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WITHIN THE RADIANT DOME

Designed for six characters of 4th level.

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BY GAVIN NORMAN

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WITHIN THE RADIANT DOME

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Edited by Geoffrey McKinney

The Legend of the Radiant Dome

Its true origin and purpose are not commonly known, but tales abound of the bizarre magical phenomena, strange beings and wondrous treasures which lie within the labyrinths beneath the radiant dome. The dome is located in an obscure and barren wilderness location, far from civilisation, and can be placed by the referee wherever seems appropriate in a campaign map.

The dome is in fact a small section of a large pan-dimensional research facility, created by the immortal arch-mage Ilmaltharex. (This name will not be recognisable to any of the PCs, as the wizard hails from another world.) Ilmaltharex is a master of the arcane technology required to manipulate space, time and other dimensions, and has created many research facilities such as the dome, which exist in disparate realities.

Ilmaltharex himself has not visited the radiant dome for some centuries, and the facility has fallen largely into disuse. The lower levels of the dome house a series of crystal and ore refineries, some of which are still automatically operated by the servants of the wizard. The processed minerals are gathered and shipped by void-craft (again completely automatically) to Hyedron 17, a planet in a distant solar system.

Humans are also at times employed by the wizard to work the mines, and are kept in stasis (see area 2) until needed.

Rumours about the Radiant Dome

PCs may hear one or more of the following rumours about the dome before the beginning of the adventure.

- 1: The dome is ruled by a strange race of man-eating pygmies.
- 2: An adventuring party once emerged from the dome with a fortune in rare magical ore.
- 3: Magical waters of life can be found in the dome.
- 4: The dome contains a dimensional portal.
- 5: A giant ape rules the deepest level.
- 6: The dome was created by a mad wizard who still haunts its sub-levels.
- 7: A great treasure hoard lies locked away in a magically sealed vault.
- 8: The great wizard Lorimak sought out the dome, entered, and never returned.
- 9: The dome's true treasure is the magical creatures which live there.
- 10: The flesh of the amoeboid creatures which inhabit the dome grants immortality to those who consume it.

The Surface (not shown on the map)

A: Outside the Dome

The dome stands in a barren location, the only feature visible for some miles around. It is a perfect hemisphere, approximately 100' in diameter, constructed of some smooth, cold, hard substance, and glows in a constantly shifting series of prismatic hues. The surface of the dome cannot be damaged by any normal or magical means.

In one side of the dome lies an open, arched doorway, leading into a black interior.

B: Inside the Dome

When someone passes through the arch and enters the dome, a low-pitched droning sound is emitted briefly from within.

The interior of the dome is midnight black, with the glowing points of a star map twinkling on the ceiling. PCs who spend time to examine the star map will realise that the stars depicted bear no resemblance to those they see at night in their part of the world. Each PC who examines the star map also has a 2 in 6 chance of noticing a small flashing red dot next to a particular star. This dot marks the position of Hyedron 17, the destination of the void-craft docked in area 27.

In the centre of the dome sits a stairway, leading downwards. The stairway glows a soothing green.

Level 1 – General Information

Wandering monsters appear on this level with the normal frequency. The chart shown on the map should be used.

The Grondians

The first dungeon level beneath the dome, although originally housing only plants and animals, has been colonised, some centuries ago, by a race of pygmies who call themselves Grondians. These creatures are humanoids, roughly 4' high, with green, rubbery skin, big eyes, and a complete lack of hair. They vary in physique from scrawny to blobby. Grondians speak some obscure variant of the common tongue, being able to communicate with the PCs, but using whatever odd phrases and pronunciation the referee wishes to portray them with.

The Grondians have absolutely no idea about the dome's function, or of what lies in the levels beneath them, but they have come to regard themselves as caretakers, and treat the dome's occasional visitors with their finest hospitality.

They have developed a series of rituals which should be performed upon the coming of strangers into the dome, including a great feast and the sacrifice of one of the miners who are kept in stasis in area 2.

PCs who are wandering through the forest in area 3 will, sooner or later, be very likely to encounter Grondians. Any individuals encountered will cry out joyously and run to fetch the elders to begin a ritual of welcoming. A Grondian reception party will soon form, having plans for the new guests – they will invite the PCs to join them for a welcoming ceremony, followed by a feast, and then to escort them to "the labyrinth, which all visitors are eager to explore". If the PCs cooperate, they will be led by ten of the most respectable members of the community towards area 13, where a sacrifice is being prepared. Following the sacrifice, a feast will be provided at area 12.

After the satisfactory conclusion of their rituals and feasting, the Grondians are quite happy for strangers to descend into the deeper levels of the dome. The Grondians are sticklers for tradition, and will be greatly displeased if visitors refuse to participate in their rituals. They will, however, not react with violence, except if violence is used against them.

The Grondians themselves will never venture down to the deeper levels of the dome, as this is utterly taboo to them. They believe that the lower levels are home to "the ancient ones", whom they fear and respect. The Grondians will also never venture into the dome itself or into the wilderness that surrounds it.

Game stats for the Grondians can be found on p. 15.

1. Crystal Cavern: Descending the green stairway, the PCs are not merely going underground. They are in fact entering another dimension, and any available means they have of detecting this will inform them as such. The radiant dome is merely the entrance point to this other world.

The stairway leads down 30' and emerges into a natural-looking cavern full of beautiful mineral deposits, crystal growths, stalagmites and stalactites of rainbow hues. The cave is not lit, apart from by the glow of the stairway. Any light sources the PCs bring with them will set off scintillating refractions from the crystals.

Some of the crystals in the cavern are valuable, but it takes time to identify and gather them. Each PC can harvest 1d20gp worth of crystals per turn spent working. Some of the crystals (1 in 12 chance per person per turn), however, have an odd fascinating effect, causing the affected character to do nothing but gaze vacantly into the crystal's depths for 1d6 turns. A save vs spells is allowed to resist this effect.

