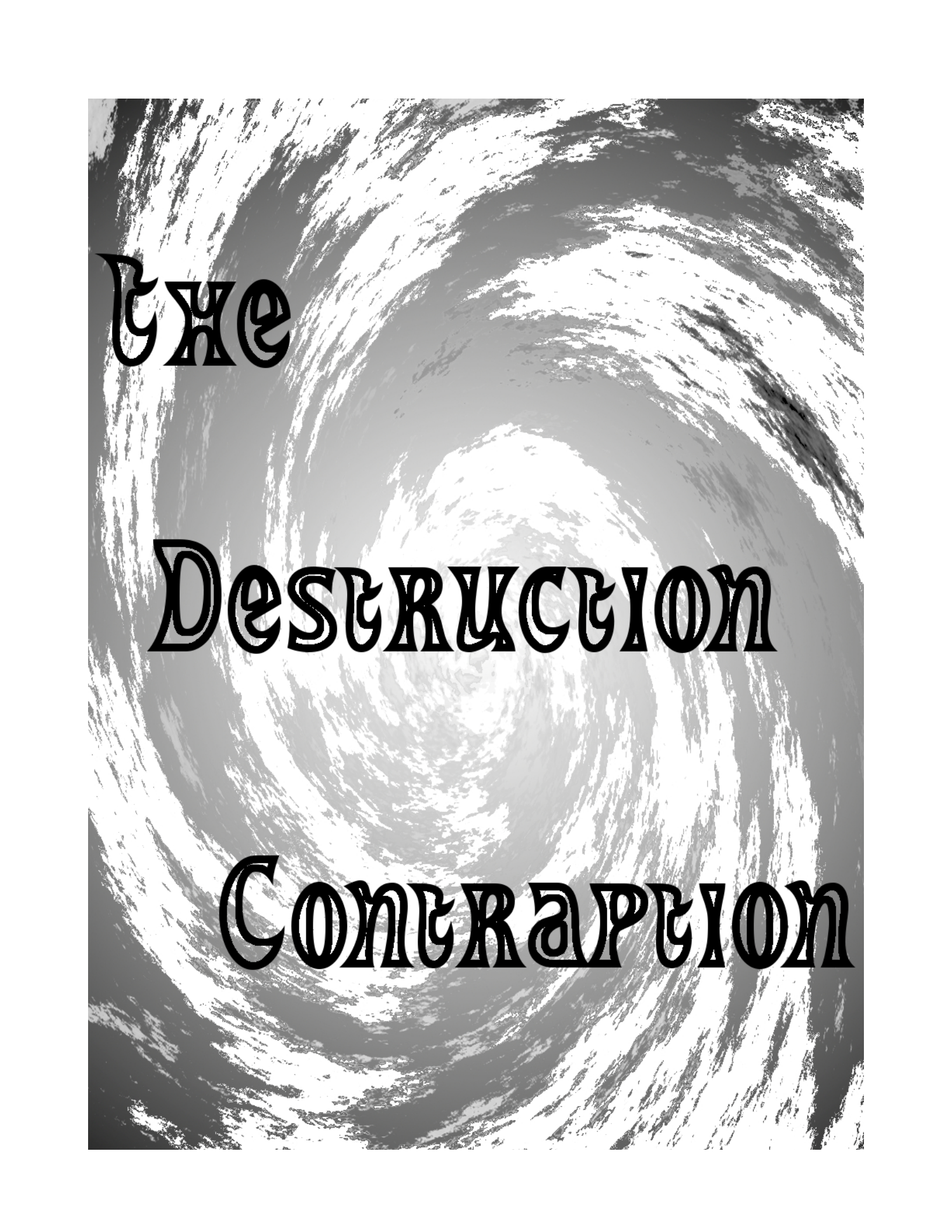




the

DESTRUCTION

CONTRAPTION

The Destruction Contraption
A Low Level OSR Adventure
By
Unbalanced Dice Games

The Destruction Contraption

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Introduction

It started out in mystery. Down the river a raft floated until it landed on a beach close to the village of Massakra. On it was a metal thing.

At its core was a 10'x10'x10' dark metal cube. On each side was half of a silver metal globe. Out of 4 of the globes extended a steel rope that terminated in a rectangular cube. The top globe had a small pyramid on it. The legs/ropes pointed upwards and touched in the above the pyramid.

No one knew what this was but to the village they took it. Then the night attacks began. At night they would come. Around the village they stood throwing rocks and yelling at the villagers. Who they were they knew not.

The village elder sent for the inventor hermit Mabila. He wanted him to figure out what the metal ball was. Maybe there was a connection between it and the men? Mabila looked at the thing in great wonder and told the elder to have the people gather around it when the next attack occurred. It must be a gift from a supernatural entity that will protect them! Mabila returned to his home.

Several nights later the men returned. Around the metal thing the village's people gathered. The rock throwing stopped but the men started laughing. The thing extended its legs/ropes downward and to the

ground. Up it rose above the people. The men laughed louder and louder.

A humming started to come from the thing and a dark and white vortex exploded out of the top point of its pyramid. The people did not understand what had happened. They looked to each other in confusion. Then it all ended, they were gone. All that was left of them and the village was the imprint of their shadows on the ground. The metal thing walked away and so did the men that had surrounded the village.

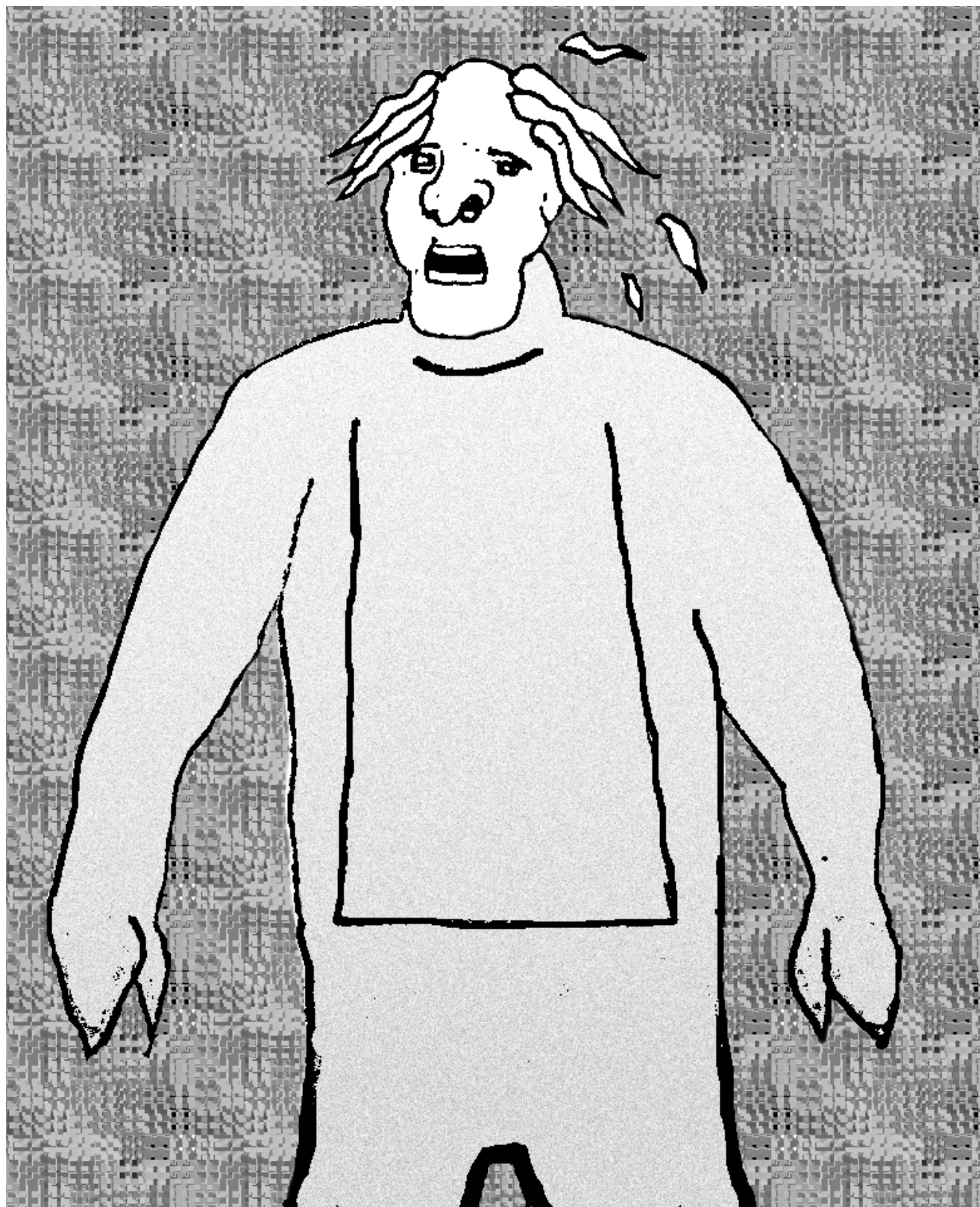
The Adventure Uses Labyrinth Lord

This adventure uses Labyrinth Lord and the Advanced Edition Companion. Both are available on the internet for free. They can also be purchased in book form. AC is descending and starts at 9.

The Massakra Area

The village of Massakra is basically gone. Next to it is the Massakra river which is ¼ of a mile wide and flows South. North of the village is Mabila's Home. Further NE is The Destruction Contraption Workshop. The land is heavily wooded with a mixture of broad leaf and pine trees. Trees go right up to structures. Use the Area map to

guide the party's journey.



Mabla The Inventor Hermit

Mabla has lived by the river for years. Longer than anyone in Massakra could have remembered. He was the crazy old guy everyone loved in Massakra. It doesn't seem he loved them back, at all.

Mabla is 5' tall. His white hair is always falling out but instantly regrows. Where he goes a pile of hair follows him. One must pay close attention to this but he can be followed by following the hair. In stressful situations he keeps pulling it out, momentarily making him bald. He wears a tin foil suit that gives him incredible protection. It covers his hands and feet and goes up to his mouth. Other characters of the same size can wear it but will find that it falls apart after being hit a couple of times.

Mabla, through various means, has extended his lifespan beyond that of a normal mortals. He is old but does not get sick or become any older.

One of his greatest inventions is his first son Oblurn. Oblurn was created from women he had kidnapped from Massakra. He mixed them with various river species and somehow got Oblurn. This was unexpected.

The knowledge he has gained has made him see himself above other humans. The people of Massakra became just another

experiment he wanted to try. Their destruction he planned out. Through skillful manipulation they became dependent on him to make things. Many devices he crafted for them and when they encountered the inexplicable they called on him.

For now he has moved permanently into his workshop and leaves his son to tend his comfy home. Mabla fears he went too far and believes adventurers are after him. Regardless his new experiments must continue. Adventurers be damned, all they want is gold not machines.

Mabla does not fight. He runs away as fast as he can when he thinks his life is in danger. He believes his creations will keep him safe.

No. Enc.: 1(1)
Alignment: Chaotic Evil
Movement: 120'(40')
Armor Class: 0
Hit Dice: 5(40 HP)
Attacks: 0
Damage: N/A
Save: MU5
Morale: 6
Hoard Class: None
XP: 200

HP: 40

“Winning”

If the party kills or captures Mabla then The Destruction Contraption Workshop will continue to run but as the years pass it will stop. Some authority figure will pay the party 500 GP for his body, 1000 GP if he is brought in alive. In addition to the XP the gold gives them they get 1000 XP for bringing Mabla in.

After this roll a a die. On an odd roll Mabla escapes, even Mabla is executed. The authorities may ask the party to recapture him. They will pay the party another 1000 GP if they get him again but the party will not get another 1000 XP from it. They will execute him immediately the second time.

The Party's Involvement

The party will learn that Massakra is no more. They will hear that its been burned down and the people are gone. A trader on the road will tell them about it. Its up to the party to investigate it. If they don't go they will hear again about. Some authority will pay adventurers gold if they find and bring whoever is responsible to him. The situation seems more dire than it did before.

The Place That Was The Village Massakra

Nothing is here. All that the party can find is black spots on the ground that are shaped like the shadows of people. Big squares where there were houses. Square holes in the ground where there may have been a house with a basement.

Square prints from the center of the village walk off to the river and lead to 500' away from Mabla's Home. There they just abruptly stop. Around the perimeter of the town are signs that many men were standing around the area. Their footprints end at the Massakra river.

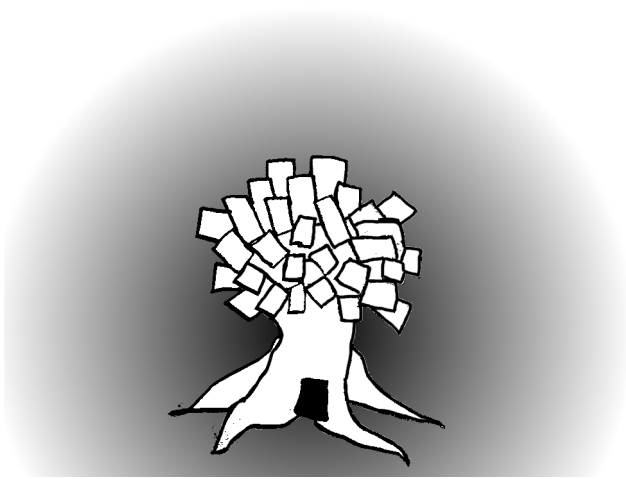
The Labyrinth Lord should forgo random encounters until after Mabla's Home. The idea is to try to guide them there with the foot prints. If they skip going there then start using the Traveling To The Destruction Contraption Random Encounters right away.

River Journeys

The journey up the river itself is difficult. Anytime the party gets a craft in it and try to go upstream something happens. The downstream flow intensifies and balances out any effort on the party's part to go upstream. It seems something wants them to stay on the land when they are moving around. Mabla and his people do not

have this problem. He has altered the river to keep people from getting quick passage to his places. The people of Massakra always knew there was something forbidden upstream and they never tried to go there. The water was not their friend.

Mabla's Home



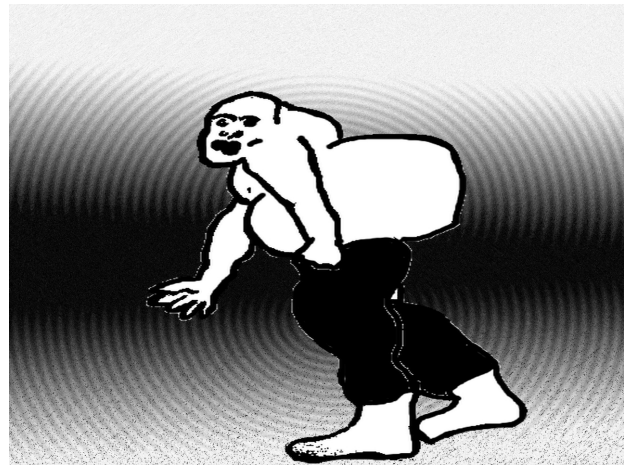
A large tree has been hollowed out. Big rectangular green leaves cover its branches. It's big enough that the party will wonder if it was expanded by magical means. There is a door on the trunk side facing the party.

