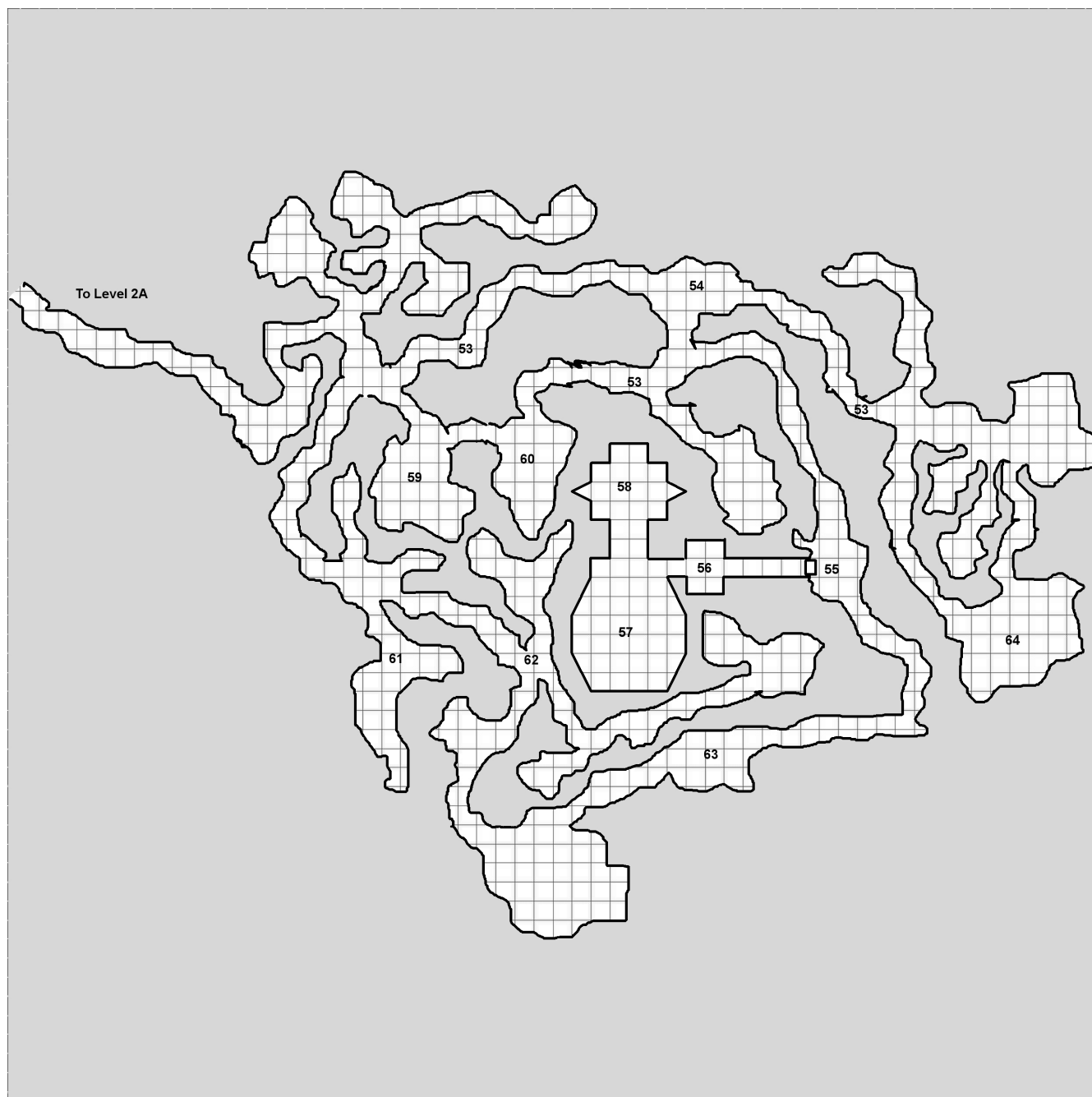
Level 2A: D Section



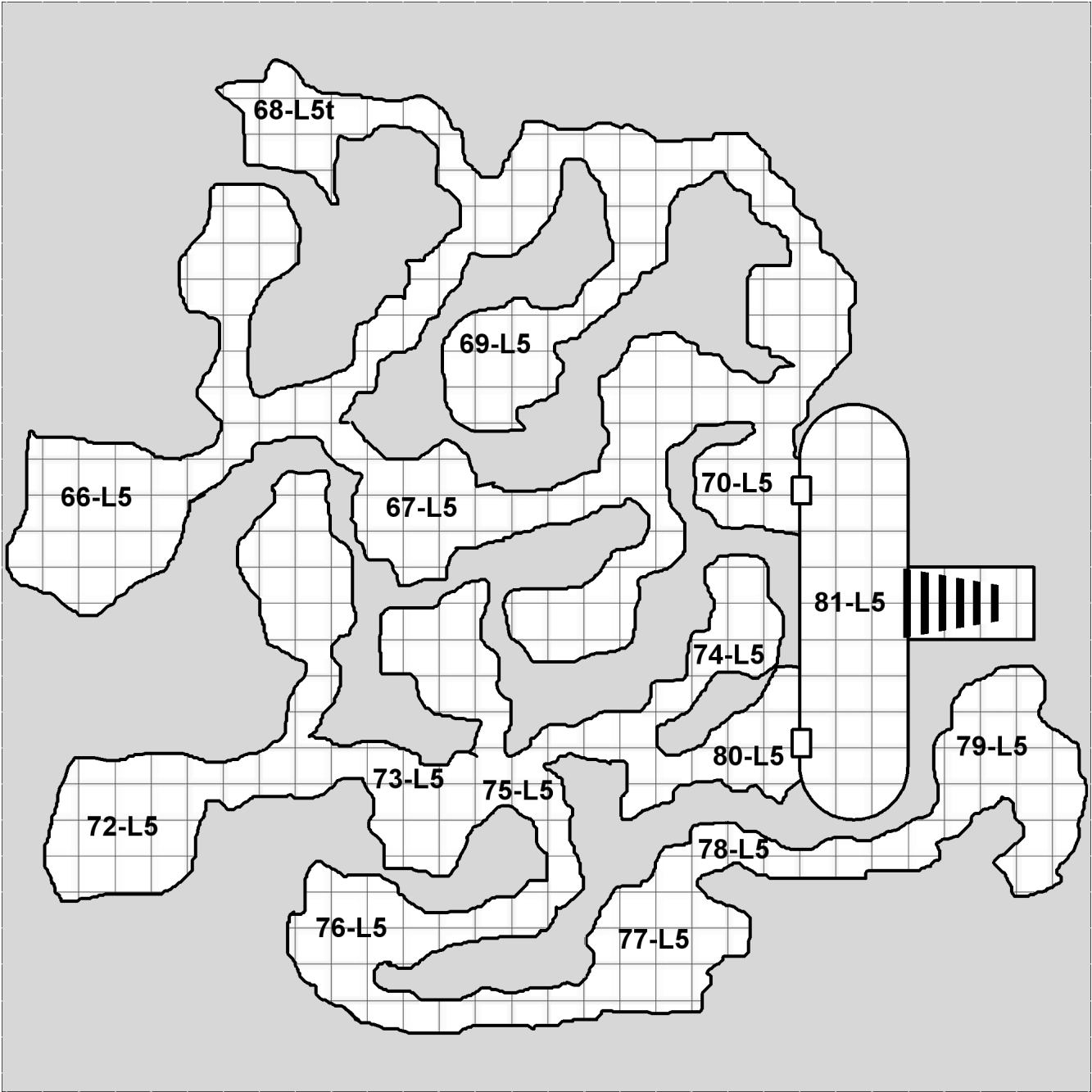