The doors to the E and S are both of a futuristic design, and constructed of the same ultra-hard substance that the dome is made of. They do not have handles, but slide open automatically when touched, and close automatically afterwards. The E door bears the inscription "STASIS", while the S door is marked "CONTROL".

2. Miners in Stasis: This dark, warm room is filled with rows of shiny black sarcophagi, 40 in total, which emit a faint, somewhat soothing humming sound. About half have a glowing green circle in the centre of the lid, on the other 50% the circle is a dull grey. Pressing the circle releases the lid. Inside the ones with the glowing circles can be found men in a magical slumber. (The other sarcophagi are empty.) Each man is dressed in simple white clothes, and bears a small metal tag with writing in an incomprehensible script. (If deciphered, they turn out to be name tags, with names such as Frank, Benny, Oswald, Jim, etc.)

If removed from the sarcophagi, the men can be awoken, but are very drowsy and will require 1d6 turns before they become at all cogent or capable of moving around. They speak an odd variant of the common tongue, and may describe how they signed up to work in the mining operations on Jasoomian 5. They will be rather surprised to hear that they are, in fact, not on Jasoomian 5.

3. The Grondian Forest: This area is a vast natural cavern filled with lush tropical forest, criss-crossed with well maintained paths. The environment is warm and moist, and a dappled glow emanates from the high ceiling. The sounds of tropical birds and animals fill the air.

This area is home to several hundred Grondians, who live in simple tree houses, mostly in the area off the southern edge of the map, where the forest continues for several miles.

The PCs can wander freely through the forest – either following the main paths (marked with dotted lines on the map), or making their own way through the bush. Any Grondians they come across will initiate the preparations for the welcoming ritual (see level 1 general information).

At the points marked 'a' and 'b' on the map, metallic sign posts float in mid-air above the pathway. The signs point east and south, respectively, and bear the label "CONTROL".

4. Eugene: This small, dingy cave is the lair and lounge of a man named Eugene, who has lived here for some decades. The lair is furnished with rough furniture which Eugene has constructed from the materials available in the forest – some low stools, a little table, and a hammock woven from vines. A small amount of light filters in through the narrow passageway. Snuffling may be heard from area 5.

Aside from the Grondians and various forest animals, Eugene is the only inhabitant of the dome's first level. He appears to be a human – he is, at least, certainly not a Grondian. He is pale skinned, somewhat corpulent, and wears dirty white clothes and dilapidated spectacles. He speaks the same dialect of common as the miners in area 2.

Though Eugene is unlikely to tell it willingly, his true story is that he is a miner from the stasis pods in area 2 who escaped sacrifice by the Grondians. Since his escape some decades ago, Eugene has lived as a hermit in a series of small caves. The Grondians have, over the years, come to tolerate him, and do not seek to harm him, but will under no circumstances allow him to leave the dome. Eugene has managed to steal several books from the cabinet in area 14, and has thus managed to piece together some information about the dome. He knows of the regular void-craft transports from area 27, and secretly desires to board the ship and leave the dome. He once escaped the dome through the surface exit, but was disheartened at the barren wilderness and returned.

Eugene will attempt to ingratiate himself with the PCs, claiming that he is the true caretaker of the dome, and to ignore anything the Grondians might say. He can give them vague information about the laboratories and mines which lie below, and will make up details about any imagined treasures which he feels are needed to inspire the PCs. He may also give them a crystal key (cf. area 19) from around his neck, which he says will grant them access to the lower areas. His aim is to get the PCs to clear a way through to the third level, allowing him to access the void-craft which he knows is waiting. If the PCs believe his story and set off into the lower levels, Eugene will follow behind them at a safe distance, waiting to take his chance.

Eugene: AC unarmoured, HD 1 (4hp), #AT 1, DMG 1d3 fists, THAC0 20, MV 12, SV F1, ML 6, XP 10.

5. Guard Pig: A mutant two-headed forest pig, which Eugene has tamed, lives here amongst a nest of forest leaves. The pig is loyal to Eugene and will defend him in a battle.

Mutant Pig: AC leather, HD 2 (9hp), #AT 2, DMG 2 * 1d6 tusks THAC0 18, MV 12, SV F2, ML 8, XP 20.

6. Eugene's Bedroom: A small dark cave where Eugene has a simple mattress made of dried forest leaves.

Stuffed into a crevice in the wall are a set of books and papers (which Eugene stole at one point from the cabinet in area 14). The books are on topics of arcane biological processes, and may be valuable to a sage or magic-user. Amongst the papers can be found a plan of areas 25 to 27 on level 3 of the dungeon. Area 25 is labelled "the 16th cavern", area 26 is labelled "solar power generator" and area 27 is labelled "void-craft landing bay – ships to Hyedron 17".

7. Eugene's Store: The contents of this room can be seen by the faint light of glowing fungus which Eugene has cultivated here. A set of low wooden shelves house some primitive flint knives, and a variety of dried and fresh fruits and meat.

8. Telephone Receiving Room: A smooth, domed chamber which has been constructed from the foundation of a natural cave. In the centre is a floating orange sphere (4' in diameter) surrounded with small wooden stools. At all times 1d6 mutant telephones sit on these stools. The mutant telephones are the revered priest caste of the Grondians, blessed with clairaudience and trained from birth to receive and transmit messages from beyond. They typically dress in full ritual garb – feathery hats, mud-smeared bodies, etc.

The individuals in this room are in a trance, babbling in incomprehensible tongues, and will not be disturbed by anyone entering. One of the telephones may, however, look up and excitedly say to any passing PCs, “A ship is waiting for you!”

Mutant Telephones: AC leather, HD 1, #AT 1, DMG by weapon, THAC0 19, SV C2, MV 9, ML 9, XP 10.