Around the tree a man in leather pants walks around. His upper body is bare and you can see his blubber and deformities. He has 2 big humps on his back. One big one right below the neck and a larger one below that. He has no hair. The man has a funny smile and drool drips from his lower lip.

This is Oblurn, the son of Mabla. He will tell the party that Mabla has gone to the square place. If asked where that is he will point up the river. "You find it when you see the metal and wood sticks on the ground." he will say. Oblurn is fairly dense and will act idiotic most of the time. Mabla keeps him out of the tree house at

night and has him sleep close to the river under a tree.

Oblurn will tell them that the tree is Mabla's house. They can go right in and make themselves at home. He has some soup cooking and if they can figure it out there is a bed. If they get the chance can they get some toys for him? If asked about the light bulb room he will tell them that he thinks it's Mabla's invisibility machine. He uses it and disappears for days at a time. Must be playing hide and seek Oblurn thinks. Oblurn won't help the party beyond this and must keep things tidy inside and outside the house.



Oblurn
(AL N, MV 120'(40'),
AC 9, HD 2, AT 1,
DG 1d4,
SV F2, MR 9, XP 20)

HP: 12

Inside The Tree House

The walls of the place are made of the wood of a living tree. The floor looks like a carpet but if examined it is just very fine grass. Some spots in the 10' high ceiling have sap dripping from it. Probing these spots causes the probe to be covered by a big burst of sap. Light comes from random places in the walls giving the rooms a nice warm glow.

1 Start

The area is for storing clothes and different types of shoes. Warm clothing and swimming wear hangs from pegs on the walls. Sandals, boots and dancing slippers are neatly lined up against one wall.

2 Fish Stew

A fire that never goes out has a 3' diameter 2' high black pot sitting on top of it. Inside of it is a thick yellow liquid with fish swimming in it. The liquid is boiling hot but it doesn't bother the fish. If Oblurn is asked about eating it he tells the party that they just grab the fish in the pot and eat them. When it is empty Mabla has Oblurn go and get some more from the river.

3 A Few Books

Floating in the air and connected by ropes to the floor are 4 books. The books act like balloons and float 1' in a random direction each round if nothing is holding them. If the ropes are cut they will float upwards and rest on the ceiling. Taken outside they will go upwards until they are gone.

The books detail the construction of tree homes like the one the party is standing in. One of them gives a recipe that if fed to a tree will cause it to expand to very large dimensions. Feeding entails putting the stuff on a plate and placing it before a tree. Trees are supposed to find the substance irresistible and will eat it up if no one is watching. The substance sounds like the stuff in the pot in the Fish Stew area. If the party tries to make it they will fail. Where does Mabla get all the ingredients? Are they on another plane?

4 Oblurn's Toys

Mabla has made some toys for Oblurn to play with. They are wooden replicas of a Gorilla, a Giraffe, a Lion and a Duck. Each is as big as Oblurn. They weigh about 10 pounds each and are brown.

5 Bed

The room is empty. There is a door knob on one of the walls but no door. If turned a bed mattress will fall from the ceiling. It just materializes and falls. If the door knob is turned when the mattress is here it dumps anyone on it and flies up to the ceiling is gone. The door knob (un)summoning can be repeated forever.

6 Map Of The Area

A desk with a chair has a big map of the area on it. Massakra has been crossed out. Mabla's home is circled on it and an area with nothing on it is circled. If the party uses the map to get to the other circled area they will reach The Destruction Contraption Workshop.

7 Drawings

The walls and the floor are covered with drawings. The ones on the wall are easy to take down, there doesn't appear to be anything that holds them in place. They are of fantastical machines. If the party takes them with them they might recognize that some of them are things in The Destruction Contraption Workshop.

8 Talking Roots

Roots stick out of the floor. One of them ends in a wooden horn. The horn rises up and becomes level with a leading character's face. The character will hear the tree's demands. It will want fish stew every day instead of once a week. If it doesn't get it the tree will cease to grow and all the new rooms being planned will never happen.

The thing will not respond to any questions from the party and will repeat its demands over and over. If the party leaves the door open behind them as they leave the horn/root will follow them around the house. When the door is shut they will hear it banging against it for the remainder of their time in Mabla's Home.

9 Model

A table in front of the entry to the room has something on it that is cube shaped. It is an exact miniature of the The Destruction Contraption Workshop. Some notes on the table indicate that it was built hundreds of years ago. Mabla has written on one note "Was it really so long ago?".

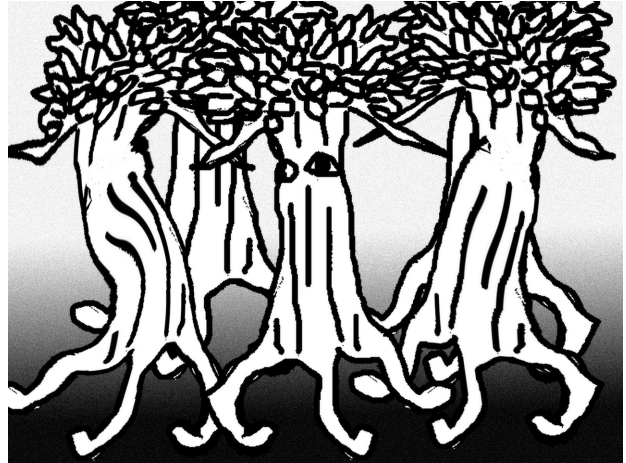
10 To The Workshop!

The walls are covered with things that look like light bulbs. A couple of wires lie on the floor and run to the walls. They end in one bulb each. If the ends of the wires are connected all the bulbs start to flash. Each round a new flash and with every flash a character is teleported in front of The Destruction Contraption Workshop. Only characters in the area are teleported and the last one that is done so is the one holding the wires together. Then things go back to normal. Anyone standing outside of the area will not be teleported.

Traveling To The Destruction Contraption Workshop Random Encounters

After Mabla's Home or if the party forgoes that use the Area map to determine distances to destinations. The party will be journeying through heavy wooded areas, adjust movement accordingly. If the party doesn't use the teleporter and searches for the workshop by land they run into some strange things. Regular wilderness encounters do not happen in this area only these. During the day check every 1-2 hours and only if the party is moving. At night check every 3-4 hours and only if they are moving as well. A roll of a 1 on a d6 is an encounter.

1. Animated wooden statues(4-12) that unbeknownst to the party appear like the people of Massakra. The statues are weak and the most they do is follow the party around.
AC: 9, HP 1, XP 0



2. 2 Eyes open up on a tree. The party will be surprised. It yelps and runs away. The party will have trouble following it as it will hide among other trees and it moves easily twice as fast as they can.
3. A big metal claw with helicopter blades flies above the party. It has something in its claw. It descends and drops it on the ground. The thing is a large barracuda with some device attached to its bottom. The device is a 5' long 3' wide 1' high. The box that is covered in fish scales. This must be why the fish floats. The barracuda will attack the party and wants to eat them. The claw flies away after it drops the fish. The party will be unable to attack the claw. Flying pursuit is in vain, it descends into the trees and is impossible to find. The barracuda goes up in flames

when killed but the device remains. They will be unable to use the device attached to it. In fact it will seem to do the opposite if picked up. Characters that touch it will be unable to move until they let it go.

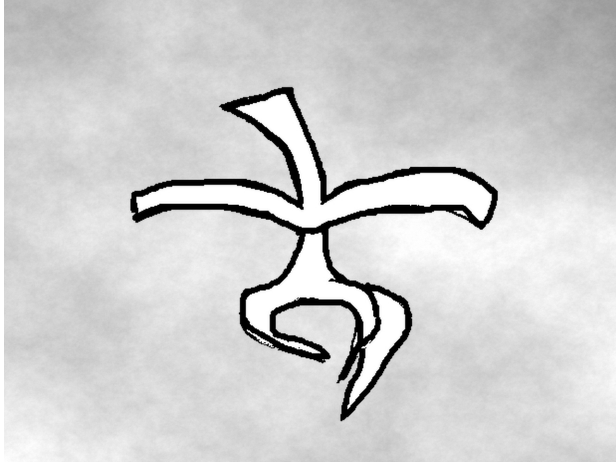
(AL N, MV Float 90'(30'),
AC 6, HD 3+3, AT 1,
DG 1d8,
SV F2 , MR 10, XP 65)

HP: 13

4. A path appears in the wilderness and the party can make out a large structure in the distance. When they reach the end of the path and think they have reached the structure they find that they are back in Massakra.
5. Large square footprints in the ground that if followed lead the party to the river. These are just like the ones that can be found in Massakra.
6. Like encounter #3 but this time the claw drops a bag full of bottles. The bottles are full of what tastes like wine but looks like milk. If the party drinks it they will feel good and drunk. Every hour for the next 1-4 the characters must make a saving throw vs poison or they will run off to the river. When they reach it they will dive into it and

become a fish. The fish state lasts until the rest of the party ends the adventure.

7. A large dark explosion a mile away. If the party investigates they will find that everything for 1/4th of a mile diameter is destroyed. It's just like the village of Massakra. Dark burned shadows on the ground everywhere where there were trees, deer, squirrels, etc... .
8. A structure that looks exactly like The Destruction Contraption Workshop. When the party gets inside of it they find that it is completely hollow. The walls are not made of brick but of thin painted wooden planks. A punch from a weak man can break them.
9. They come across a hidden circular machine in the ground. It is 30' in diameter. They only way they will notice it is that when the party walks on top of it the ground starts to spin. Every round the party spins 10' in a clockwise direction. Only if everyone gets off will the thing stop spinning. The party will be completely confused as to which way is North. They are effectively lost at this point.



10. Like encounter #3 but the claw throws a big spear at a character and flies away. It attacks as a 3 HD monster. The spear if it hits does 3-24 HP of damage. The characters will have ample warning to take cover behind a tree, 3 rounds before it strikes. Tree covering lowers their AC by 4.

11. Oblurn will appear. He will offer to lead the party back to his home. The fish stew is good today and he wants to share. Back to Mabila's Home he will take them. He will have made a raft for them that they can use to leave the area. On the raft is a bag filled with 200 GP. "Go Home!" he shouts as they get on the raft.

(AL N, MV 120'(40'),
AC 9, HD 2, AT 1,
DG 1d4,
SV F2, MR 9, XP 20)

HP: 12

12. Perhaps the only survivor of Massakra runs up to the party. It is a young blond girl of about 10-12 years of age. Her clothes are torn and her feet are bare. She has an armful of big mushrooms. She asks if the party can help her out. Her family is gone and so is the village. Can they find her Mommy and Daddy for her? "I WANT TO GO HOME!" she cries to them. The mushrooms she carries are edible.

(AL N, MV 120'(40'),
AC 9, HD 1, AT 0,
DG N/A,
SV F1, MR 4, XP 10)

HP: 2

13. They come across Mabila's Home. It somehow has changed its place and is before the party. Oblurn is no where to be found. Maybe he's by the river still?

14. Like encounter #3. This time the claw thing descends and tries to grab a character. It attacks as a 3 HD monster. The party has ample time to hide behind a tree, 2 rounds. Hiding behind a tree lowers a characters AC by 4. If it hits a character it picks him up and flies back to Massakra. There it drops the character into the river and flies away. The character will take no damage from the drop.
15. The claw thing from encounter #3 is resting in a clearing. It is inactivated. If the party attacks it the thing has 50 HP and an AC of 0. They get 100 XP each for destroying it. It will just lie there doing nothing. It is up to the Labyrinth Lord if there are more than one of them.
16. A stampede of statues like the ones in #1 come running through the forest. There are hundreds of them. The party has 1 round to seek shelter or any character in their path takes 1d8 HP of damage. The damage is from being hit and ran over by them, apply it only once. The stampede lasts 5 rounds. If the party follows them they run into the river and are washed downstream.
17. Square footprints like the encounter #5. They lead the party to a spinning disc like the one in encounter #9.
18. A tree that has been knocked over. All of its leaves have fallen off of it. If the party looks at it there are 2 big eyes on it staring at the sky. The thing is dead.
19. Some pink mushrooms underneath a tree they've never seen before. They are edible but if eaten the party will have something strange happen. They will find themselves in a dream state. Reenact what happened to Massakra for them. They will know of the machine that destroyed it, Mabla, the moment of their destruction and the machine walking away. When the dream state ends the mushrooms will be gone and they will feel like their home has been destroyed. Inside they will know that Mabla was behind everything.
20. The party discovers some ruined tracks like the ones connected to the The Destruction Contraption Workshop. If they follow them they will find a big black square in the ground that is of the same dimensions as the Destruction Contraption Workshop. If the party has ingested the pink

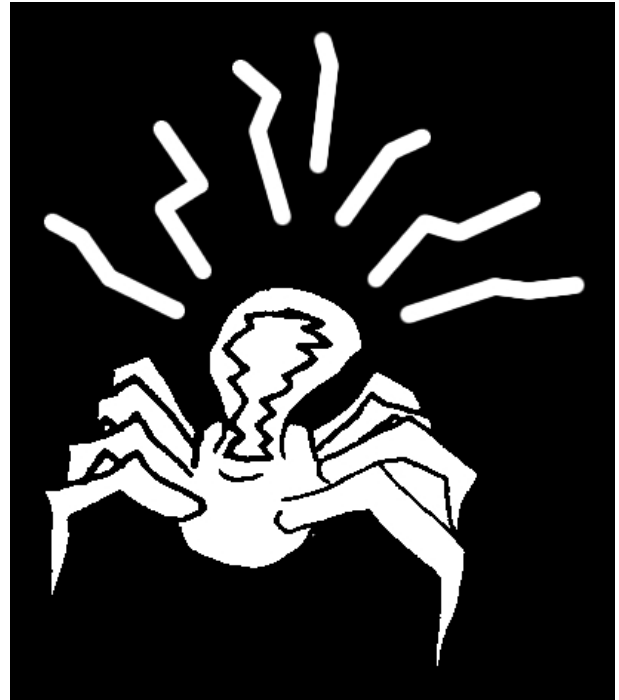
mushrooms from encounter #19 they will be able to teleport to the The Destruction Contraption Workshop. They will close their eyes and hear a voice say “All you have to do is wish and you will be there”. If they wish they are transported. This they can do only once.

The Destruction Contraption Workshop

A strange building is situated here. The bottom half of it is made of brown bricks. The top half is made of metal bricks. The building is a perfect square and 40' tall. The Lower Level is made of the brown bricks while the Top Level is made of the metal bricks. The ceiling of the Lower Level is also made of brown bricks and the floor of the Top Level is made of the metal bricks. Ceilings are generally 10'-15' high on both levels.