Level 2B



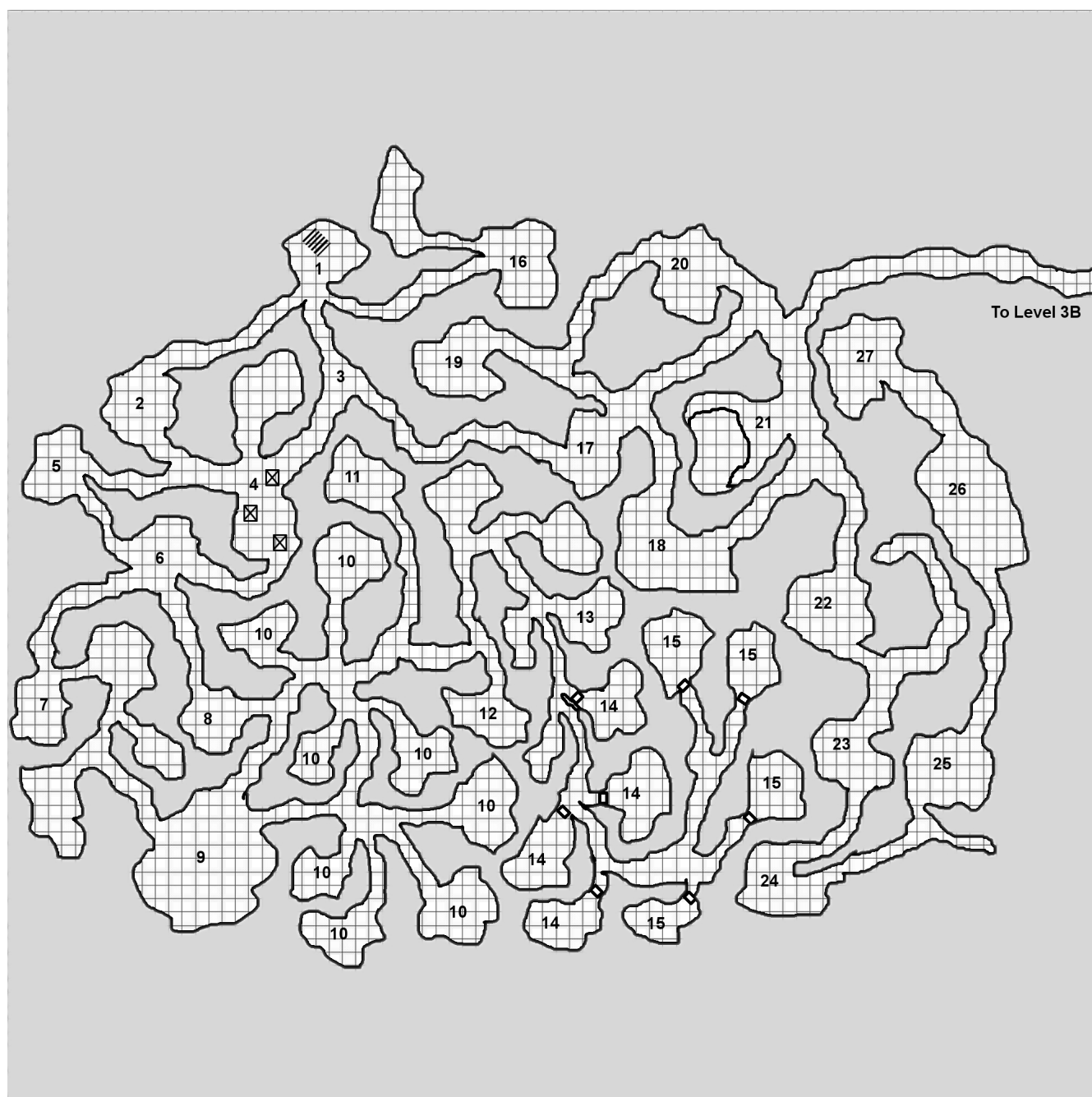
Level 2C