9. Clay Statue Shrine: A smooth, domed chamber which has been constructed from the foundation of a natural cave. The room is filled with a huge array of precariously balanced clay statues and wooden pedestals. The statues are mostly either in the form of apes or blobs. There is a 2 in 6 chance of 1d4 mutant telephones being in this room, tending to the statues. They are unhappy if strangers come in here.

The secret door to the S is actually just concealed by a pile of statues. If uncovered, a stone slab is revealed which can simply be moved aside.

10. Dimensional Distillation: The mutant telephones distil a strange brew in this small, low-roofed cave. On the S wall, a crack in the fabric of reality oozes a grey, brackish milk which is funnelled into a series of clay pots where it is fermented with jungle herbs. Drinking the brew causes retching and nausea for 1d4 turns, followed by one of four effects, chosen at random.

- 1: Gain the ability to hear through the ears of other creatures within 60'. Lasts for 1d6 hours.
- 2: Gain the ability to see through the eyes of other creatures within 60'. Lasts for 1d6 hours.
- 3: Save vs poison or become permanently insane.
- 4: Permanently gain a mental mutation or psionic power.

It is taboo for anyone but the mutant telephones to enter here, and they will fly into a violent rage if intruders are discovered.

11. Mutant Telephones' Consulting Chamber: A smooth, domed chamber which has been constructed from the foundation of a natural cave. 1d6 mutant telephones are in this chamber, standing on ladders and consulting the minuscule script with which the walls are covered. Strangers are not allowed to enter this room, and will be expelled.

12. The Way Down: A clearing in the forest with a circular hole in the ground, leading down 20' to area 14. The sides of the shaft leading down are made of a grey, slightly warm, technological substance.

If the Grondians have begun preparations for their welcoming ritual, a set of primitive ropes and ladders will have been set up here, descending into the hole. To honour the arrival of visitors, the Grondians will have also set up several tables next to the hole, laden with a luxurious banquet of tropical fruits, jungle meats and unusual delicacies made of insects, snakes and spiders. The Grondians will not venture into the hole, as it is taboo to them. They will also violently prevent any miners awoken from area 2 from entering the hole (if the PCs have brought any along).

13. Statue of the Kong Beast: A large clearing in the jungle with a stepped pedestal made of heaped stones at its centre. Upon the pedestal is a huge (15' high) clay statue of a four-armed ape. The Grondians worship this statue, calling it “Kong”. There are offerings of fruit, nuts and small clay statues arranged at the feet of the statue.

There is a 50% chance of 1d4 Grondians being in this area at all times. If present, they will usually be praying and making offerings to the statue.

If the PCs come to this area in the company of the Grondian welcoming committee, there will be a congregation of dozens of Grondians here, and also a naked man trussed up at the base of the pedestal. He is one of the miners whom the Grondians have awoken from area 2, and who is still in post-stasis shock. They plan to sacrifice him to their god Kong, in honour of the visitors, and as a blessing for the success of their venture into the labyrinth of the ancients.

If the PCs do anything to prevent the sacrifice, the Grondians will be none too pleased. The miner, who will recover his ability to move and speak in 1d4 turns, is called Willy, and may be willing to accompany the PCs if rescued.

Level 2 – General Information

The second level holds a series of laboratories, magical storage areas and crystal production factories. Wandering monsters appear on this level with the normal frequency. The chart shown on the map should be used.

14. Vortex Door: The shaft from the forest above descends into this clean, empty room. The walls here are made of a smooth, porous stone-like material. A sewer stench can be smelled here (cf. area 18).

The passage leading to area 15 is blocked by a swirling purple energy vortex. On the wall next to the passage is a control dial with eight coloured settings. Moving the dial changes the colour of the energy vortex in the passageway. It is possible to walk through the energy vortex, but each colour has a different effect, as follows:

Purple: Meticulously cleans the body and equipment of anyone passing through.
Red: Effects a pleasant warming of creatures passing through.
Blue: Causes chills and incessant shivering for 1d6 turns.
Orange: Inflicts 1d6 fire damage.
Yellow: Causes characters to glow for 1d6 turns.
Green: Inflicts nausea. Save vs poison or suffer -1 to attacks for 1d6 turns.
Black: Is a completely impassable barrier.
White: Vortex disappears. Passing through causes an alarm to ring in area 15.

A small metal cabinet stands in the SE corner of the room. It has several shelves inside, but is completely empty.

15. The Vat: A sewer stench can be smelled here (cf. area 18). The centre of this room is filled with a huge glass vat of bubbling, yellowish liquid. The vat is surrounded by a series of tubes hanging from the ceiling, some connecting to the sides of the vat, some entering the liquid, and some hanging loose above. The loose tubes have obvious mouth-pieces at their ends, and provide a stream of oxygen when placed against someone's face.

Anyone who is completely immersed in the liquid of the vat (presumably making use of the air tubes) will regenerate 1hp per turn. The vat can even revive the dead, providing the body is intact. Each turn of immersion also carries with it a 1 in 20 chance of a strange growth or mutation developing.

Several metal work benches stand in the W end of the room, covered with white sheets. In the far NW corner another white sheet conceals a large, lumpy humanoid form. It is a brutish looking construct made of a magically melded patchwork of body parts from various creatures – including a large monstrous mouth in its belly. The construct was placed here to defend the laboratory from intruders, and is completely dormant. It will awake only if the alarm is set off by someone passing through the passage from area 14 with the vortex dial set to white, at which point it will begin bellowing from the mouth in its belly and attack the intruders.

Vat Guardian: AC chain, HD 8 (45hp), #AT 2, DMG 2d6 fists, THAC0 13, SV F8, MV 9, ML 12, XP 1060.

If a character is hit by both of the guardian's fists in a round, he or she will also be bitten by the mouth in the monster's belly for an additional 1d6 damage.