Tracks lead from a wall to the river, 35 miles long. The tracks are 10' wide and made of green wood planks and green steel bars. One will only be aware of them when a cart goes by or if he is within 5' of it. They blend in very well with nature. The tracks go up the wall and terminate in the center of the building. There is a opening in the center of the top and the tracks descend down it at a steep 90 degree angle. The party can climb up the tracks and down the tracks. Carts in the workshop have no problem going up and down the tracks. Anything on it stays where its at and does not fall off. It's as if they were always parallel with the ground. When they descend into the building they end up in the Lower Level Start area. The workshops carts fit perfectly on the tracks and can move 5 miles an hour on it. They can hold

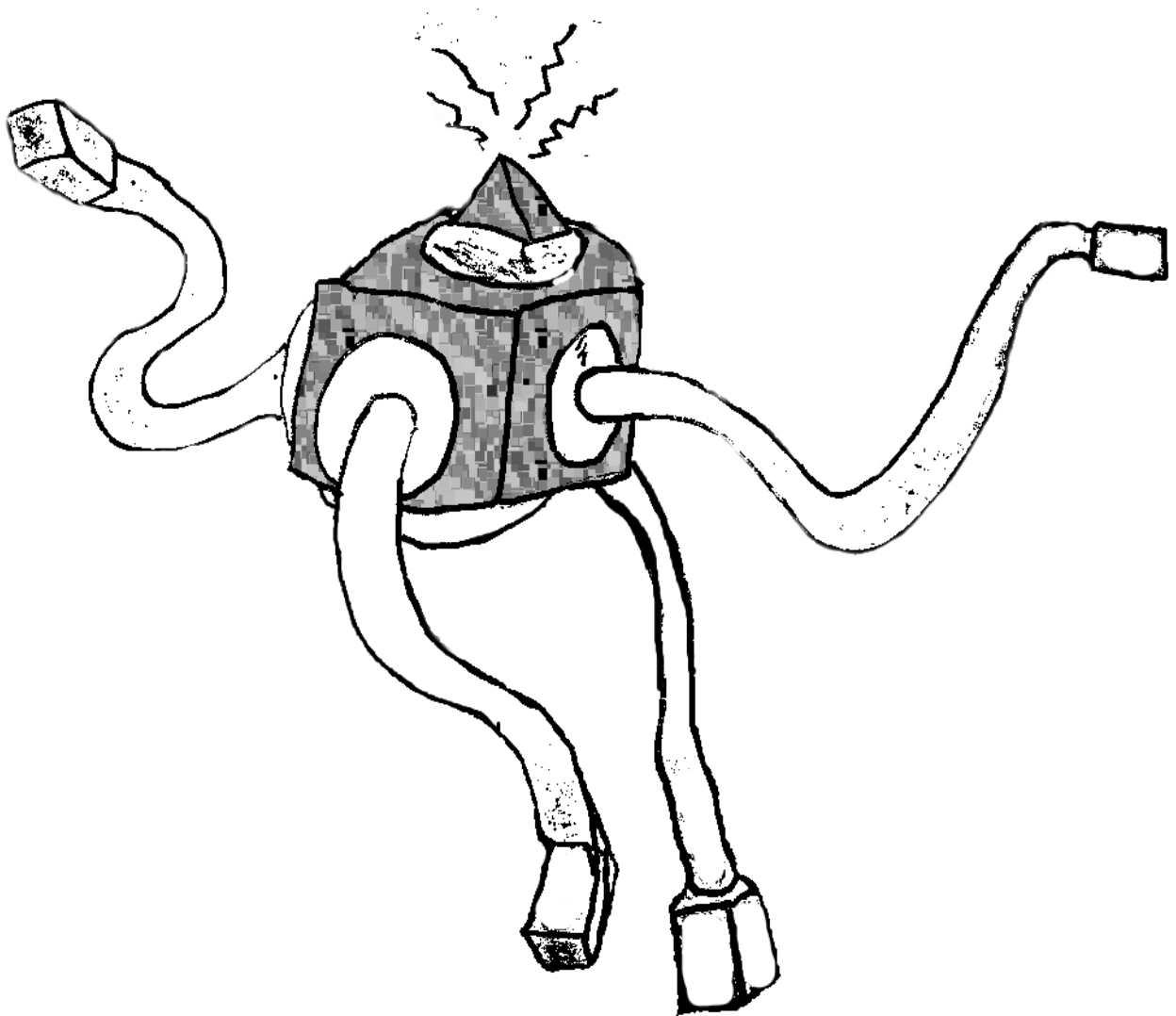
up to 10,000 pounds and still move at this pace. After that they slow down by half for every extra 1000 pounds on it.



The building is well kept on the inside. Darkness, unless otherwise noted, is non existent. On the ceilings crawl little metal spiders with glowing bulbs poking out of the center of their bodies. These are plentiful enough that illumination is always provided for. Anytime someone enters a dark area one of these spiders quickly moves close enough that it is illuminated. Destroying the spiders does little. New ones mysteriously appear out of the walls to take the destroyed one's place. Light spiders are AC 9, HP 1 and worth 0 XP.

This Destruction Contraption Workshop was built centuries ago. When Mabla made himself ageless he

ventured into the wilderness and built it. How long it took is hard to say. The different brick layers indicate that it may have been built twice. An original construction and many years later another construction. What is certain is that Mabla does not like to spend much time here. Before the destruction of Massakra he'd come and leave some instructions and return to his home. Something about the place he dislikes. Maybe it seems too artificial for his tastes?



Frequent Encounters

Soul Of Massakra

The people of Massakra are no more. Mabla, with his foresight, knew that they would all die. He did not waste an opportunity to try something new. With some careful tuning the Destruction Contraption sent their souls to the workshop. Now they float around it, being used for a new experiment. When the party runs into them they appear as pitch black versions of the people the souls belonged to. The only features the party can make out are their pure white eyes. No tears exit their eyes but a character that looks into them will feel a sadness they have never known. They await a bit before their next move. For this first round the party can attack them without reprisals from the Souls.

A round after they are encountered they enter one of the light spiders and become something else. The spiders enlarge til they are 5' tall and the souls can be seen in the light bulb. The souls attack by focusing what's left of their essence. It takes 2 rounds for them to complete their focus and when they have done so a character will suffer an automatic hit. They take 1d4 HP of damage and the soul begins the focus again the next round. When destroyed the light

bulb bursts and the soul flies through its destroyer's heart. The character will feel the opposite of the sadness they would have felt if they looked into the soul's eyes.

No. Enc.: 1d10(1d10)

Alignment: Neutral

Movement: 120'(40')

Armor Class: 4

Hit Dice: 1

Attacks: See Above

Damage: See Above

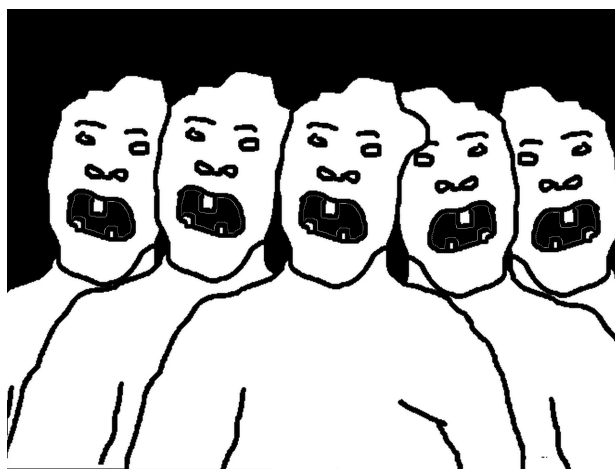
Save: F2

Morale: 12

Hoard Class: None

XP: 29

Son Of Mabla



These people all appear like his son Oblurn. He has taken his son's being and purified it. The river species are no longer part of their being. Not much has been gained by doing this for only the humps that Oblurn has are gone from their backs. These are the men that attacked

Massakra. His sons will fight the party with their fists and dislike retreating. Only check morale for them once. They will be confused as to why the party is here and mutter that Mabla never tells them about visitors. Nevertheless they will fight the party.

The sons are all dressed in a similar fashion. They wear a thin white skin suit that hides their anatomy from the outside world. It seems like they are naked until the skin is pulled on. The skin quickly reveals what it is. It snaps back into place if it is pulled on and released. The noise is loud enough to startle someone the first time they do this. To remove it one must cut through it. They get freshly made skins on a regular basis.

No. Enc.: 1d4(1d4)
Alignment: Lawful Neutral
Movement: 40'(120')
Armor Class: 8
Hit Dice: 1
Attacks: 1
Damage: 1-2
Save: F1
Morale: 8
Hoard Class: None
XP: 10

Screaming Son

A mentally disturbed version of a Son Of Mabla. They walk around and scream at anyone they don't

recognize. Characters within 10' of it must make a saving throw or become deaf for 1-4 hours. They wander off after they have screamed at everyone in the party once. Characters will never be surprised by them. They can feel them approaching by a pressure in their ears.

The Screaming Son is dressed slightly differently than the regular Son. His skin dress goes from white to red every time he starts screaming. The louder the scream the brighter the red.

No. Enc.: 1
Alignment: Lawful Neutral
Movement: 40'(120')
Armor Class: 8
Hit Dice: 1
Attacks: See Above
Damage: See Above
Save: F1
Morale: 6
Hoard Class: None
XP: 13

Giant Son

A 10' tall version of a Son Of Mabla. Its fists when they hit do no damage but hit the victim with a sleep spell. Character must make a save or fall asleep. Sleep lasts 30-120 minutes. When 50% of the party is knocked out there is a 25% it will lose interest and walk away. Make another check with each character knocked

out after that point.

The Giant Sons are barely conscious. When they take damage they make a loud yawn and that is it. "Bad dream, must be" it might mumble. Mabla has taught them to leave everyone alone but strangers. He took their physical strength away from them and gave them the ability to put people at rest. This has proven much more useful.

They are dressed like the regular son but not as much. Their skin only covers the lower half of their bodies.

No. Enc.: 1

Alignment: Lawful Neutral

Movement: 40'(120')

Armor Class: 8

Hit Dice: 3

Attacks: 1

Damage: See Above

Save: F3

Morale: 10

Hoard Class: None

XP: 65

Destruction Contraption

This is a terrible machine built by Mabla. It is what destroyed the village of Massakra.

At its core is a 10'x10'x10' dark metal cube. On each side is half of a silver metal globe. Out of 4 of the globes extend a steel rope that terminates in a rectangular cube. The

top globe has a small pyramid on it. The legs/ropes point upwards and touch in the middle when deactivated. When it activates the legs reach the ground and lift the main body upwards.

The Destruction Contraption isn't easy to stop with physical barriers. It will shoot out a ray from its pyramid top that will open a barrier enough that it can walk through. This happens during the movement and is not part of its attack. After it passes through the hole it closes back up in 3-6 rounds.

When deactivated it can be unscrewed at the middle point. Only someone like Mabla knows how to do this. He turns one of the legs a certain way and it unscrews itself. Inside one person can rest and assume direct control over the contraption. If destroyed the thing unscrews and the character inside comes rolling out.

The thing has one main attack. One of its legs reaches out and tries to smash someone with a rectangular cube. It can reach out to within 10' from its center core which is what must be attacked to destroy it. The cubes do 1d8 HP of damage per hit.

Its second form of attack only works if it is fully charged. This requires a tremendous amount of electricity, 1000 HP worth of it. When it is fully charged it can unleash its destruction blast. Up to a 1/4th of mile can be completely destroyed. Anything in the blast radius, except

the contraption or anyone inside, is gone without a saving throw. All that is left is a dark shadow on the ground where what was destroyed last rested. Things in the air are gone without a trace.

No. Enc.: 1(1)
Alignment: Neutral
Movement: 120'(40')
Armor Class: 2
Hit Dice: 5
Attacks: See Above
Damage: See Above
Save: F5
Morale: 12
Hoard Class: None
XP: 500

Destruction Contraption, Smaller

A smaller version of the Destruction Contraption that wiped out Massakra. It is 75% smaller than that type. It lacks the destruction blast ability. When it attacks its cube does only 1d4 HP of damage. It can reach out from its core and attack anyone 10' away from it.

No. Enc.: 1d4(1d4)
Alignment: Neutral
Movement: 120'(40')
Armor Class: 5
Hit Dice: 2
Attacks: 1
Damage: 1d4
Save: F2
Morale: 12
Hoard Class: None
XP: 20

Light Spider Swarm

Light Spiders, for unknown reasons, gather into a mass and attack living things. Usually the inhabitants of the workshop are left alone but strangers they see as food. They attack as a mass. Damage to the mass reduces the size until the mass is no more. Each one can take 1d6 hits regardless of the damage done.

These attack through forming a sharp mouth and biting. The damage

done is the equivalent to the number of hits it can take/2. If it has 4 hits left to take it does 2 HP of damage. Round down and it always does 1 HP of damage.

No. Enc.: 1d10(1d10)
Alignment: Neutral
Movement: 120'(40')
Armor Class: 5
Hit Dice: 1(can take 1-6 hits before destroyed)

Attacks: Swarm Bite
Damage: See Above
Save: F1
Morale: 12
Hoard Class: None
XP: 16

Sticky Ball

5' diameter balls of a random color. They roll on any surface and when they get close enough to a character they project themselves at them. If they hit anything the character holds gets stuck to the balls surface. The balls then return to rolling on the surface and try to get away from the character as fast as they can. If they miss the character they try to run away as well. An hour after it has something stuck to it the ball lets it go. Where the things can be found is determined by the Labyrinth Lord.

No. Enc.: 1d4(1d4)
Alignment: Neutral
Movement: 150'(50')
Armor Class: 5
Hit Dice: 1
Attacks: See Above
Damage: See Above
Save: F1
Morale: 4
Hoard Class: None
XP: 13

Sticky Ball, Bigger

10' diameter balls of a random color. These move like the smaller Sticky Balls. They are different in that if they hit a character the entire character is stuck to the ball. The character can't do anything until the Sticky Ball is destroyed or he is let go. 1D4 hours after being stuck to the ball the character will be released. It will take 2-8 rounds for the character to be able to move and the Sticky Ball will have moved on by that point.

No. Enc.: 1-2(1-2)
Alignment: Neutral
Movement: 120'(40')
Armor Class: 5
Hit Dice: 2
Attacks: See Above
Damage: See Above
Save: F2
Morale: 6
Hoard Class: None
XP: 29

Brick Inspector



7' tall very thin men that wear dark pants and shoes with heels that raise their height to 9'. From their chest skin dangle lots of different magnifying lenses. Their heads are skinny and twice as long as a normal human head. On the bald head is a cap with more magnifying lenses attached to it.