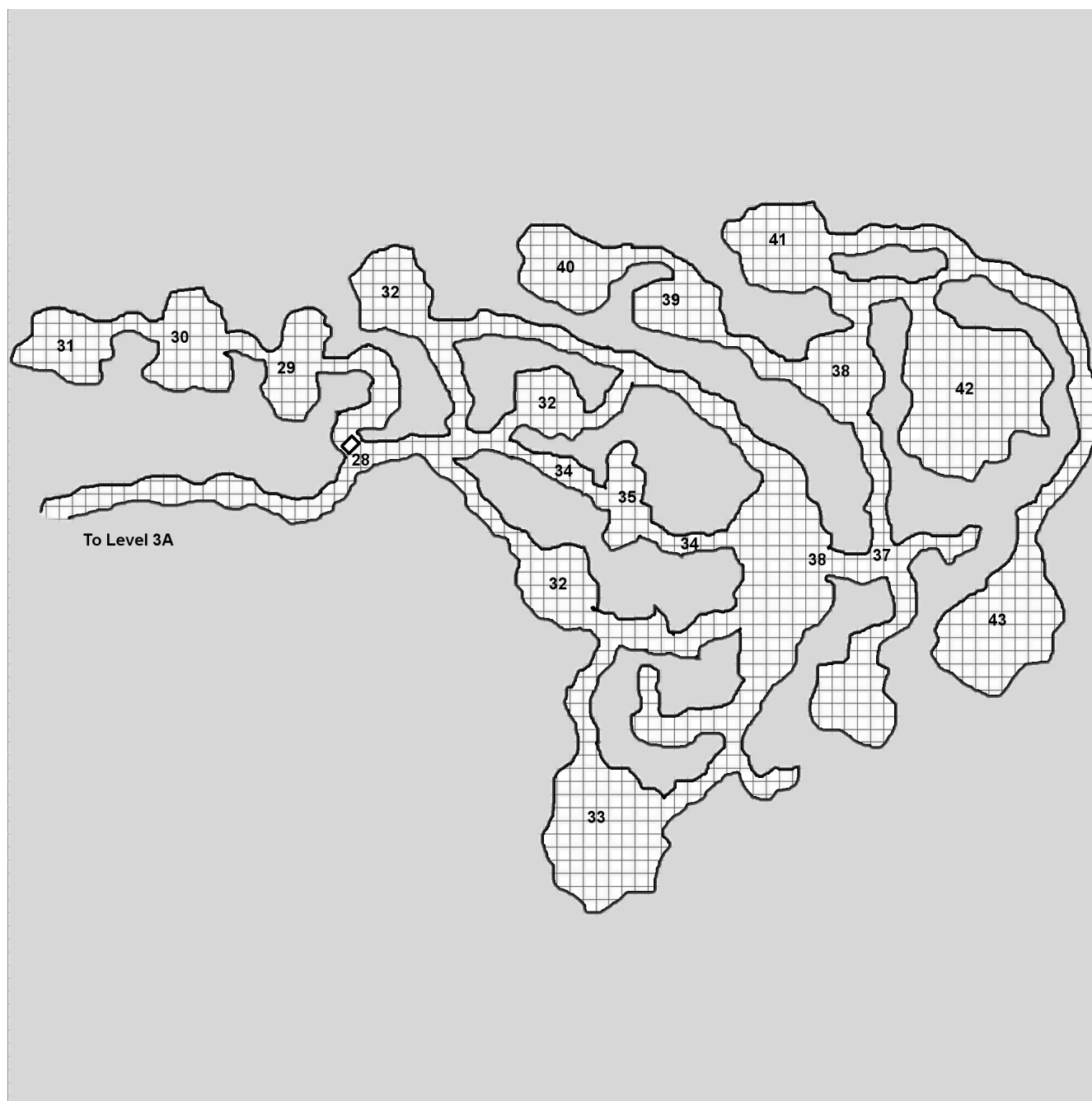
Level 2D



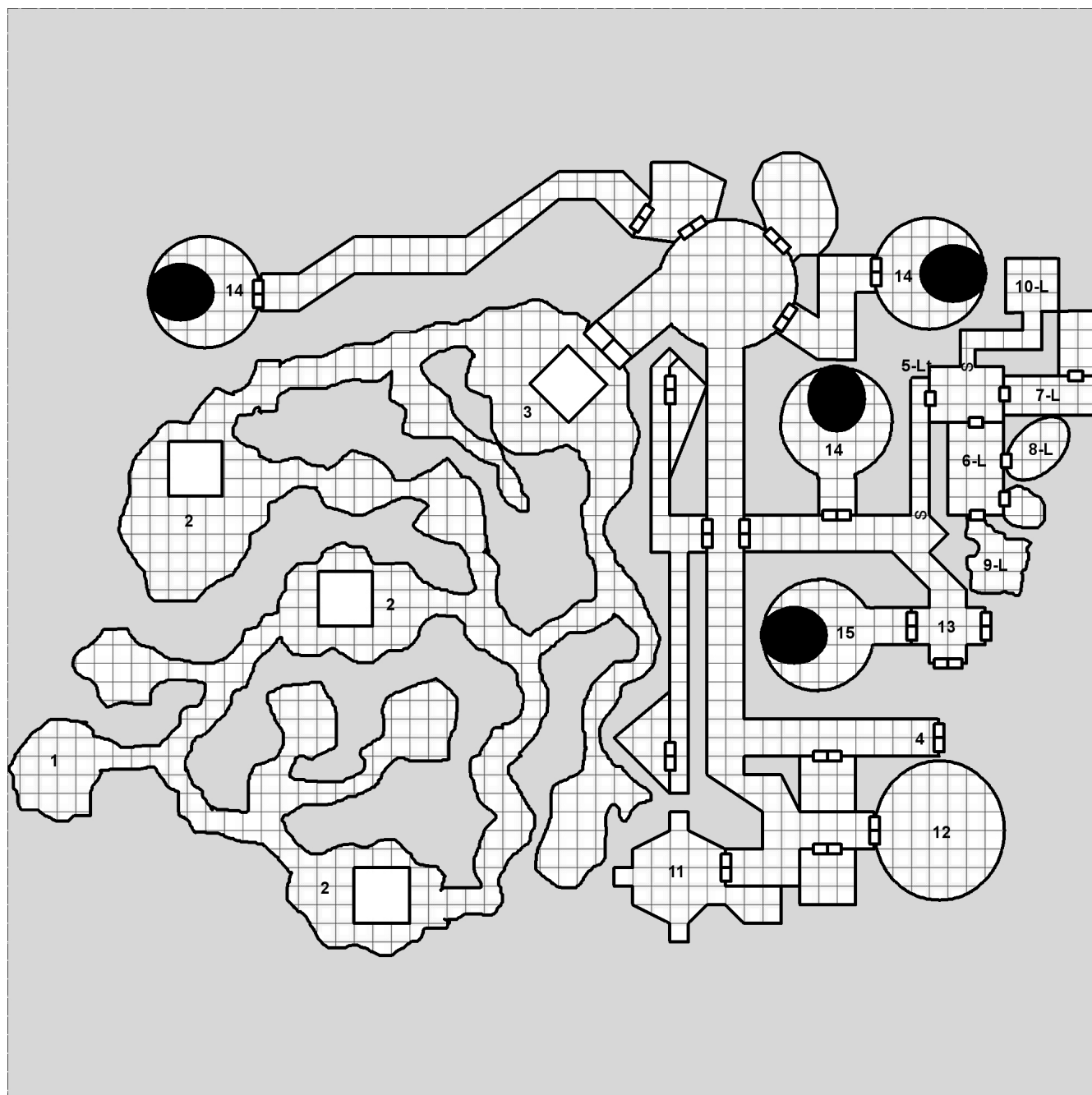