16. Dried Menagerie: A sewer stench can be smelled here (cf. area 18). The walls of this room are lined with hundreds of small, square wooden drawers, each labelled with a six digit number. Inside each drawer can be found a small gossamer-wrapped package containing a grey ball of goo. If removed from their wrapping and thrown onto the ground (or subjected to any other form of impact) the balls transform into animals – each ball a different species (tiger, duck, dog, rabbit, chicken, monkey, elephant, horse, mouse, giant bee, sloth, lizard, etc). The numerical codes on the drawers denote which type of animal its goo-ball will create, but there is likely no way the PCs will be able to decipher the code.

The door to the N is made of an unidentifiable high-tech substance, marked "THE COLD ROOM". The door is not cold.

17. Dimensional Privy: A sewer stench can be smelled here (cf. area 18). A thick curtain made of royal blue velvet covers the entrance to this chamber. Inside is a modern-looking porcelain toilet, complete with flush chain. The walls of the room are tiled with a seaside mosaic, and a sink with running water stands at one side. The toilet actually leads straight into a dimensional void. Anything put more than 3' deep into the hole will be annihilated.

18. Dimensional Horror: A second privy, identical to the one in area 17. Something has gone wrong with the dimensional void in the toilet here, and a foul being has emerged. The whole room is filled with a bubbling, seething mass of slime and feces. This dimensional horror possesses an evil intelligence, and will relentlessly pursue any living creatures who disturb it. Its stench can be smelled in areas 14, 15, 16 and 17.

Shit Elemental: AC leather, HD 10 (60hp), #AT 2, DMG 1d8 envelopment, THAC0 15, SV F10, MV 3, ML 12, XP 3100. Anyone hit by the shit elemental must make a save vs poison or start vomiting, suffering -2 to further attack rolls while in its presence. The horror is immune to all forms of damage except acid, holy water, or any magical energy (fire, ice, lightning, etc).

Deep in the sludge of the elemental is a small golden key (cf. area 32), which can be recovered if it is killed (and someone has the stomach to dredge through its remains).

19. The Cold Room: This long hallway is covered with grey ceramic tiles. The walls on both sides are lined with metal shelves containing slabs of meat and some complete animal carcasses, all frozen solid and rimed with frost. PCs spending time to examine these bodies will find some specimens of weird, unidentifiable species.

The floor of the room emanates a cold of such intensity as to cause 1d4hp damage per round spent in the room. Characters wearing metal armour will also suffer 1d3hp damage for three rounds subsequent to leaving the room, due to their armour freezing. Anyone climbing along the shelves suffers half damage, due to reducing their direct contact with the source of the cold (the floor). Characters who move through the room without touching anything (flying, levitating, etc.) suffer no damage unless they remain in the room for longer than one turn.

The door to the N is locked. It can be opened by lock picking, or by the crystal key possessed by Eugene (area 4).

20. Mirrored Hall: The walls of this winding corridor are made of mirrored glass, causing the PCs to see infinite reflections of themselves as they walk through. The ceiling and floor are painted completely black.

Hanging above the stairway (which descends to area 33) is a sign: "TO THE MINE + VAULT".

As the PCs travel through the corridor, they will see other figures in the mirrors with their reflections – hooded forms with bloody stumps for hands. Close to the stairway, a pedestal bearing a large tome can be seen about 100' into the mirror world.

Characters can enter the mirror world simply by stepping into it, and are then able to interact with the robed figures, the pedestal and the book. Likewise, it is possible to leave the mirror world by returning to the "edge" and stepping out. Anyone who enters the mirror world will be able to hear the moaning of the robed figures, who will mill morosely around the character. Touching the book causes the robed figures to become enraged and attack (1d8 of them will be nearby). The robed figures cannot leave the mirror world.

Any character who enters the mirror world will be forever reversed – their left become right, and vice versa. This includes equipment and handedness.

The book in the mirror world contains an ancient dimensional treatise, along with instructions for the magic-user spell Dimension Rupture (see p. 16), which could be studied or cast as a scroll. The book could be sold for 3,000gp to the right buyer.

Robed Mirror People: AC chain, HD 2, #AT 1, DMG 1d6 thumping, THAC0 18, SV F2, MV 9, ML 12, XP 20.

21. Amoebatronic Chamber: The walls of this chamber, filled with globular depressions, are slimy, white and pulsating – almost as if alive. A slight electrical charge can be sensed in the air, and occasional arcs can be seen playing around the ceiling.

22. Eccentric Amoebatrons: Each of these small pod-like chambers contains a floating amoebatron (detailed on p. 14). They are immobile but will awaken and interact if anyone enters their pods.

These amoebatrons exhibit unusual personality quirks such as:

- 1: Hates all life.
- 2: Loves physical contact.
- 3: Speaks in a booming voice, asks PCs about their childhoods.
- 4: Psychically projects images of slaughter.
- 5: Produces the sound of sped-up nursery rhymes.
- 6: Produces hypnotic vibrations – save vs spells or become entranced.
- 7: Thinks it is a deity and demands worship.
- 8: Lonely, asks to join PCs.
- 9: Robotically repeats the word “ILMALTHAREX”.
- 10: Hates sound.

23. Crystal Grub: White pulsating walls, as in area 21. Gems and crystals grow in the nooks in the ceiling. A total of 1d10 * 100gp could be gathered per turn (maximum of 10 turns).

A huge 20' long blind maggot lives in this chamber, and is tended by 1d6 amoebatrons, who gather the crystals from the ceiling to feed it. The crystal-fed grub is extremely valuable for use in certain obscure arcane procedures mastered by Ilmaltharex, and is being grown here for eventual transportation to Jasoomian 5.

The amoebatrons and the grub are docile unless someone tries to steal the crystals, in which case they will become enraged and attack.