These men go around the workshop inspecting the bricks. If they suspect the party has damaged any bricks they will demand gold from them. 100 GP per brick they think has been damaged. If the party refuses to pay they will summon a Giant Son who can knock them out. If attacked their magnifying lenses will start to fly around them protecting them from damage. They never act violent but each can summon a Giant Son once a

day to aid them. If the characters are knocked out they unsummon the Giant Son and take all the character's gold. Then they walk off. Mabla can be found with this gold later on if he is still alive.

No. Enc.: 1d4 (1d4)

Alignment: Lawful Neutral

Movement: 120'(40')

Armor Class: 0

Hit Dice: 3

Attacks: 0

Damage: N/A

Save: C3

Morale: 12

Hoard Class: None(200-400 GP each)

XP: 50

Metal Dog Head

These strange creations are one of Mabla's favorites. They appear as a silver dog head with a translucent dog body. Their barks and growls are metallic, machine like.

What they do is leap on a character and try to wrap its head around the characters head. The metal head opens in the middle and closes around the character's head. The character is allowed a saving throw if the Metal Dog Head hits. If it is a failure the character's head is stuck inside of the Metal Dog Head. The trapped character no longer will walk around normally but on 4 legs. He has become the body of the Metal

Dog Head. The thing will not do much but sit around and chew on the character's equipment.

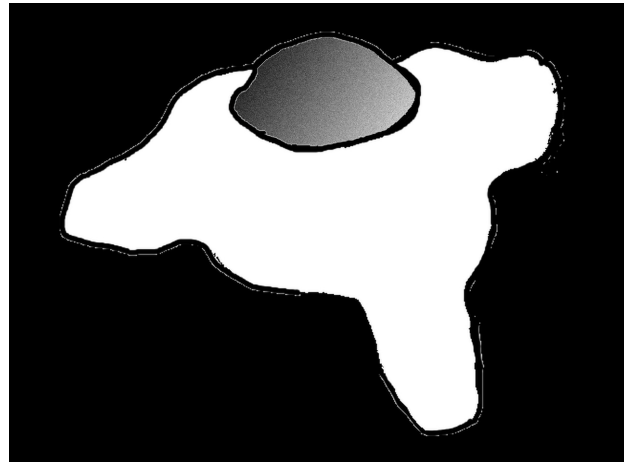
Attacking the head causes damage to the character as well. The safe way to remove the head is to apply electricity to it. If 10 HP of damage is done to the dog head it will overload and go flying of the person's head. No damage is done to the character in this case.

The Metal Dog Heads can only do physical damage when they are attached to a character. At that point the persons hands function as claws and do 1d4 HP of damage per hit.

The character-dog will follow the party around whimpering. If given food the character-dog will fight with them. The dog will seem incredible happy with anything it is given to eat. The whimpering will stop for 24 hours but then resume until fed again. Every 24 hours the cycle resumes. If Mabla appears before the first feeding the character-dog will fight for him.

No. Enc.: 1d6 (1d6)
Alignment: Neutral
Movement: 120'(40')
Armor Class: 5
Hit Dice: 1
Attacks: 1
Damage: 1d4(See Above)
Save: F1
Morale: 12
Hoard Class: None
XP: 16

Junk Egg



This thing appears as a big (10' diameter at least) fried egg. It is mostly white flesh with a orange yolk center that is a dome. All over its surface are pieces of metal and junk.

The thing will not seem dangerous at first. It moves close to the party and stays 10' away from them. There it sits and quivers for 4-8 rounds. If the party moves on it will follow them matching their speed but keeping its distance. Only at the end of its wait or if the party attacks it will it begin gathering more junk.

In one round it will shoot forward and alter its shape so that it is between all the characters in a 10' diameter. The thing can shoot forward 100' in one round but not after this. Everyone in that area must make a saving throw or be trapped in the thing. They can't move or attack. The Junk Egg will probe those trapped for 10 rounds. Anything that it thinks is junk metal it will suck into its

being. At the end of this time it will release the characters and maybe go after any characters that it hasn't examined. When everyone has been examined it moves on.

The Junk Egg is difficult to fight. Metal does not damage it. Magic causes it to eject a bunch of junk metal into the air. Anyone within 10' will take 1d4 HP of damage from the ejected junk. The Junk Egg will grab up this junk as fast as it can. Wooden weapons are the only thing effective against it. This doesn't cause physical damage but burns it for 1d8 HP per hit.

No. Enc.: 1(1)
Alignment: Neutral
Movement: 120'(40')
Armor Class: 9
Hit Dice: 4
Attacks: See Above
Damage: See Above
Save: F2
Morale: 12
Hoard Class: None
XP: 135

Green Blur Sapper

These things appear as a green blur. They have the vague outline of a 5' tall human. What they do is run up to a character and start touching him in odd places. This seems harmless but the character will lose a point of Strength every hour for 8 after it is done touching. This starts 1 hour after it the touching has finished. Strength can only go down to 3. To be 'touched' a character must be hit 5 times by it. When this is done the sapper burns up and is no more. Strength returns at 1 point an hour starting 24 hours after the first point is lost. A Cure Disease or Remove Curse spell will restore a character immediately.

No. Enc.: 1(1)
Alignment: Neutral
Movement: 120'(40')
Armor Class: 9
Hit Dice: 2
Attacks: See Above
Damage: See Above
Save: F2
Morale: 12
Hoard Class: None
XP: 29

Random Encounters For Both Levels

Check every 10-30 minutes(1-3 turns). Change the rate to increase or decrease the adventure tension. A roll of a 3 or less on a d10 means an encounter has occurred. There are 30 Random Encounters listed. Roll a d10. Then roll a d6 and add one of these numbers to the result:

1-2: 0, 3-4: 10, 5-6: 20

1. 2-4 Souls Of Massakra attack.
(AL N, MV 120'(40'),
AC 4, HD 2, AT See
Description,
DG See Description,
SV F2, MR 12, XP 29)

HP: 6 each

2. 2-4 Sons Of Mabla attack.
(AL LN, MV 120'(40'),
AC 8, HD 1, AT 1,
DG 1-2,
SV F1, MR 8, XP 10)

HP: 4 each

3. A Destruction Contraption,
Smaller attacks.
(AL N, MV 120'(40'),
AC 5, HD 2, AT 1,
DG 1d4,
SV F2, MR 12, XP 20)

HP: 10

4. Mabla appears ahead of the party. He is either floating on a metal disk or is wearing a jet pack. He waves at them and then quickly gets away from them as fast as he can. They party might see him disappearing into the ceiling or the floor.
5. Oblurn if still alive accosts the party and asks them why they are here. He wants them to get out and away from here. He has followed them and doesn't want his father to suffer any harm. If they don't do as he says he will run away and return with 4 Sons Of Mabla. They return in 5 minutes. No talking this time, just fighting.

Oblurn
(AL N, MV 120'(40'),
AC 9, HD 2, AT 1,
DG 1d4,
SV F2, MR 9, XP 20)

HP: 12

Son Of Mabla

(AL LN, MV 120'(40'),
AC 8, HD 1, AT 1,
DG 1-2,
SV F1, MR 8, XP 10)

HP: 4 each

6. Light Spider Swarm attacks!
(AL N, MV 120'(40'),
AC 5, HD 1, AT Swarm Bite,
DG See Description,
SV F1, MR 12, XP 16)

HP: 8

7. 1-4 Sticky Balls come rolling
down the hallway towards the
party.
(AL N, MV 120'(40'),
AC 5, HD 1, AT 1,
DG Grabs Held Things,
SV F1, MR 4, XP 13)

HP: 3 each

8. A Screaming Son limps towards
the party. "AAAAGGRHH!!".
(AL LN, MV 120'(40'),
AC 8, HD 1, AT (Scream) See
Description,
DG (Scream)See Description,
SV F1, MR 6, XP 13)

HP: 5

9. A defective light spider attaches

itself to one of the character's
legs. It doesn't do any damage
but just won't let go.
1 HP, AC 9, XP 0.

10. A Giant Son appears. The
thing seems tired and sluggish
and wants to put the party to
sleep. "Snoozy you" it
mumbles.

(AL LN, MV 120'(40'),
AC 8, HD 3, AT 1,
DG See Description(Sleep),
SV F3, MR 10, XP 65)

HP: 16

11. A Sticky Ball, Bigger comes
rolling down the ceiling.
(AL N, MV 120'(40'),
AC 5, HD 2, AT 1,
DG Grabs Characters,
SV F2, MR 6, XP 29)

HP: 8

12. An imaginary door appears on
a wall. The party can open it
and wander around an
imaginary 30' x 30' room. There
are several boxes they can open
up and a treasure chest. The
gold seems good. At the high
moment of the party's
excitement they find themselves
standing in front of where the
door was.

13. A character with a metal weapon notices that it has started to change. If they compare it with a light spider it looks like it is changing into one of those. 24 hours later it will have changed into a light spider. Magical weapons after changing halfway change back to normal. The light spider is dead but once a day it emits light for an hour like a torch. The character holding it must imagine that light is coming out of it. For the first time the Labyrinth Lord should tell the character that he was holding it and dreaming about light coming out of it. Then light started to come out of it!

14. The party notices that a brick beneath his foot presses down when touched. If they push the brick in all the way down something clicks. The party will hear a hum coming from the wall next to them. The hum is only present where the characters are. It will follow them everywhere in the workshop. The hum will also continue to follow them around in any dungeon they enter. Every dungeon they enter there is a 25% chance that the hum will end. It may never leave the party! If separated each character has their own hum. If all the party members are killed the hum ends.

15. A pit appears before the party. It is 10' x 10' and 10' deep. If they fall into it they do not hit the ground. Instead they are suspended mid air and pink lightning shoots through them. The character is drained of a level and flung to the other side of the pit. The pit disappears in half an hour. Characters brought to level 0 instantly rise up as a zombie.

(AL CN, MV 120'(40'),
AC 8, HD 2, AT 1,
DG 1-8,
SV F1, MR 12, XP 29)

HP: 9

Attacks last every round and is immune to sleep and mind spells.

16. The party comes across a dead Son Of Mabla. Wires stick out of his head. If they touch the wires with any form of energy, even a torch fire, the Son Of Mabla animates as a zombie and attacks the party.
(AL CN, MV 120'(40'),
AC 8, HD 2, AT 1,
DG 1-8,
SV F1, MR 12, XP 29)

HP: 9

Attacks last every round and is

immune to sleep and mind spells.

17. The party finds a scroll stuck in between two bricks. Roll to determine what spell:

1 Cure Light Wounds

2 Lightning Bolt

3 Web

4 Hold Person

5 Awake

(The opposite of the Sleep spell. Can awake characters put to sleep by a Giant Son.)

6 Summon 1000 GP Spell
(usable only once)

18. Light spiders stop functioning for an hour everywhere. No movement, no light. Everyone they run into is lost in the dark. Their not used to not having any light spiders around. Mabla and Krackjerk will have their light spiders working and will not be bothered by the disruption.

19. A nice little bag lies on the ground. Half of its contents are scattered on the floor, the other half in the bag. These are green gems. 200 of them with each worth 10 GP each. If the party looks at the gems later on they

will find that they are fusing together. Every hour 10% of them fuse to another gem. This doesn't change the value. If the gems completely fuse together(10 hours of fusing) then it pops out of what is holding it and becomes a Sticky Ball Bigger. This tries to attack a character. The fusing stops once the gems are removed from the workshop. There is no way to recover the gems after they have changed into a Sticky Ball.

Sticky Ball, Bigger
(AL N, MV 120'(40'),
AC 5, HD 2, AT 1,
DG Grabs Characters,
SV F2, MR 6, XP 29)

HP: 12

20. A special version of the Souls of Massakra appear before the party. It is a group of 5-10 children. They do not enter light spiders but follow the party around crying. The party has to attack them to get rid of them. They do no fight back but cry louder and louder with each point of damage they take. If they exit the workshop they will disappear. But they will show up again at some random time each day and follow the party around for an hour if outside the dungeon. If inside they continue

what they were doing before.

Soul Children Of Massakra
(AL N, MV 120'(40'),
AC 4, HD 2, AT See
Description,
DG See Description,
SV F2, MR 12, XP 29)

HP: 6 each

21. 2 Brick Inspectors walk up to the party and start looking at the bricks they just walked across. One of them says that they have damaged 4 bricks and owe them 800 GP. Time to pay up!
(AL LN, MV 120'(40'),
AC 0, HD 3, AT 0,
DG N/A,
SV C3, MR 12, XP 50)

HP: 13, 14

22. 3-6 Metal Dog Heads come zooming towards the party. The party can hear their metallic barks. When they get close enough they leap attack onto the closest character.
(AL N, MV 120'(40'),
AC 5, HD 1, AT 1,
DG Fuses To Character's Head,
SV F1, MR 12, XP 16)

HP: 4 each

23. A Junk Egg begins trailing the party. They will only notice it if they look behind themselves. It is silent as it approaches.
(AL N, MV 120'(40'),
AC 9, HD 4, AT See

Description,
DG See Description,
SV F2, MR 12, XP 135)

HP: 20

24. 3-6 Green Blur Sappers seem to jump out of the walls and begin touching the party.
(AL N, MV 120'(40'),
AC 9, HD 2, AT See

Description,
DG See Description,
SV F2, MR 12, XP 29)

HP: 7 each

25. Up ahead of the party they see an explosion. A bright white light and big bang. If they investigate they will find a pile of gears and scrap metal. Did a machine explode here?

26. A bed exactly like the ones in the Upper Level Bed With Energy Wheels area is slowly moving down a corridor. On it rests a dead Son Of Mabla.

27. A character trips and when he lands on the ground he sees a button on the floor. If it is pressed all the characters are immobilized for 10 rounds. They can fight but can't move. As soon as they are immobilized a door that wasn't there before opens on a wall and out walk 4 Sons Of Mabla. The door shuts and is gone after they are all in the corridor. They demand the party's surrender. If not they fight. If the character that fell down on the ground didn't get up before the button was pushed he can't fight.
(AL LN, MV 120'(40'),
AC 8, HD 1, AT 1,
DG 1-2,
SV F1, MR 8, XP 10)

HP: 4 each

28. A door appears that if opened leads the party to the outside of the workshop. The door disappears in 10 rounds.

29. The area the party is in floods in a 500' diameter. The party's movement is cut in half. The water goes up to the knees of the tallest character. A raft appears with 2 Sons Of Mabla on it. They have an advantage from being on the raft. Every round they attack first and get +1 to hit. When the sons are killed the raft breaks apart and the water sinks back into the ground.

(AL LN, MV 120'(40'),
AC 8, HD 1, AT 1,
DG 1-2,
SV F1, MR 8, XP 10)

HP: 5, 7

30. The party comes across a dead Brick Inspector. He has a bag of 600 GP with him. If the party takes the gold a group of 1 Brick Inspector, 1 Giant Son and 2 Sons Of Mabla appear a little later(10 minutes). They want the gold back and that's all. If they give it they leave. If not they try to take it by force.