Level 3A



Level 3B

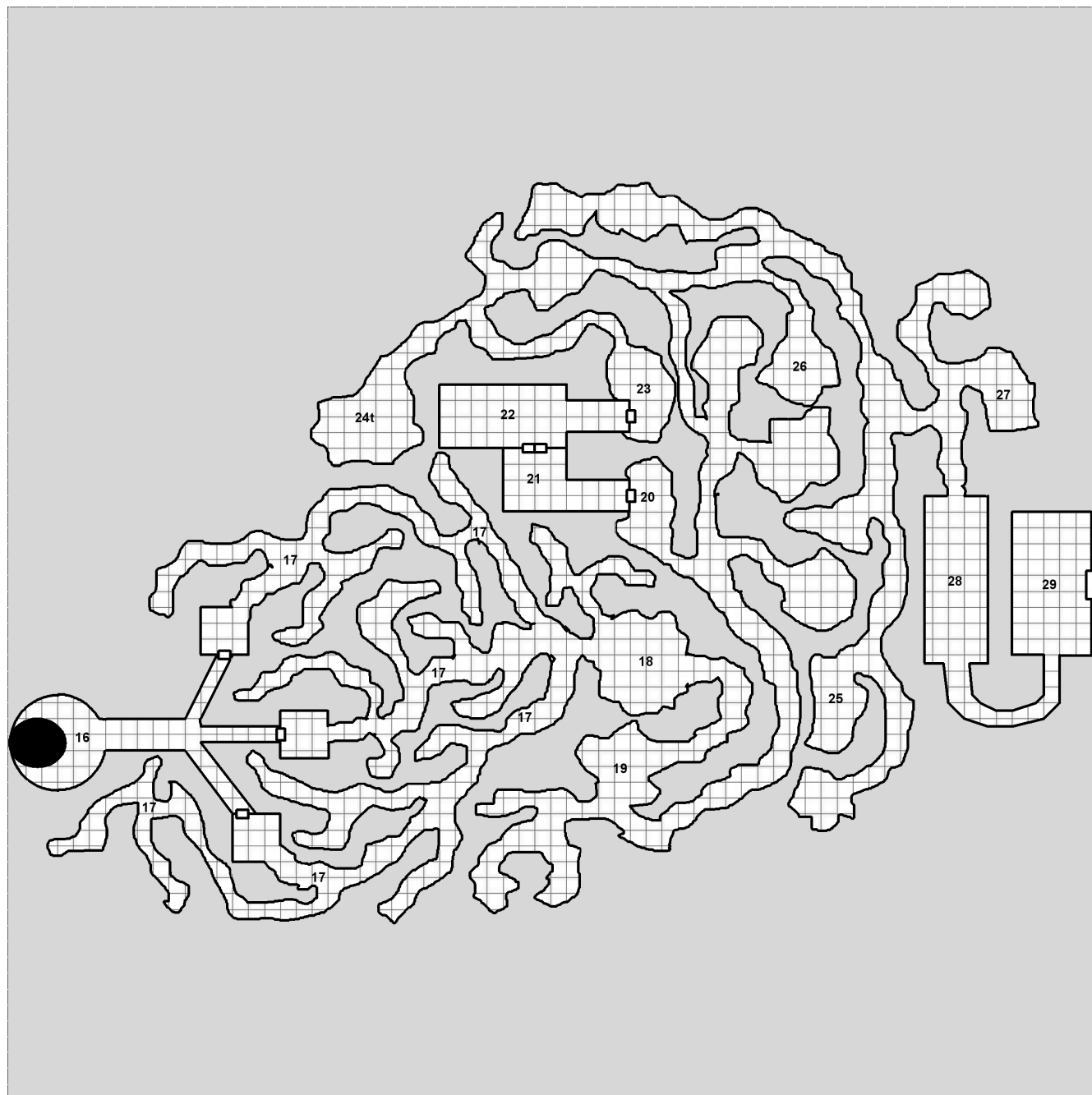


Level 4A