Crystal Grub: AC leather, HD 16 (90hp), #AT special, DMG special, THAC0 n/a, SV F10, MV 9, ML 12, XP 1500.

The crystal eating maggot does not attack per se, but if the amoebatrons are enraged it will begin to screech and thrash around wildly. In this case a random PC in the room must save vs wands each round or suffer 1d8 damage from being bashed by the maggot.

24. Fleshy Vestibule: The walls here are blood red and ribbed, like the inside of some bodily organ. A sign by the stairs (which descend to area 25) reads “CONTROL”.

An octobear – a hideous product of demented magic – guards the stairway down. As the name implies, the creature is a mutant combination of a bear and an octopus. It has the basic form of a bear, but at the end of each of its forearms it has four 10' long tentacles. The monster's furless skin is slimy and can change colour, granting it the ability to surprise on a 1 to 3.

Octobear: AC chain mail plus shield, HD 8 (50hp), #AT 8, DMG 8 * 1d6 plus constriction, THAC0 14, SV F8, MV 12, ML 10, XP 1560.

Anyone hit by one of the octobear's tentacles must save vs paralysis or become constricted. Constricted characters suffer 1d6 damage each round, suffer -2 to attack rolls, and can be freed only if the constricting tentacle is cut. (Tentacles have 8hp each, separate from the octobear's main hit point pool).

Level 3 – General Information

The chambers of the third level are carved from bare rock, and many have a rough, cavern-like appearance. On this level are housed a mine, a series of ore processing plants, warehouses and several control facilities. A heavily protected vault stuffed with treasure is also to be found.

Wandering monsters appear on this level with the normal frequency. The chart shown on the map should be used.

25. Rough Cavern: The stairs from area 24 descend to this large ragged natural cavern of dark, hard stone. Boulders and shards of rock are strewn over the floor. It appears they have fallen (or been blasted?) from the ceiling. A yellow glow comes from area 26.

26. Solar Power Generator: This room is carved from the solid rock. At the centre stands a 5' diameter glass column surrounded by odd control panels and tubes. Inside the column in an intense, flashing energy, like sunlight. The controls are incomprehensible, but anyone playing with them may cause one of the following effects (one per turn of meddling):

- 1: The prismatic barrier in area 29 deactivates.
- 2: The secret door in the W wall opens.
- 3: The power systems which create light in the Grondian forest (area 3) deactivate.
- 4: All of the above, plus the energy column goes dark and a distant alarm can be heard (coming from area 38).

The secret door in the W wall can be discovered by searching, as normal, but cannot be opened except by the control panels.

27. Void-Craft Landing Bay: This room has walls, floor and ceiling made of a strong shiny metal. At the W end, a huge port leads into the starry black void of space. An invisible force field covers the hole, preventing the air in the complex from escaping.

At the E end of the room, a void-craft stands on a pentagrammic landing pad. The void-craft is a wondrous construction of magically enhanced timber, built like a ship in the shape of a snail. It is steaming with a heady vapour which causes hallucinations if directly inhaled. (These vapours are a residue of the phlogiston through which the ship has recently travelled.) Small portholes allow a view of the ship's interior, which is decked out in a plush and cosy nautical style. A doorway lies open in the “belly” of the craft.

A troupe of 5 amoebatrons is busy loading crates of crystals (harvested from area 23) into the void-craft. The amoebatrons will not interfere with anyone who boards the ship, but will react violently if anyone tampers with the crates.

Anyone entering the ship is greeted with the sound of a smooth, disembodied voice saying “Ilmaltharex bids you welcome. Come aboard and you will be safely transported with us to Hydron 17 in the Exeberron cluster”. This is true. The ship is unmanned, and makes the journey completely automatically, but supplies sufficient for the (several weeks') journey are in the hold. If any PCs decide to make the journey, the details of what awaits them in the Exeberron cluster are left to the referee's imagination.

A giant warp monkey (maximum hit points, see p. 16) clung to the ship during its voyage to the dome, and has now slipped inside and taken up residence in the closet in the captain's quarters. Any PCs boarding the ship will discover this unwelcome stowaway once they are in the deep void of space.

28. The Kong Beast: This cavern is home to the 20' high mutant green four-armed ape, Kong. When the PCs arrive, Kong is in the centre of the room, sprawled on the floor devouring the remains of an amoebatron. Kong will not tolerate the presence of anyone in the room except for the amoebatrons or those wearing mining suits (from areas 36 and 38).

Kong's lair is lit by a large crystal protruding from the ceiling, which emits a sickly pink light.

The door in the N wall is marked "THE VAULT".

The secret door in the E wall can be found as normal, and is opened by pressing a small button which lies near the floor.

Kong himself is too large to leave the cave by any of the exits.

Kong: AC plate mail, HD 12 (66hp), #AT 4, DMG 1d10 fists plus special, THAC0 12, SV F12, MV 12, ML 12, XP 2800.

Anyone hit by Kong's fists must make a save vs paralysis or either be knocked prone or grabbed (50% chance of each). Grabbed characters suffer automatic damage each round as they are crushed by the giant ape.

If Kong is reduced to half hit points or less he will let out a bellow which vibrates the cavern and causes all characters to be stunned for one round (save vs spells to resist).

29. Prismatic Barrier: The door at the E of this corridor is made of golden metal several feet thick, and is locked.

In the middle of the corridor is an impassable barrier of flickering prismatic energy. Anyone touching the barrier suffers 2d6 damage. The only means of deactivating the barrier are the control panel in area 26, the crystal in area 32, or the use of very powerful magic (as per the referee).

30. The Vault: This small chamber is constructed entirely from a hard silvery metal. It is lined with shelves, which are stacked with hundreds of gold bars. These are illusionary, but their non-existence will not be realised until they are outside of the dome. Detection of magic will however reveal an enchantment about the gold bars, and specific detection of illusions will reveal their nature.