Son Of Mabla
(AL LN, MV 120'(40'),
AC 8, HD 1, AT 1,
DG 1-2,
SV F1, MR 8, XP 10)

HP: 5, 3

Giant Son
(AL LN, MV 120'(40'),
AC 8, HD 3, AT 1,
DG See Description(Sleep),
SV F3, MR 10, XP 65)

HP: 12

Brick Inspector
(AL LN, MV 120'(40'),
AC 0, HD 3, AT 0,
DG N/A,
SV C3, MR 12, XP 50)

HP: 14

Lower Level

1 Start

Where the tracks start in this area a cart(see Carts area for a description) is resting. Resting on a wall is a big wooden raft. Its just a bunch of 3' diameter 20' long logs tied together with rope. It's as wide as it is long. Across from it are the halves of a Destruction Contraption. The legs/ropes are missing. In a corner of the room are the legs/ropes. The rectangular cubes are damaged. One has split in half revealing a bunch of pink wires. The cube halves are hollow on the inside. It seems like it had a heart that has been removed.

The cart if it is activated will take the party out of the workshop. It will keep on going its full rate until it reaches the river. They can use it by reversing the lever control on it and come back to the workshop. When it returns to this area it deactivates.

2 Carts

Spare carts for the rail system are stored in here. There are 12 of them. Half are leaning against the walls with their wheels completely exposed. The wheels are dark metal. If touched blue sparks shoot out of them and a little smoke puffs out for a

moment. There is a lever at the "front" of each cart that controls its speed and the direction its wheels are spinning. It won't be very hard to move a cart from here to the Start area and on to the rails. One character should be able to do it. Cart movement and behavior is further detailed in the description of the Destruction Contraption Workshop text.

3 Bottom Half

The bottom half of a Destruction Contraption rests here. There are levers and wheels in it. If these are manipulated the thing stands up. It takes 10 minutes but then the thing is under the character's control. It functions as a horse. One character can be in it at a time. He gets an AC bonus of 2. The bottom half can take 20 HP of damage before it stops working. It has an AC of 5.

4 Top Half

The top half of the Destruction Contraption in the Bottom Half encounter is here. If messed with the thing will start to activate. The party has 10 rounds to get out of the room. If they are in here at the end of the time they will be destroyed like the inhabitants of Massakra. For some reason Mabla has left a charged half

sitting around here. Maybe he needs to do some diagnostics on it?

5 Odd Machines

10 things that look similar, but bigger, to the Destruction Contraption are lying on the ground in here. These don't do the same thing as that machine and may be incomplete. If touched they activate and wander around the room. If they bump into another machine it will activate and do the same. Anyone who is hit by one will fall to the ground and not be able to get up for 3 rounds. These things are too big to leave the room so if the party gets out they can avoid them. To deactivate them they must be slapped. When this is done they lower themselves to the ground and go back to sleep.

If more than 2 are activated the noise they make will attract 4 Sons Of Mabla to the room. Something has gone haywire and they need to get things in order again. They will ignore the activated machines and deal with the party first. The Labyrinth Lord should roll a d4 every round. On a 1 one of the machines has knocked a Son to the ground. He will be stuck there for 3 rounds and won't be able to fight back.

Son Of Mabla
(AL LN, MV 120'(40'),
AC 8, HD 1, AT 1,
DG 1-2,
SV F1, MR 8, XP 10)

HP: 4, 3, 7, 4

6 Rail Piles

10 stacks of rails go to the ceiling. The stacks are 10' long pieces of the rail on the outside, completely green. Behind one of them a Son Of Mabla is doing something. If the party numbers greater than 4 he will continue to hide. If not he will try to sneak up on one and club them in the head. He will use noise tricks to try and separate the party members and quickly dispense with them one by one. He carries a device that is used to construct the rail. If he hits a character from behind they have to make a saving throw or be knocked out for an hour.

Son Of Mabla
(AL LN, MV 120'(40'),
AC 8, HD 1, AT 1,
DG 1-2,
SV F1, MR 8, XP 10)

HP: 8

7 Automated Cart

A rail cart runs around on the sides of the rooms. Green rails are attached to the walls and this is what it moves on. The rail crosses over the doorway. Characters have to crawl underneath it to get inside.

A pile of stone and metal bricks are on the cart. Across from the entrance is a lever on the wall below the rail. It controls the speed. At its maximum, which is where it is at, the thing goes around the room once a round.

Any character that gets in its way will be hit by it and take 1d10 HP of damage. The cart will become derailed and its contents will go flying as will the character. Any other character in the room will take 1d6 HP of damage from the bricks. If the speed of the cart is reduced to 25% of its maximum speed the bricks will go flying in all directions. Everyone in the room will have to make a Dexterity attribute check or take 1d6 HP of damage.

8 Mabla's Son Dresser

A machine with several tubes extending to the ground is hanging from the center of the ceiling. Characters will have no trouble getting beneath it as it will change its shape to accommodate them. Anyone who gets under it will be stripped off all

gear and dressed like a Son Of Mabla. This all happens in one round.

Their gear is stored in the machine for later reprocessing. To get it back they need to open the machine or destroy it. Opening it is simple as the box that holds it is like a chest that expands as it fills up. It is reachable from one of its sides. To destroy it the thing must be dealt 25 HP of damage, its AC is 0.

9 Soul Weights

20 ½' diameter round black stones are in a pile that is in a hole in the ground. Some kind of force emanates from them. The stone pile keeps the Souls Of Massakra from leaving the workshop. If they stones are separated by 10' from each other the Souls will depart the workshop instantly. If 2 are within 10' of each other the Souls will not depart. The party will feel the force weaken as the stones are taken further from one another. There is a 25% chance a Soul Of Massakra will appear briefly and say "stones stones no stones..". It walks out of a wall and back into it.

10 Souls

As the party enters the area a large group(10) of Souls Of Massakra surround them. They don't enter the Light Spiders but reach out and try to

touch the characters. They almost do so but fail by inches. "Are you our bodies?" the party can hear them whisper. "Are we your souls?" the party can hear them say. "Let us go home" the party will hear them demand. "Take away the stones" is the last thing they will hear and then the souls enter the light spiders and begin their attack.

Soul Of Massakra
(AL N, MV 120'(40'),
AC 4, HD 2, AT See
Description,
DG See Description,
SV F2, MR 12, XP 29)

HP:

5, 4, 8, 7, 4,
6, 4, 11, 5, 10

11 The Destruction Contraption 1

The Destruction Contraption that destroyed Massakra is standing in this room. 4 Sons Of Mabla are attending it. They are looking it over and making repairs. The thing does not have the power to do another destructive blast yet but it can still do damage.

The Sons Of Mabla will bolt for a door. As the last one leaves it will punch its fist into its palm. As it does this the Destruction Contraption will

go into fighting mode. The party will be attacked and if they run away it will chase them until it is destroyed.

This version of The Destruction Contraption has some different abilities. The first thing it will do is let out a cloud of small sharp pricks. Every character will have to make a saving throw or it will know where that character is at any moment. After that it will fire what's left of its destructive energy as beams. The beams do 1d6 HP of damage per hit. A character destroyed will become a Soul Of Massakra and join in the fight. The beams can be shot from 10' away. If it has fired 12 beams it has ran out of power and must use its rectangular cubes for fighting.

Destruction Contraption
(AL N, MV 120'(40'),
AC 2, HD 5, AT 1,
DG 1d8,
SV F5, MR 12, XP 500)

HP: 20

Son Of Mabla
(AL LN, MV 120'(40'),
AC 8, HD 1, AT 1,
DG 1-2,
SV F1, MR 8, XP 10)

HP: 4, 7, 5, 4

12 Lifter

The bottom half of a Destruction Contraption rests underneath a 20' diameter hole that opens up to the Start area in the Upper Level. It has been altered enough that it can hold 10 people at a time. There is a lever in it. When pulled it rises up and the party will find themselves in the Upper Level Start area.

13 Spinning Floor

When the party has completely entered the room the floor starts to rotate. It is like a spinning wheel. Every round it spins 10'. The characters can try to get out of the room by jumping through the doorway. This will require a Dexterity attribute check. A success means the character got out of the room. A failure means he jumped into a wall and will be knocked senseless for 1-2 rounds. It stops spinning once everyone is out of the room and resumes when everyone reenters it.

14 Wired Sons

The room is filled with 50 Sons Of Mabla. They are standing 10 to a row, 5 to a column. Wires run from one head to the next. Every minute they change their posture in unison. At first their hands are at their sides.

The next an arm will stick straight ahead. Something different every minute and all the same.

They are unaware of the party. Nothing the party does can wake them up. Removing the wires from the head leads to the instant death of the Son Of Mabla. Only Mabla or Krackjerk can activate them. They may do so if things have gotten out of control in the workshop. They each can reactivate 1 a round.

Son Of Mabla
(AL LN, MV 120'(40'),
AC 8, HD 1, AT 1,
DG 1-2,
SV F1, MR 8, XP 10)

HP: 2 each

15 Water Shapes

Floating around the room are some random geometric shapes made out of water, 20 of them. They usually are 5' in diameter. Could be a cube, a globe, a polyhedron, etc... . The shapes change at random intervals. If the party disturbs the water with a body part nothing happens. But if it's a metal weapon the thing falls apart.

16 Smasher

One wall in the area moves at a time. It moves forward at a pace of 10' a round. Once it touches the opposite wall it begins to move back to its original position. When back in place one of the other walls begins moving. Anything caught in the walls will be smashed flat and be a big mess on the wall where it was smashed. Each of the walls has stuff on it from a previous smashing. It will look like one of the walls has something of value on it to the party. A gold plate perhaps? When they get within 1' foot of it they will realize that it's just a wear spot on the wall.

17 Speed Control

There is a metal pedestal near a doorway and 2 faint pictures on the floating in the air. The pedestal has some knobs on it. The floating pictures are animated and are 10'x10'. Only the black outlines of something moving can be seen. If the party looks at them long enough and have been in Smasher or the Drop Floor, Drop Ceiling areas they can make an Intelligence attribute check. If they make it they will recognize that the pictures are some kind of view into those areas. By turning the knobs the speed by which they are operating can be altered. They can be revved up to be twice as fast or turned down

to the point where they aren't moving at all.

18 Drop Floor, Drop Ceiling

The ceiling is 10' above the floor in the area. Each round there is a 50% chance for both the ceiling and the floor of moving. To separate checks are needed. If the floor moves it drops down 10' feet. The ceiling drops down 10' feet as well. If either is already dropped then it returns to its original position instead. When ceiling and floor meet any living thing caught between it is smashed to a pulp.

The party if they watch will see a little alcove in the wall at the bottom when the floor drops. There is a dish in it with what looks like gold. To get the dish they have be on the floor when it drops. The dish has 200 GP in it and a pearl worth 500 GP. The dish is ivory and has the outline of a dagger in it. If a character pulls on it the dagger pops out. This is an ivory dagger +1. Once a day a character with it can breathe underwater for 1 hour.

19 Door To Somewhere

When the party enters the area they cannot exit out where they left. The doorway functions as a gate to one of the other doors in the workshop. When they leave they will

be deposited in front of a random door on either level. Mabla and everyone else that resides in the workshop can use the door to go where they want to. They do not need to enter and leave to make it function.

20 Thing Resizer

A table is jutting out of one of the walls. Above the table 2 silver arms stick out. If the party puts some inorganic object on the table they will hear a voice: "Do you wish this bigger or smaller?". If they reply bigger the arms will grab the thing and make it twice as large as it was. If they say smaller then it will make it half as large as it was. These changes are permanent. It will not resize something that it has already changed. "No this item cannot be changed again" the voice will say.

21 Fixer

A pile of dead Sons Of Mabla, 20 of them, are against one wall. Across from them is a silver man. It is sexless and missing features on its face. No ears, eyes, nose, etc.. . Its hands are missing fingers, its one flexible gripping appendage.

The man is studying the pile of bodies. It walks over and grabs one. Into its mouth the thing enters and disappears. The body stands up and

begins walking around the room. The party can hear a voice coming from it "Problem 7 fixed, number 3 good, 11 almost done...". And then the silver thing comes out of the mouth and reforms into the man. The Son Of Mabla begins walking again and leaves the room.

The man will look at the party and ask them if anyone needs fixing. It will bring back to life any dead character once. Damaged characters can be healed as well. All they have to do is submit to the process the dead Son Of Mabla just went through. When it is done with the party it will go back to fixing the dead bodies. The party can stay and watch if they wish.

Each fixed Son Of Mabla acts like the first one, they leave when brought back to life. It takes 10 rounds to heal a character, 1 full turn to bring something back to life.

Fixer
(AL LE, MV 120'(40'),
AC 9, HD 1, AT None,
DG N/A,
SV F1, MR 6, XP 10)

HP: 8

Fixed Son Of Mabla
(AL LN, MV 120'(40'),
AC 8, HD 1, AT 1,
DG 1-2,
SV F1, MR 8, XP 10)

HP: 4 each

22 Water Room

The room is filled with water. The water does not pass beyond the door. A character can walk right into it and swim around. There are 21 3 inch diameter glowing pink blue balls floating in it. The balls are very squishy and are drawn on to make them look like fishes. If they take one out of the water it will try to fly back to the water. If the party takes one with them anytime it is within 10' of water it will try to fly into it. Regardless of any barrier the thing will start moving towards the water. It will rattle in a container, a small pull will be felt by the character, etc... . When it is in the water it just floats there, never reaching the bottom nor the top.

23 A Big Box

The room, except for a 10' wide walkway, is filled with 3'x3'x3' brown boxes. These are all empty and need to be broken into. Hidden beneath

one of the box stacks is a 10'x10'x10' brown box. Inside of it is a 5'x5'x5' metal box with square hole in the center of one of its side. A character can put their arm in it. If they do this they will be sucked inside. The box at this point will float in the air and be under the control of the sucked character. After a day of being in the box the character will figure out how to get out of the thing. The box has the following abilities:

1. Sets the AC to 2
2. Has 50 HP. The character does not take damage in it. When 50 HP have been done to it the thing is destroyed and the character is ejected. It takes a metal smith to repair the damage.
3. It can move through the air at a rate of 150'(50').
4. While inside of it the character cannot attack. He can talk and must drink and eat as normal. Air is supplied to him while in the box

24 Fifty Percent Done

A couple Sons Of Mabla are making sketches of what Massakra looked like. They have 8 done so far which are hanging on the wall. They

are supposed to get 8 more done and then they can start the next part which is turning the sketches into a rebuilt Massakra. Mabla wants to retest the Destruction Contraption before he tries it on something bigger.

They won't attack the party but ask if they can look them over. The party may work better than the wooden dummies they have built for the next test. If only they could get them to try on the Massakra masks then they'd know for sure. Would the party be interested in going to the Upper Level to try on some great masks? They will take the party to the Massakra Mask area. The Labyrinth Lord can take it from there. If they refuse they will try to overpower/subdue the party and force them to wear the masks. They probably will keep them under the watchful gaze of the women in the Females area.