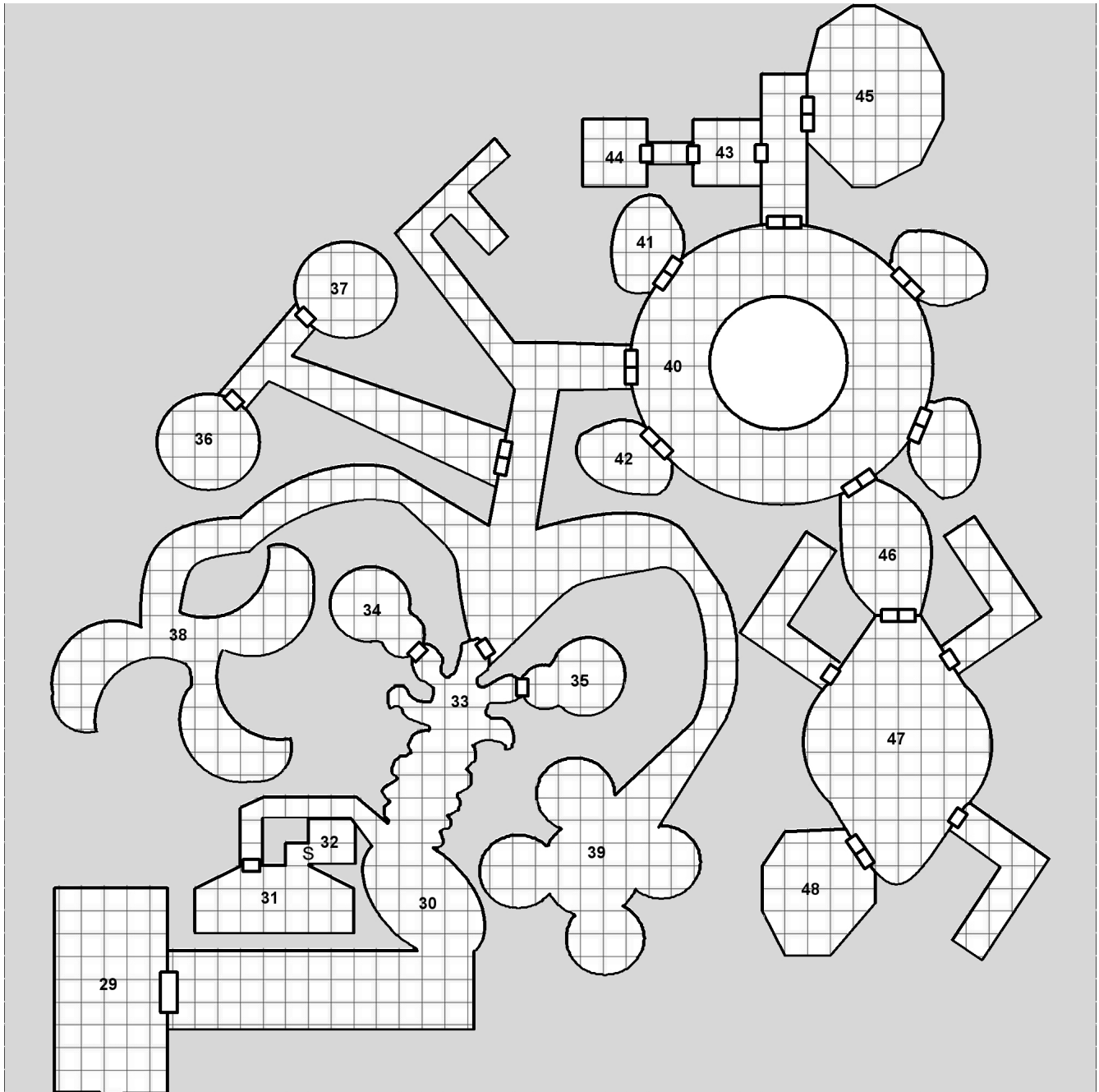
Level 4B

Area 29 is duplicated on the Level 4C map. This is