At the end of the vault is a chest. It is not locked, but is trapped so that opening it without first pressing a button which is hidden on the lid will fill the vault with poison gas (save vs poison or die in 1d6 rounds). Inside the chest are the following five items:

1: A silver ring which grants invisibility to the wearer, but not to his or her clothing or equipment.
2: Bags containing 1,000 exotic octagonal platinum coins, neatly stacked. Each coin is worth 12gp.
3: A 2' long crystal rod tipped on each end with spheres of dark metal. If a magic-user touches the rod he will immediately know that it is magical, and the next time he sleeps will be visited by a dream of a great wizard wielding the rod and calling out a woman's name. Unfortunately, upon awakening the character cannot recall the name. The name is Ariadne, and any magic-user speaking it while holding the rod can summon huge balls of lightning which he can throw. Treat the lightning balls as thrown flasks of oil, in terms of range, accuracy and area of effect. They inflict 4d6 damage. The rod has charges enough for 20 lightning balls.

4: A small bronze shield engraved with an image of a coiled serpent. On the back of the shield is written: "When in a tight place, call the name of the Ebython serpent". Some research will be required to discover that the serpent's name is "Chalad". When the wielder of the shield calls out this name, two effects are possible. If the wielder is in combat, the engraved snake on the shield will animate and attack the character's enemies. It attacks once per round as a 2HD creature, doing 1d6 damage with its bite. If the owner of the shield is not in combat, he or she will be instantly transformed into a 6' long golden snake. The transformation does not include the character's equipment, apart from the shield, which is integrated into the snake form. The snake transformation lasts for 6 turns, or until the character wishes to return to normal. The power of the shield may be called upon only once per week. Further attempts will yield only a vicious hissing from the bronze serpent.

5: Two small vials of frothing purple liquid. Drinking the liquid heals 2d6 hit points, and causes the imbiber to become intoxicated, as if extremely drunk, for 1d6 hours.

The treasures in the chest are protected by one final trick: A curse has been placed upon them, causing the first person to touch or move any of the chest's contents to become a staunch defender of the vault's treasures. The affected character will fight to the death against anyone who tries to steal from the vault, and will pursue any who manage to remove its treasures. A saving throw against this curse is not suggested, as it is more fun if the PCs have to find a way to steal the treasure without having to kill their cursed companion.

31. Combat Amoebatrons: Amoebatrons grow in these pod-like chambers. Each chamber has a 50% chance of housing a juvenile blobling, or an adult amoebatron. The adults are combat amoebatrons, and will attack intruders who pass nearby.

32. Secret Cache: The secret door granting access to this area is simply a small golden keyhole which can be found in the wall. It can be opened with lock picks or with the golden key from area 18.

Floating in this pod room are:

- 1: A glowing prismatic crystal with a key emblem engraved on it (It can deactivate the barrier in area 29.)
- 2: A black glass sphere (use unknown).
- 3: A long sword with a golden hilt and a thin blade of pure darkness. When someone first wields the sword in real combat (not just sparring) they will hear a sinister voice in their head giving them encouragement in the fight. If they are victorious, the sword will then begin whispering to the character in their dreams, communicating the message that through killing it is able to enhance its owner's life force. This is true, for every time the character kills an opponent of 1HD or greater with the sword, he heals 1d3hp. Every time this happens the character must also make a save vs spells or be overcome with the urge to keep killing, moving on to whatever subsequent target is nearest (friend or enemy).
- 4: A scroll of the spell Dweomer Misdirection (see p. 16).

33. Reverse Gravity: This empty, grey walled chamber has a reverse-gravity effect, causing objects to fall upwards in the room. PCs will suffer falling damage when entering and leaving the room, unless they think of something clever.

The stairs ascend to area 20.

34. Ore Refinery: This room is filled with large industrial machinery (contraptions of gears, cogs, conveyor belts, sorting compartments and so on) which was used for the processing of various metallic ores from the mines.

Inside one of the largest machines can clearly be seen the glittering of nuggets of precious metal – gold and platinum (2,000gp value in total). To get at the nuggets someone must climb inside the machine and crawl along the conveyor belt. Naturally, if someone does this the machine activates, various crushing gears conspiring to grind the foolhardy treasure-seeker into a pulp. They will suffer 1d4 damage per round they are trapped inside. The machine has an obvious ON/OFF lever, which, of course, snaps if pulled, and has no effect. The characters will have to think of something clever to get their companion out before he or she is pulled into the grinding gears and mashed. It may be possible, for example, to jam the machine.

35. Dimensional Leak: The cracked floor of this room leads straight into a dimensional void.

36. Warehouse: A dusty stone room full of stacked wooden crates. Searching through the crates reveals a variety of miscellaneous mining tools and three magical anti-radiation mining suits. The suits look like chain mail made of very fine silver mesh – including full face protection and goggles.

In a locked metal box in one corner can be found a futuristic looking silver gauntlet. Placing it on a living hand activates it. It clamps onto the hand, becoming tighter and tighter until the hand is severed. This process is incredibly painful, but does not cause any damage as the wounds are cauterised by the gauntlet. The severed hand is still under the control of its former body, and can be moved up to 10' away.

37. Processing Plant: This room contains rusty metal work benches, upon some of which lie lumps of steel grey uranium ore (see area 38). Five brass automata walk around the room's perimeter and in between the benches in winding routes. They will attack anyone not wearing an anti-radiation mining suit. The automata are clockwork creations, and have large rotating keys in their backs. If the keys are removed they can be deactivated. Undamaged automata are very valuable (up to 2,000gp each).

On one of the benches is a thin metal rod which clicks when taken near to uranium crystals.

Brass Automata: AC plate mail and shield, HD 4 (12, 18, 17, 12, 10hp), #AT 1, DMG 1d6 punching, THACO 17, SV F4, MV 12, ML 12, XP 80.