Son Of Mabla
(AL LN, MV 120'(40'),
AC 8, HD 1, AT 1,
DG 1-2,
SV F1, MR 8, XP 10)

HP: 4, 7

25 Dummies

Faceless wooden dummies are positioned in various positions. These are to be used in the reconstructed

Massakra test. Mabla is hoping the masks he has made will make them appear just like the people of the dead village. Everything must be like it was before.

26 Light Spider Swarm Coalesces

A rush of light spiders appears on all the surfaces where the party is standing. They concentrate and become a Light Spider Swarm. They attack a random character each round.

Light Spider Swarm
(AL N, MV 120'(40'),
AC 5, HD 1, AT Swarm Bite,
DG See Description,
SV F1, MR 12, XP 16)

HP: 4

27 Wooden Swords

A 10' diameter 5' high wooden bowl is in one corner. It is filled with wooden versions of different swords. If counted there will be at least 50 of them in the bowl. Though they are shaped like other weapons they function as clubs.

28 Cannon

A 20' long black cannon rests on the ground. The gun has a 10' diameter exit and at the other end it is 15' in diameter. It doesn't have any wooden support and can be rolled around. The party can push it 5' a round if 2 or more characters take control of it.

It has a fuse that can be lit. If lit the thing begins to spin around like crazy and eventually explodes 2 rounds later dealing anyone within 30' of it 1d6 HP of damage. The cannon is just a bunch of metal trash after this happens.

29 Loose Bricks

One of the walls has some loose bricks. If pulled out they reveal a secret cash of things stolen from Massakra. 2 pairs of shoes, 4 spoons, a book on fishing and a pink blanket. If the party has the pink blanket and displays it to the Sons Of Mabila their morale drops to 4.

30 Magnetic Liquid

A barrel is full of silvery liquid. Attached to its side is a brush that can be removed and used to paint with the liquid. If applied to a surface it will pull any light spider or light spider swarm that is within 10' of it to the spot. They

will not be able to escape it.

Destruction Contraptions of any type will feel its pull but will not be moved. If they walk onto a surface covered with it they will not be able to escape. There is enough of it that it can be applied to a 30' x 30' area.

31 Gears

Two 10' diameter, 5' wide red metal gears are meshed together and turn. Half of the wheels are in the ground, the other half above. They turn at about a rate of 1' each per round. There aren't any controls to control the gears.

If the party does something that stops the gears like grabbing hold of them then a Screaming Son will enter. He will keep screaming until the gears are let go. If he is slain another one will enter to take his place. The party can keep on killing them but the effects of the screaming will accumulate. For every Screaming Son who enters add one point. When the points equals a character's current HP his head explodes and the character is dead. The characters will feel the pressure building. At the last point the Labyrinth Lord says your head is going to explode if you don't do something.

Screaming Son
(AL LN, MV 120'(40'),
AC 8, HD 1, AT (Scream) See
Description,
DG (Scream) See
Description,
SV F1, MR 6, XP 13)

HP: 6 each

32 Sons With The Wire Machine

4 Sons Of Mabla are fiddling with a silver 5'x5'x5' box. Wires stick out of it. They have it on the ground and they are pulling on the wires. Every round they pull another 5' of wire out of it.

When they see the party 2 of them will try to grab and wrestle a character to the ground. Both need to score a hit on a character on the same round. If they do so the character takes no damage but they have control of him. The other 2 run forward and stick a wire in the character's head. When the wires are stuck in the character goes into suspended animation. After this is done they try another character. If one of the grabbers/wrestlers is killed they change their tactics. They run back to the box and one of them

pushes a button. Wires shoot out of it and attach to their heads.

At this point they have turned themselves into a more powerful version of the Screaming Sons. They try to drive the party out of the room with their screams. Every round characters must make a saving throw or they will run out of the room to get away from the screams. Attacking a connecting wire destroys it and reverts the son to normal(AC 9). At that point the son is back to attacking normally.

Removing the wires must be done one at a time. If they are removed at the same time the character wakes up but the top of his head expands and explodes. The energy the box has transferred to their head didn't get a chance to leave when both wires were removed. "No don't take out the wires yet!" the character will yell but it will be too late.

Son Of Mabla
(AL LN, MV 120'(40'),
AC 8, HD 1, AT 1,
DG 1-2,
SV F1, MR 8, XP 10)

HP: 6, 3, 5, 7

33 Brick Inspectors Vs. Metal Dog Heads



2 Brick Inspectors are yelling at a group of 6 Metal Dog Heads. They are demanding 1000 GP from the Metal Dog Heads. The Metal Dog Heads growl and bark at the Brick Inspectors. After the party realizes that they are arguing the 2 groups start to fight. The party can easily evade the fight.

If they do not get out in time they will find 2 Giant Sons appear behind them coming to help the Brick Inspectors. They will be confused and think that it's the party they are supposed to put to sleep and not the Metal Dog Heads.

Brick Inspector
(AL LN, MV 120'(40'),
AC 0, HD 3, AT 0,
DG N/A,
SV C3, MR 12, XP 50)

HP: 15, 18

Metal Dog Head
(AL N, MV 120'(40'),
AC 5, HD 1, AT 1,
DG Fuses To Character's Head,
SV F1, MR 12, XP 16)

HP: 4, 3, 2, 2, 6, 4

Giant Son
(AL LN, MV 120'(40'),
AC 8, HD 3, AT 1,
DG See Description(Sleep),
SV F3, MR 10, XP 65)

HP: 12 each

34 Trapped Junk Egg

A 10' x 10' x 10' box is covered with chains and one small lock. If the lock is picked the chains come undone and the box falls open. In it is a Junk Egg waiting. The Junk Egg follows the behavior in its description.

Junk Egg

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

AC 9, HD 4, AT See

Description,

DG See Description,

SV F2, MR 12, XP 135)

HP: 24

35 Empty Power Station

Lightning shoots around the top of the room. In the center of it a 10' diameter black metal globe floats. From it bottom descends a 30' long black metal wire with a suction cup at its end.

Touching the inside of the suction cup is dangerous. Anyone who does so takes 1d10 HP of electrical damage, drops whatever he is holding and is thrown 10' in a random direction. Anything attached to the suction cup must have an

affinity for electricity or they will suffer the above penalty every round.

This room is used to power up The Destruction Contraptions. They gain 100 HP of power each day they are wired up here. From being empty it takes 10 days for them to reach their 1000 HP power up. Then they can use their destruction ability.

36 Trapped Green Blur Sappers

This room has a box and chains just like the one in the Trapped Junk Egg area. Inside of the box are 10 Green Blur Sappers. They dance around for a few rounds when they realize they are freed. Then they start their sap attacks on the party.

Green Blur Sapper

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

AC 9, HD 2, AT See

Description,

DG See Description,

SV F2, MR 12, XP 29)

HP: 5, 4, 8, 7, 10,

6, 5, 3, 9, 12

Upper Level

1 Start

A 20' diameter hole in the ground leads to the Lifter area in the Lower Level. A lever next to it will activate the lifter in that area and bring it here.

2 Light Spider Swarms

Out of 1' holes in the ground emerge 4 Light Spider Swarms. At first it seems the whole room is being invaded by Light Spiders, the surfaces are covered. One forms above the party's heads and drops in their center. The other 3 try to form on 3 of their sides. 2 will attack at a time while the other 2 dance around the party. When one has been destroyed one of the waiters joins the fight.

Light Spider Swarm
(AL N, MV 120'(40'),
AC 5, HD 1, AT Swarm Bite,
DG See Description,
SV F1, MR 12, XP 16)

HP: 4, 3, 8, 4

3 Females

The "Daughter" versions of Mabla's Sons lounge around here. There are 10 of them. They aren't very attractive. Some are on chairs, a couple are resting on a big bed while the rest are arguing about who they want to marry.

When they see the male's in the party they will want to marry them. Each offers one male character 1000 GP to marry her. If they accept she will go outside and wait for him. The GP are given to him on the day they marry. A Son Of Mabla appears out of nowhere and gives him a bag of gold and is gone. If the marriage works is up to the Labyrinth Lord. Breaking the marriage or doing something to the wife results in all the given gold disappearing. That and any gold the character gets disappears as well until another 1000 is lost. A total of 2000 GP must be lost before it ends.

Daughter Of Mabla
(AL LN, MV 120'(40'),
AC 8, HD 1, AT 1,
DG 1-4,
SV F1, MR 11, XP 10)

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

4 Mabla Tinkering

The room has 4 5' diameter round tables in it. On it are spare parts, hammers, screwdrivers, etc... . Mabla will be at one of these tables working on a light spider. It doesn't work and he can't figure out why. He will look at the party and ask them to help him fix it. Mabla is so engrossed in the light spider that he thinks that the characters are one of his sons. Even if they sit down and help him he will not notice that they aren't his sons. For every character that has an Intelligence greater than 15 there is an additional 1 point chance that the spider can be fixed. Roll a d6 once, add any bonus points, and if a 6 or greater comes up the spider is fixed. Mabla will then notice that the characters are not his.

"What are you doing here?" he asks. If the party asks friendly enough he will show them around the rest of the workshop. At that point nothing will attack them. Mabla knows everything about the workshop and he will stop the characters from doing anything dangerous. At some point he will want to get back here and work on some more defective light spiders. He will summon 4 Sons Of Mabla to escort them out on a cart. The sons will provide the party with a raft by which they can get out of the area easier.

Mabla will explain to the characters that they need to stay at

least 20 miles away from here. He doesn't know when the Destruction Contraptions will want to do a test again. One village already was destroyed by them. Wouldn't it be awful if the party was too close to one when it wanted to test itself?

If attacked 4 Sons Of Mabla will burst in the room. All of them will shield Mabla while he runs for The Destruction Contraption 2 area. Once there he will seal himself inside of it waiting for the party to arrive. Mabla will probably use one of the 3 secret doors in the area. The wall must be touched and a 10' wide x 10' high section of the wall spins. It takes whoever, and anyone close to it, is touching it to the other side. He can pass right through one without any difficulty. It will take the party 2 rounds to figure out how to open one. This gives Mabla a good lead on the party.

Mabla(won't fight)
(AL CE, MV 120'(40'),
AC 9, HD 5(40 HP), AT 0,
DG N/A,
SV MU5 , MR 6, XP 200)

HP: 40

Son Of Mabla
(AL LN, MV 120'(40'),
AC 8, HD 1, AT 1,
DG 1-2,
SV F1, MR 8, XP 10)

HP: 6, 6, 7, 8

5 Bad Smells

The room smells very bad. There isn't anything in it. It does look like the walls have brown and yellow stains everywhere. If the party spends more than 10 minutes in here one of Mabila's Sons will enter with a wash cloth. He won't know what to make of the party. "Are you the ones that made the mess in here?" he will ask. If the party doesn't act violent he will eventually begin scrubbing the walls and ignore them. Occasionally he will ask the party for some of their clothes so he can do a better job scrubbing.

Cleaning Son Of Mabila
(AL LN, MV 120'(40'),
AC 8, HD 1, AT 1,
DG 1-2,
SV F1, MR 8, XP 10)

HP: 6

6 More Bad Smells

This room is just like the Bad Smells area. The Son Of Mabila from the Bad Smells area will not enter here unless the party points the area out to him.

7 Leaking Destruction Contraption

The room is mess. Metal garbage is everywhere and on everything. Moving slowly in the room is a Destruction Contraption, Smaller. It is damaged. Out of it brown and yellow liquid squirts with every move. If the party smells the stuff and compares it to the Bad Smells areas they will know where the stuff is coming from. If they go and get the Mabila Son who is doing the cleaning he will come back here and deactivate it.

For the party's services he will give them a 1' long yellow metal rectangle taken from the contraption. He will tell them to use it on a bigger one of these if they are given trouble by it. He tells them that it will deactivate it for a bit and they can run away. This is true. Hitting a Destruction Contraption with it will stun one for 5 rounds in which it won't be able to do anything. Once hit the stuff goes crazy and won't be able to be separated from the Destruction Contraption.

Leaking Destruction
Contraption, Smaller
(AL N, MV 10'(3'),
AC 5, HD 2, AT 0,
DG 0,
SV F2, MR 12, XP 20)

HP: 2

8 Krackjerk



A taller version of a Son Of Mabla stands before a group of 9 kneeling Sons Of Mabla. They seem to be pleading with him, they didn't know that the village would be totally

destroyed. The standing one gets angrier and angrier. "Enough of this" he says and yells at the ceiling "Judge them!". Out of the ceiling a metal arm lowers itself. Liquid showers down over all of the kneeling Sons Of Mabla. Each of them spasms and falls over on their side dead. The last one kicks one to see if their dead. While he is doing so the arm targets him and liquid showers on him. Another spasm, and the big one falls to the ground dead. The metal arm falls to the ground and a loud clang is heard.

From a doorway a man enters. He is wearing some strange looking suit. The man looks at the party and picks up the metal arm. "I did not order any more subjects for experiments. Guess I can pile your corpses on top of these" he says.

The man's name is Krackjerk. He designs the death causing abilities of the the things made in the workshop. Mabla doesn't have the time for this side of the work. That's what Krackjerk is for.

The metal arm attaches to one of his shoulders and begins to spray the party with the liquid. Each round anyone who is 30' away from where he is facing gets attacked with the liquid. It attacks at -2 and anyone hit gets a saving throw at +2. Failure means death.

Krackjerk is very loyal to Mabla. If the party has him he will be willing to trade 1000 GP for him. Meet him outside and he will give them the gold.

If they agree he will show up an hour after they exit. He will be pushing a bed from the Bed With Energy Wheels. On it is a big sack. The sack contains 1000 GP. Once he has Mabla in his possession they will return to workshop. He will take the gold off the bed and put Mabla on it. Up the tracks they go. The party if they take the gold will find it impossible to return to the workshop. Its like some barrier stops them when they get within 10' of it. Exploring the workshop is over for them unless Mabla or Krackjerk let them enter.

Krackjerk
(AL CE, MV 120'(40'),
AC 5, HD 3, AT 1,
DG See Above,
SV MU3, MR 9, XP 80)

HP: 12

9 Big Mamas Point Nine

These experimental women are incomplete. But in the future the Sons Of Mabla will be born from these women. There are 5 in here doing their work. They are all extremely fat and have trouble moving around. Each one uses a couple of canes to walk. Their bodies are inside of loosely fitting layers of something like cardboard. Ropes tie the pieces

together and hang them over their shoulders. Each of them is bald except for one strand of blond hair on the top of their heads.

At this point all they do is tend to the hundreds of chickens kept in the room and water the nice green vegetables they grow with the chicken poop. The veggies are grown in piles of poop that is can be randomly found around the area. Food for everyone is produced here. Straw litters the ground where the chickens rest. If searched a nice egg or two can be found. Most of them are eaten up.