where the two maps connect.



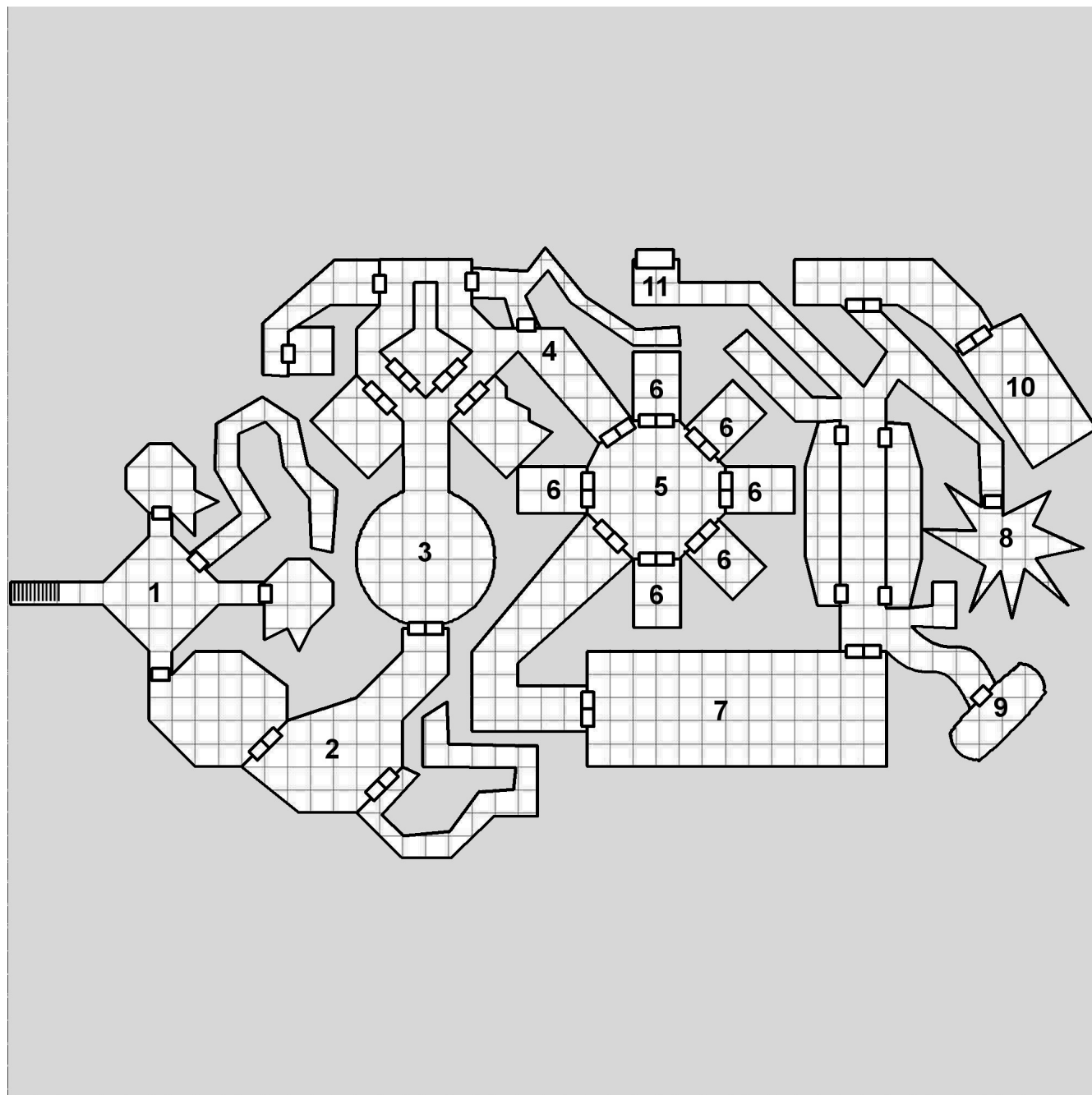
Level 4C

Area 29 on this map is duplicated on the Level 4B map. This is where the two maps connect.