38. Abandoned Uranium Mine: This huge cleft in the natural stone extends for several miles to the north and south. Plenty of mining tools can be found, as well as several more of the magical anti-radiation suits (see area 36). Along the length of the chasm, nodes of raw uranium ore are exposed. This substance is incredibly valuable to some alchemists and wizards.

The cleft is also inhabited by uranium corpses (detailed on p. 15), who stalk its length in search of prey.

Anyone spending time here without wearing one of the anti-radiation suits will gradually get sick and weak from exposure to intense levels of radiation.

Monster Descriptions

Amoebatrons: The amoebatrons are artificially created servants of Ilmaltharex. They are floating blobs of pulsating protoplasm approximately 4' in diameter. Electrical charges course over their surface and crackles of energy can be seen inside their gooey structure.

There are various types of amoebatron with different functions in the dome. The behaviours of those listed as inhabiting specific areas are described in the text for those areas. Randomly encountered amoebatrons are generally guardians, and are hostile to anyone who does not look like a worker in the mines. Amoebatrons are of human intelligence, and are able to project speech in any language.

AC chain + shield, HD 5, #AT 2, DMG 1d6 (pseudopod) / 1d8 (electrical charge--10' range), THACO 17, SV F4, MV 9, ML 10, XP 200.

Each amoebatron has an object embedded in its centre. These can be recovered if the creature is killed. When an amoebatron is encountered, roll on this table to determine what it contains.

- 1: A ruby worth 1,000gp.
- 2: A slim 10" long steel rod engraved with magical writing. If deciphered, the writing reveals a command word which enables a magic-user wielding the rod to emit damaging bolts of energy. The bolts do 1d8+1 damage (attack roll required). The magical writing does not reveal that each bolt drains a point of strength or constitution (choose randomly) from the wielder. These can be regained at a rate of one point per day of complete rest.
- 3: A uranium crystal (see area 38).
- 4: A 6" steel cube engraved with abstract poetry.
- 5: A golden pentagram worth 300gp.
- 6: An eroded iron sphere which emanates a repulsive force strong enough to push away small objects which it comes within 3' of.
- 7: A glass sphere containing an invisible gas. If the sphere is broken anyone within 10' must make a poison save or be overcome with mirth and laughter for 1d6 turns.
- 8: A glass sphere containing an invisible gas. If the sphere is broken anyone within 10' must make a poison save or become violently sick for 1d6 turns. At the end of this period a second save is made, failure indicating death.
- 9: A throbbing human brain.
- 10: A congealed mass of bloody tissue with an inscribed metal tag hanging from it. The language on the tag is unknown, but if deciphered it shows a serial number plus the words "EAT ME". Anyone eating the tissue mass in its entirety will gain 1d4 points of strength for 24 hours.

Disrupted Dweomer: Over the many centuries since the dome's initial construction, many strange magical procedures have been conducted within its chambers. Some of these experiments had the side effect of creating wandering residues of magical energy, which float about at random. These disrupted dweomers appear as small vortices of colour.

50% of disrupted dweomers are aimless and will not attempt to interact with PCs in any way. 50% are attracted to life forms, and will attempt to make contact (effectively attacking the PCs).

AC no armour, HD 2, #AT 1, DMG magical effect (see below), THACO 20, SV MU3, MV 9, ML 12, XP 35.

Disrupted dweomers cannot be harmed by normal weapons. Magic and high technology may be able to damage them, as the referee wishes.

A successful attack from a disrupted dweomer has one of the following effects (roll randomly for each individual encountered, not once per hit):

- 1: Electrocution – 1d4 damage.
- 2: One randomly selected metal item on the character's person dissolves into goo.
- 3: Paralysis (save allowed).
- 4: Domestic charm – save vs spells or want to do nothing but clean and tidy for 1d6 turns.
- 5: Glow with light like a torch for 1d6 turns. 1 in 4 chance of accompanying blindness.
- 6: Random item of equipment teleports 50' in a random direction.

Grondian: See p. 2 for description.

AC leather, HD 1, #AT 1, DMG 1d4 sharp stick / 1d4 flint knife / 1d6 short bow, THACO 19, SV F1, MV 9, ML 8, XP 10.

Uranium Corpse: The bodies of unfortunate miners who perished in the deeps of the uranium mines (area 38) have, over many decades of marinating in a fertile brew of radiation and warping dimensional magic, taken on a semblance of life, and walk again as uranium corpses. These creatures are hairless, and have bleached white skin and completely vacant eyes. They emanate a sickly green glow.

AC leather, HD 2+1, #AT 1, DMG 1d6 punching, THACO 18, SV F2, MV 9, ML 12, XP 29.

Anyone within 10' of a uranium corpse must save vs poison or be affected by a retching nausea, caused by the intense levels of radiation these creatures have absorbed. Nauseated characters make attacks at -2. The effect lasts for 1d6 rounds after leaving the corpse's presence. Those wearing an anti-radiation suit are not at risk from the uranium corpses' sickness emanation.

Void Warrior: The weird magical energies of the radiant dome have released beings from the spaces between dimensions, who can now be encountered roaming in search of prey. Void warriors are a mindless two-dimensional race of psychopaths. They are humanoid in form, and look like a rip in the fabric of space, revealing the pure blackness of the void. Void warriors speak no language, have no minds, and cannot be communicated with in any fashion.

AC chain + shield, HD 3, #AT 1, DMG 1d8 void sword, THACO 16, SV F3, MV 12, ML 12, XP 65.