They will want to know from the party if Krackjerk has gotten them the new chickens yet. One of them will say "These aren't Mabla's their someone elses!". If the party gets violent they will make a dash for it. They will return here after a couple of hours. The chickens need to be taken care of.

Big Mamas Point Nine
(AL LN, MV 90'(30'),
AC 9, HD 1, AT 1,
DG 1-2,
SV F1, MR 11, XP 10)

HP: 6, 7, 7, 4, 6

10 Massakra Masks

Masks that replicate the faces of the citizens of Massakra are hanging on the wall in here. If a character puts one on he becomes physically indistinguishable from the citizen. But what good is that? The people are all dead. Mabla has weird ideas about using them in an experiment.

11 Observer



A 5' tall green skinned woman is reclining in the air. She wears no shoes and has only on what appears to be a yellow swimsuit. Her head is bald and extending from it are white straws. She seems half asleep and asks the party if they are here to show off some of Mabla's new stuff to her. If asked who she is she will say that she is only an Observer. Her people have an interest in what Mabla is up to. Problems they have might be solved with his Destruction Contraptions. That and other things

he might make.

She doesn't want trouble with the party. If they have anything that might interest her she'd like to see it. If the party starts to fight with her she will defend herself. Her straws will glow bright red and shoot an energy ray at a 10' area each round. This does 1d4 HP of damage. She rolls an attack for everyone in that area. She doesn't like to walk on the ground but prefers to float in the air.

If she is reduced to 5 HP or less she will spend a round opening a portal. When open she will fly through it and the portal will close up. She will wait for Mabla to contact her and ask her to return. He needs her money.

Observer

(AL CG, MV Float 120'(40'),

AC 3, HD 3, AT 1,

DG 1d4(See Above),

SV MU3, MR 9, XP 65)

HP: 15

12 Sparkles

The surfaces of the area sparkle. Bright sparkles randomly appear and disappear. Every 10 minutes the party is in here they each must make a saving throw. Failure means they will find themselves hypnotized. A hypnotized character

will report to the Krackjerk area for sentencing. The character will mumble "I have been bad" or something like that as he walks there.

At the 8 minute mark 3 Sons Of Mabla will enter the room. One will be saying "Why does Mabla want us to rest in here for?". They will not like the looks of the party and ask them if Mabla has sent them here as well. One will have some beers on him and offer a couple to the party. "Anything to make the wait in here easier" he says with a smile. Then the Sons Of Mabla sit down and begin drinking. Eventually they will become hypnotized and walk off to the Krackjerk area.

Son Of Mabla
(AL LN, MV 120'(40'),
AC 8, HD 1, AT 1,
DG 1-2,
SV F1, MR 8, XP 10)

HP: 5, 7, 6

13 Brain Enhancement

A table that is the shape of two ovals pressed together is in the center of the room. A diagram on the wall looks like it is a brain. On the table are 3 vials of crystal clear liquid. If a vial is drank a characters intelligence will increase by 1 for a week. Each

vial does this, they stack. But each vial drank causes the characters head to expand above the ears and eyes. The brain becomes mightier with each drink. Helmets and other things will have to be removed. If not the head will cease to expand and the intelligence gained will be lost. Each drink increases the top of the head's volume by 25%.

14 Weapon Enhancement

A Son Of Mabla is testing his big two handed sword on a couple of wooden dummies. He beheads each and then looks to his blade. "Not quite sharp enough" he can be heard muttering. He will be overjoyed to see the party. "Look at all those weapons! Can I try them out?" he asks. If the party agrees he takes them and beats on the wooden dummies with their weapons. Each weapon that he tests he adjusts afterwards. He caresses the weapon and does something to it with his fingers. Then he gives it back. The weapon for the rest of this adventure and the next will do:

- 1-2: +1 to hit
- 3-4: +1 to damage
- 5: +1 to hit and damage
- 6: Falls apart the next time it does its maximum damage.

The son will not be interested in fighting the party. He warns them that

he will make quick work of them. It is better that they fight someone else they can win against. He laughs if a fight starts up. "Let's see whose head I can chop off first!" he yells as he raises his sword above his head.

Son Of Mabla
(AL LN, MV 120'(40'),
AC 8, HD 1, AT 1,
DG 1-2 or big sword 1d10,
SV F1, MR 8, XP 10)

HP: 8

15 Forgive Mabla

The room seems cold and the light from the light spiders is much dimmer. Something begins pulling on the character's minds. They can feel it being pulled out of their heads. "Forgive Mabla" a voice demands of them. Each character has 10 rounds to agree. Each round the voice will make the same demand. More and more of their mind is pulled out of their head each round. The characters won't be able to get out of the room unless one of the characters makes a saving throw. This is allowed every 2 rounds. If one does they all run as fast as they can out of the room and won't reenter it. If a character agrees to forgive Mabla he runs as fast as he can from the workshop and will not

reenter the place. At the end of 10 rounds if the party is not free or they haven't relented their minds will be taken from them and the characters will spend the rest of their existence as living zombies.

16 Beds With An Energy Wheel



Everyone in the workshop sleeps here when it is time. There are 20 beds with one big wheel energy under each. The wheels are bright energy of different colors that are spinning. The beds can be rolled around. A switch on the wall if flipped turns off all the light spiders in the room. There are usually 4-8 Sons Of Mabla asleep here. If woke they will yell at the party that there are beds enough for them, leave them alone. If the party keeps it up they get up and try to get rid of the party with their fists.

Son Of Mabla
(AL LN, MV 120'(40'),
AC 8, HD 1, AT 1,
DG 1-2,
SV F1, MR 8, XP 10)

HP: 4 each

17 Smart Room

The room is completely empty. Characters that enter the room and have an Intelligence less than 15 are automatically pushed out of it by some unseen force. Characters that remain will see the room as it truly is. The walls are lined with bookshelves that are crammed full of books. Each book is written in some unknown tongue and if a character knows any mathematics he will recognize a formula that appears over and over again in the books. They will find that the books can't be taken from the room. Nothing they do will allow a book to go beyond the doorway.

The formula if studied for a month will give an individual caster a new advantage. He will find that he can memorize an extra first level spell. As he studies the formula he will feel like there is more spell space in his head. More and more study leads to more and more space. This continues until he is able to memorize the extra spell. After this occurs the formula seems to melt and become regular words that say "only one can have this

fun". Only one caster can gain from the formula. If another caster is trying to learn the formula he will find that he can't benefit from it.

18 Parts

The floor is covered with a layer of mechanical parts. None has a duplicate. There is a path through it that circles back to the entrance. If the party spends some time they can piece things together and make things that don't do anything. As they do this they may feel like they are close to creating something important. Maybe they shouldn't stop?

19 Moving Parts

This room is exactly like the Parts area. It has an important distinction though. Anyone who picks up the parts on the ground will find the part and any nearby parts start burrowing into their body. Just like Rot Grub but these are metal parts instead. The character will have 3-6 of them on his body.

Metal Part Rot Grubs
(AL N, MV 10'(2'),
AC 9, HD 1 HP, AT See Below,
DG See Below,
SV 0 level human,
MR 8, XP 10)

HP: 1 each

Fire must be applied to the site of contact at once in order to prevent the rot grubs from burrowing further. This application of flame inflicts 1d6 hit points of damage per instance. If not stopped immediately, within 1d3x10 minutes the rot grubs will find the heart and kill their victim. The spell cure disease will destroy the rot grubs in a victim's body.

20 Door To The Door To Somewhere

When the party walks through this door they exit out the Lower Level's Door To Somewhere area's

door.

21 Mabla's Trick Mirrors

The area's walls are covered with mirrors. As the party walks along they will notice that they are changing in appearance. This will happen at the 10th round. The mirrors reveal that they are becoming Sons Of Mabla. At that point roll to determine how each character perceives what is happening outside of the mirrors:

1-2 Character sees himself becoming a Son Of Mabla

3-4 The other character's are turning into Sons Of Mabla

5 Everyone is turning into a Son Of Mabla

6 Everyone has turned into a Son Of Mabla

How characters see things continues after they leave the area. Characters that seem to be changing continue to do so and a week later will have finished the transformation. All of this is inside the character's minds, they are really the same. They have a few options to reverse what has happened:

1. Smash all the mirrors in the area.

2. Hire an illusionist of 10th level or above and pay him 1000 gp. He will be able to nullify the power of Mabla's Mirrors for all the characters.

22 Melting Metal

The ground in the area is cold liquid metal. It is about an inch thick. The ceiling is also covered with cold liquid metal. As the party walks around every metal item on their body will become cold and begin to drip. At that point the party needs to get out of the room or all their metal items will turn to liquid metal. Each metal item gets a saving throw and if it fails it is destroyed. This is checked every 5 rounds in the room after the initial check. Magical items are immune to this.

23 Bowls Of Metal

4 10' diameter 5' high wooden bowls are randomly positioned around the room. Each has a energy wheel on its bottom like the beds in the Beds With Energy Wheel area. 1 bowl is completely filled with liquid metal.

24 Solidifying Destruction Contraption

A Destruction Contraption created out of the melted metal from the Metal Metal area is solidifying here. It is at the half way point. The thing appears like a complete Destruction Contraption but when the party touches it the thing feels soft. They will find it easy to bend, penetrate, etc... . If they pull on it pieces will come out. Completely destroying it takes only a couple rounds of hitting it.

25 Flashing

A bright light flashes in the room every round. It affects the party's sight just as if they were in the dark. After the initial exposure the after effects last half an hour. A character must be in the room to be affected. The party will feel joyful when they see the lights from the inside. It must be nice in that area, probably should go inside.

26 Wood Characters

Against one wall is a line of 20 7' tall 3' x 3' pieces of wood. In the center of the area is big pile of wood dust, 5' diameter and high. Next to the pile is a cutting tool that is two sharp blades fused together to form a

cross. Next to that is a block like the ones against the wall. Half of it has been cut into and that looks like a person without features.

Any character can pick up the cutting tool and make the unfinished carving look like one of the other members of the party. It takes 10-20 minutes of work to complete. Other blocks can be carved at to achieve the same result with the same amount of time required. The carving tool is sharp enough that it can do damage like a dagger. Characters that hold the tool will think they are an artist. "This is my paint brush" he will say as he brandishes the tool. The character will know he can make wood characters. It's up to the player to do this.

27 Pulsing Corridor

The bricks in this corridor undulate. It's like a bunch of waves moving on the surfaces. This doesn't impede movement but makes casting spells impossible. The areas marked with 27 should all be considered one big area. The Labyrinth Lord decides how big it really is.

28 Spy Trees

There are 7 trees stacked in the center of the room. These look like normal trees. If anyone inspects the trees and makes an Intelligence attribute roll they discover that there are human eyes on the trunks. They are closed but the wood colored eyelids can be lifted to reveal the eyes.

These are Spy Trees that Mabla uses. They are inanimate but Mabla can activate them. Massakra was watched by him for a long time by them. The trees when animated watch. When they have something to report they sneak back to Mabla's Home and leave whatever they have learned there with Oblurn.

29 Giant Sleeper

A Giant Son is outstretched on a bed big enough to hold him. It is just like a bigger version of the beds in the Beds With An Energy Wheel area. He is snoring loudly and with each snore the bed shoots 10' in a random direction. If it hits a wall nothing happens but if it bumps into a character the Giant Son awakens. "You need to use my bed?" it will ask. After that it will try to put the party to sleep. When they wake up they will all be on the bed and the Giant Son will be gone.

Giant Son
(AL LN, MV 120'(40'),
AC 8, HD 3, AT 1,
DG See Description(Sleep),
SV F3, MR 10, XP 65)

HP: 20

30 To The Tree Home!

This room is an exact replica of To The Workshop! area in Mabila's Home. The only difference is its dimensions and the surfaces. When the wires are crossed the party will find themselves standing in front of the tree home.

31 Water Suits

Hanging on the walls are 10 suits that if worn allows one to survive underwater for 8 hours. Each can be used 1-4 times before it breaks down. These are completely rubber with frog feet. They each have a helmet that is a glass ball. When put on it changes shape and becomes a glass skin over the head. Removing it is as easy as grabbing it and pulling on it. It returns to its original shape and offers no resistance. The suits fit over anything the character is wearing. They seem to assist the user in being put on. Only the user can remove the gear. The wearer will know how much air is left. It needs to be removed when there isn't any air left in it. The suit will refill. For every hour it isn't worn it will add an hour to its air supply.

32 Mabila's Suit Material

A couple of wooden dummies that are the same dimensions as Mabila are resting against a wall. They are shrouded in this tin foil like material. One of the dummies holds a pair of scissors in one hand. The other a metal torch.

If the torch is grasped it emits a very hot flame. The torch will work for a month and then it runs out of fuel. Mabila constructs new suits out of the

material and uses the devices to do the work. If the party has him he will bargain for his release by offering to make 2 suits for them. It takes him an hour to make each suit. These are the same things that Mabla wears. Their AC will be dropped to 0. Their personal suits will last longer, 6 months each.

33 The Newest Son

A Son Of Mabla stands naked in this room. It is in suspended animation. Its breath is shallow but it lives. There are some odd things about it. First its face resembles Mabl's exactly. Second its fists are twice as big as the other sons.

A couple of carts are one each side of it. One has a syringe of clear liquid on it. If the son is injected with it he awakens. The other cart has a syringe with black liquid in it. If injected with this he falls back into suspended animation.

When awoken the son will grab its head and scream for a bit. Then it looks at the party and demands their clothes. If they don't give him anything to wear he begins to attack. If they act nicely towards it he will explain that Mabla has kept him in here for what must be decades. He'd like a chance to put Mabla to sleep like he has done to him. He will join the party if they agree to this. If Mabla

is put to sleep he will spit on him and run off never to be seen again.

The sleep syringe works simply by scoring a hit on an opponent. The target instantly goes into suspended animation. This lasts for 3 months. At the end of that time the sleeper awakens. He will have no idea what has happened.

Newest Son Of Mabla
(AL LN, MV 120'(40'),
AC 7, HD 2, AT 1,
DG 1-6,
SV F2, MR 8, XP 20)

HP: 16

34 Mabla's Greatest Son

A very odd sight presents itself to the party. A man that looks like Mabla but is 6' tall stands here scribbling on the walls with different colored chalks. At his center is a very small Destruction Contraption. His flesh enters the top at the chest and he completely lacks legs. The man moves around with the movement of the contraption's legs.

He will be friendly with the party at first. He will try to figure out what they are doing here. If he senses that they are adventurers he will walk over and lock the door. The door cannot be opened until he allows it or he is killed. Then he tells the party they

should never have come here. Now he will use them for experiments that even Mabla himself has never dreamed up. From a compartment in the contraption he pulls out a two handed sword. Then he advances on the party.

This son can attack twice a round. Once with one of the contraption's legs. This does 1d6 HP per hit. The other with the sword, which does 1d10 per hit.