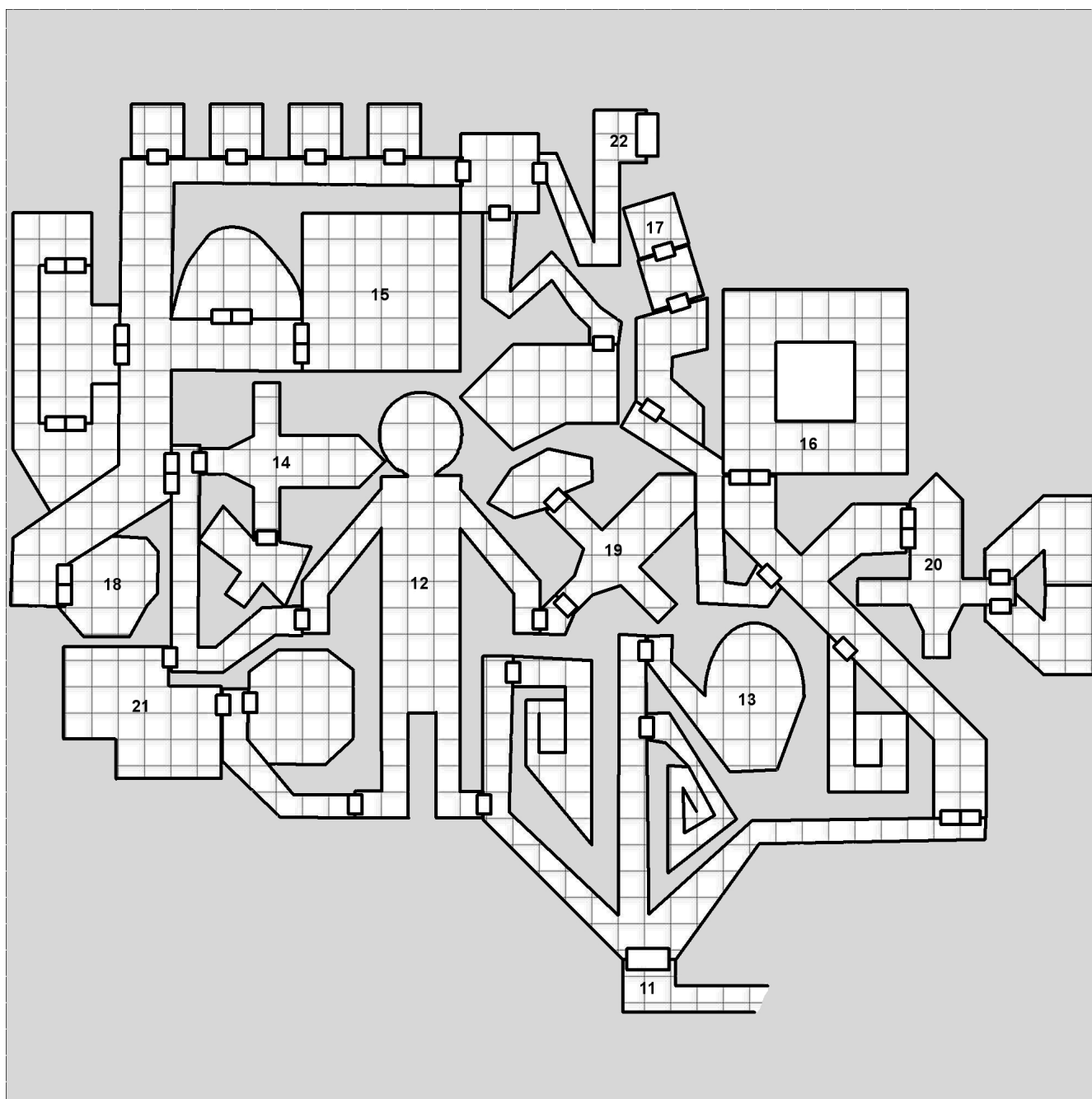
Level 5A

Area 11 is duplicated on the Level 5B map. This is where the two maps connect.



Level 5B

Area 11 is duplicated on the Level 5A map. This is where the two maps connect. Area 22 is duplicated on the Level 5C map. This is where the two maps connect.



Level 5C

Area 22 is duplicated on the Level 5B map. This is where the two maps connect.