If Mabla is with them he will not bargain for his life. Instead he will attack Mabla ignoring the party. It is what he has been waiting for, a chance to knock Mabla out of the way. "This place belongs to me, not you OLD MAN!" he shouts as his sword runs through Mabla. Mabla with the sword stuck in his gut falls to the ground dead. The son will wave goodbye to the party. Their eyes will go blurry and they will find themselves standing where the workshop was situated. It is gone. At their feet is Mabla's body.

Mabla's Greatest Son

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

AC 4, HD 3, AT See Above,

DG See Above,

SV F3, MR 12, XP 65)

HP: 18

35 Power Station

This room is just like the Empty Power Station area on the Lower Level. But this one has a Destruction Contraption attached to the power line. It has been in here 2 days and is in stasis. The party must be careful if they attack it. Touching it is just like touching the inside of the suction cup. Electricity shoots through anyone who does so. The damage and effects are the same.

Deactivated

Destruction Contraption

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

AC 2, HD 5, AT 1,

DG 1d8,

SV F5, MR 12, XP 500)

HP: 20

36 The Destruction Contraption 2

Standing in the room is an activated Destruction Contraption. If Mabla has made it here he will be inside of it. If the party hasn't run into him yet he will be inside waiting. It will not use its death explosion ability since it lacks the power at this time. Krackjerk if still alive will be here armed with his death device. Mabla will yell at the party as they fight. It will sound like a deep muffled voice. "Can we not negotiate a peaceful conclusion to this fight?" he will ask them.

If the party decides to accept his offer all hostilities will cease. The contraption will open at the bottom and a bag will be lowered to the ground. "This is yours, my friends" he says. The bag is moved in front of the party. It opens up revealing 1000 SP. "Please take it and leave" he says. The party can leave at this point and not experience any resistance. If they come back and try to take Mabla he will not be so nice this time. The Destruction Contraption will be powered up and they will be destroyed by it.

Mabla will not want to fight the party if the Destruction Contraption is destroyed. He will surrender to them. It will break in half and he will come rolling out. "OK OK I give up! Spare Me!" he cries to the party. He will offer no resistance and go with them.

Mabla will wait for his sons to free him. Once they are out of the workshop there will be no further resistance from them.

If the party tries to get him out of the workshop they will be attacked at the Lower Level Start area by 5 Sons Of Mabla and 2 Destruction Contraptions, Smaller. They will focus on getting Mabla away from them. Mabla if he escapes them will come back here.

Mabla(won't fight)
(AL CE, MV 120'(40'),
AC 9, HD 5(40 HP), AT 0,
DG N/A,
SV MU5 , MR 6, XP 200)

HP: 40

Krackjerk
(AL CE, MV 120'(40'),
AC 5, HD 3, AT 1,
DG See Above,
SV MU3, MR 9, XP 80)

HP: 12

Destruction Contraption
(AL N, MV 120'(40'),
AC 2, HD 5, AT 1,
DG 1d8,
SV F5, MR 12, XP 500)

HP: 18

Escape Attack Party

Son Of Mabla

(AL LN, MV 120'(40'),
AC 8, HD 1, AT 1,
DG 1-2,
SV F1, MR 8, XP 10)

HP: 6(x5)

Destruction Contraption, Smaller

(AL N, MV 120'(40'),
AC 5, HD 2, AT 1,
DG 1d4,
SV F2, MR 12, XP 20)

HP: 10, 9

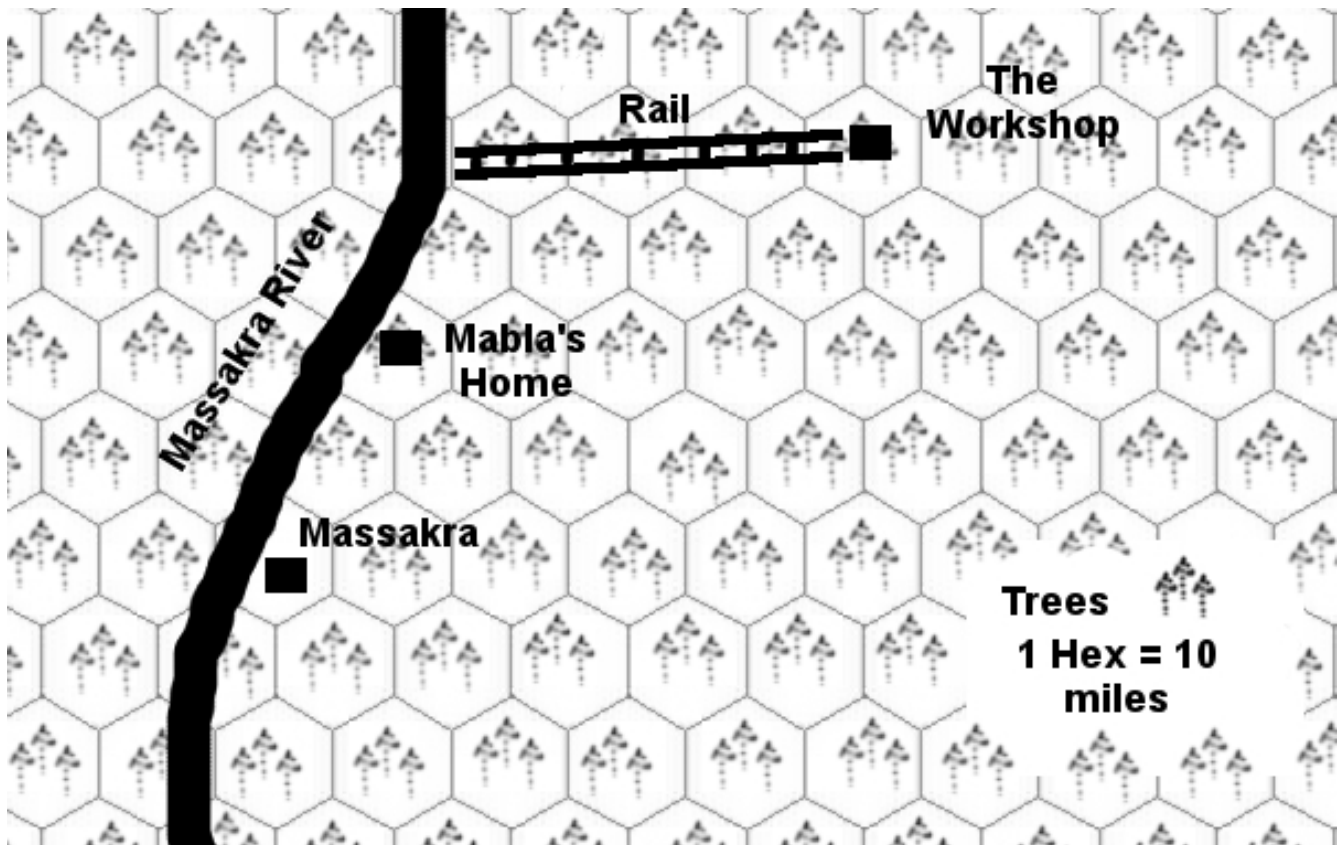
Maps

1 Square = 10'

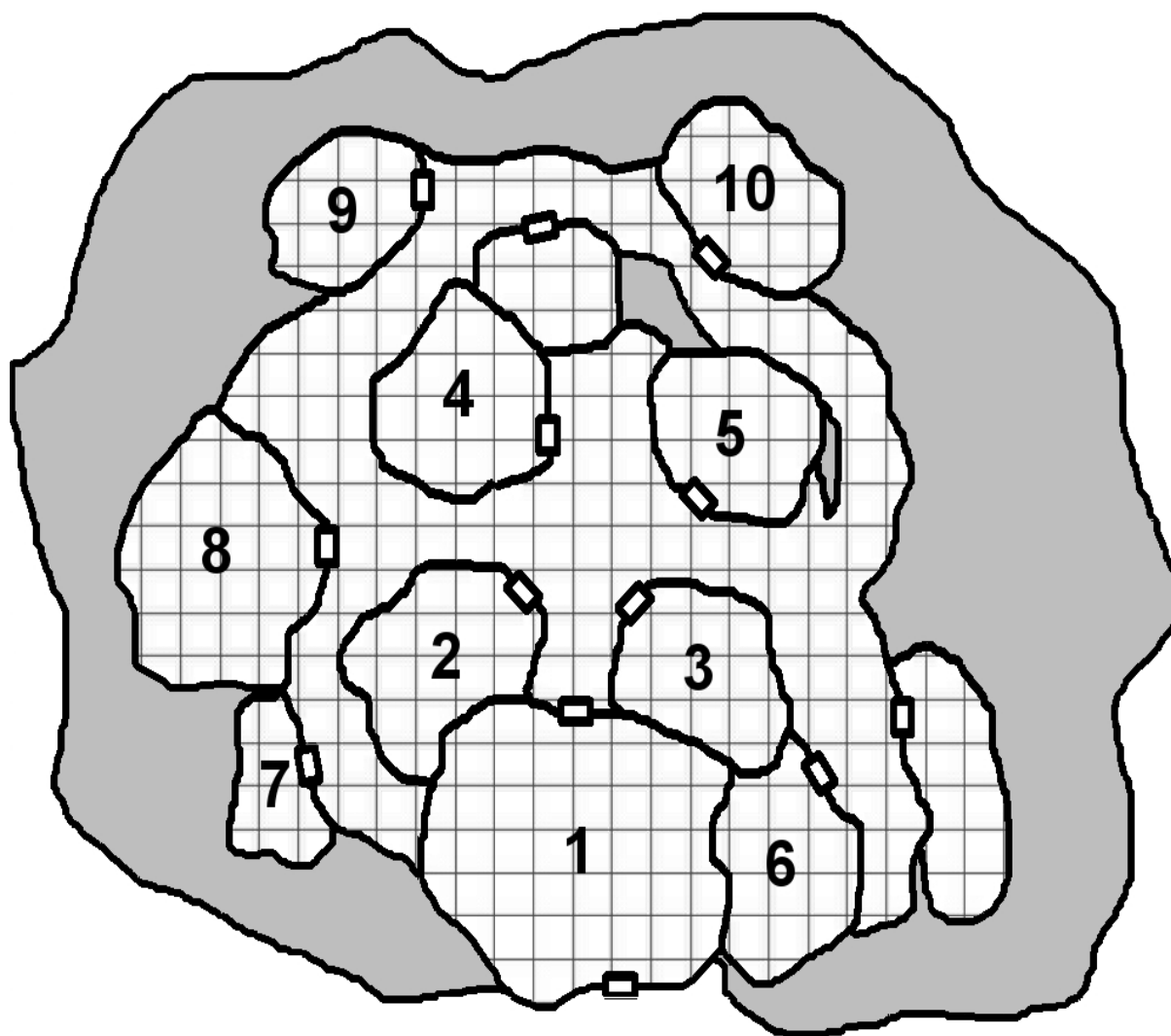
1 Hex = 10 Miles

North is the top of the map, East the right.

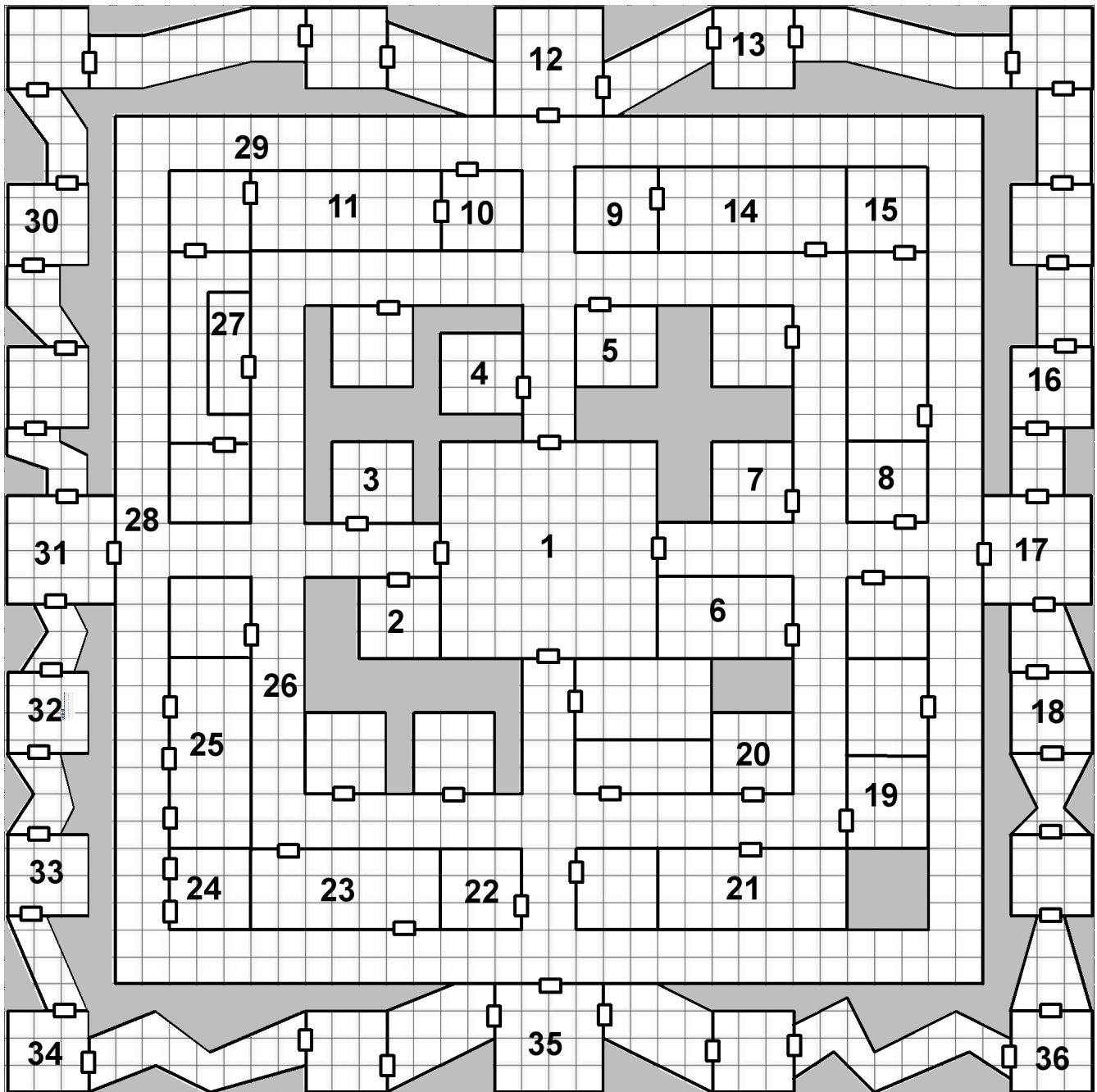
Map Of Area Around Massakra



Mabla's Home



Lower Level



Upper Level