Anyone engaging a void warrior in melee must save vs spells or be affected by a reality-warping effect which emanates from the dimensional void. Roll to determine the effect:

- 1: Warp madness! Turn to attack companions for 1d4 rounds.
- 2: Frozen in time – unable to move, act or think for 1d4 rounds.
- 3: Dimension slip – character teleports 1d20' in a random direction.
- 4: Spatial dilation – character becomes d100% larger or smaller until void warrior is killed or 1 hour passes.
- 5: Reality inversion – two of the character's ability scores (chosen at random) are permanently swapped.
- 6: Sucked into the void! Killing the void warrior will cause the character to return to reality.

Despite their inter-dimensional origin, void warriors can be disrupted by standard weaponry. At the referee's option, a void warrior's sword may remain behind when it is defeated. Such weapons undoubtedly have special properties.

Warp Monkey: Man-sized, six-limbed, purple-furred simians which have the natural ability to travel through the void of deep space and the various dimensions of hyper- and infra-space. Warp monkeys sometimes venture into the landing bay of the dome (area 27) and roam around inside getting up to no good. Guardian amoebatrons generally try to kill warp monkeys or to herd them back into space.

Warp monkeys are of animal intelligence, and speak no language. They are not inherently hostile, but are of a chaotic nature.

AC chain, HD 5, #AT 4, DMG 4 * 1d6 claws/fists, THACO 17, SV F4, MV 12, ML 10, XP 200.

The luxuriant pelt of warp monkeys is extremely valuable to magic-users (if it is relatively intact), who can use it to construct a variety of magical objects.

Spell Descriptions

Dimension Rupture

Type: Magic-user

Level: 3

Duration: Instant

Range: 180'

Casting this spell causes a one-dimensional fracture in the fabric of space to erupt in a line directly in front of the caster. Any creature in contact with the rupture (save vs spells allowed to avoid) is subject to 1d6 damage per level of the caster, due to implosion.

Casting this spell also has one of the following randomly determined side-effects:

- 1: Gravity inversion. For one round everything within range (including the caster) falls upwards, then comes crashing down again as normality returns.
- 2: All creatures (including the caster) and mobile objects within range are inverted – turned upside-down.
- 3: Force blast. Creatures in the line of the rupture are thrown 10' to one side, in addition to taking damage.
- 4: The reverberations of the rupture cause a 20' high wall of force to spring up along its path. It exists for 1d6 rounds.
- 5: Part of the caster's body is accidentally sliced off by the rupture – ear, finger, toe, etc.
- 6: A denizen of an odd dimension happened to be waiting nearby, and has slipped through the momentary dimension rupture. The nature of the creature is as per the referee's whim.

Note that the dimensional rupture is not blocked by any physical substance, and can thus affect creatures behind walls and so on. Magical barriers can block the dimension rupture.

Dweomer Misdirection

Type: Magic-user

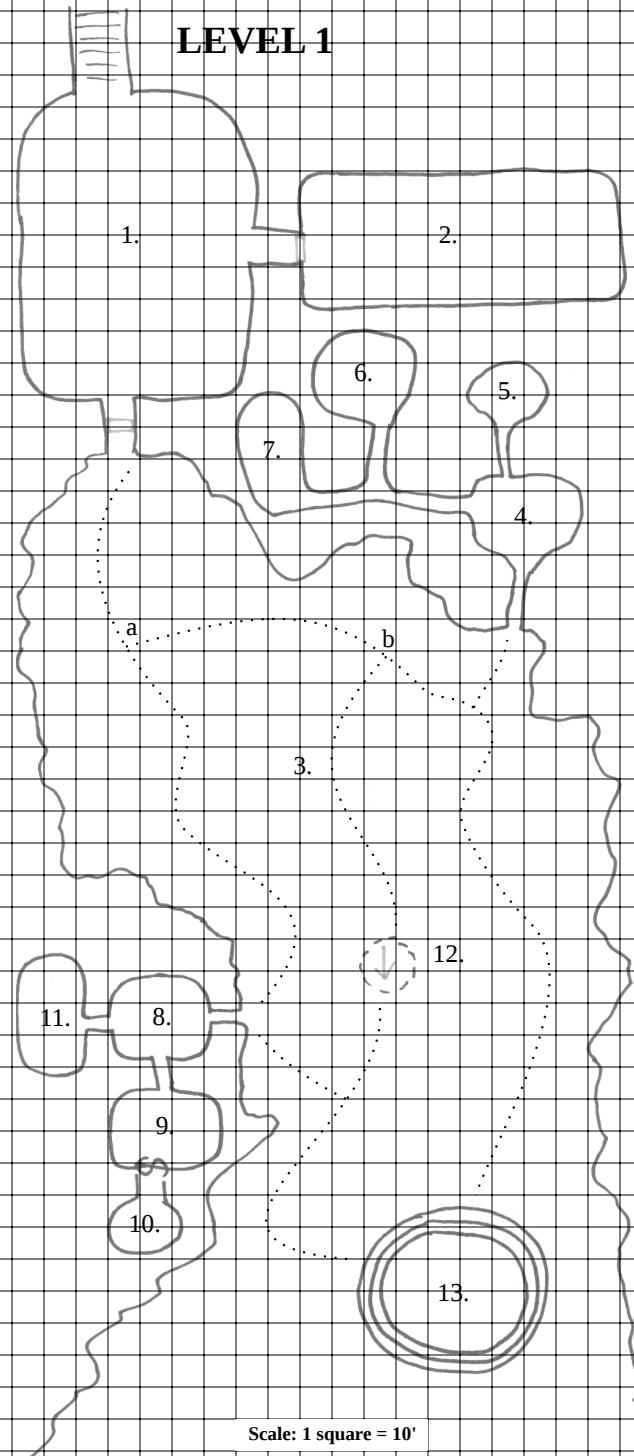
Level: 2

Duration: 1 turn per level

Range: 30'

This spell effects a gathering, on the aetheric plane, of all magical auras within range. The spell is used to misdirect detection magic, causing all magical items or effects in range to appear non-magical, while a single normal object on the caster's person appears to radiate an intense magic.

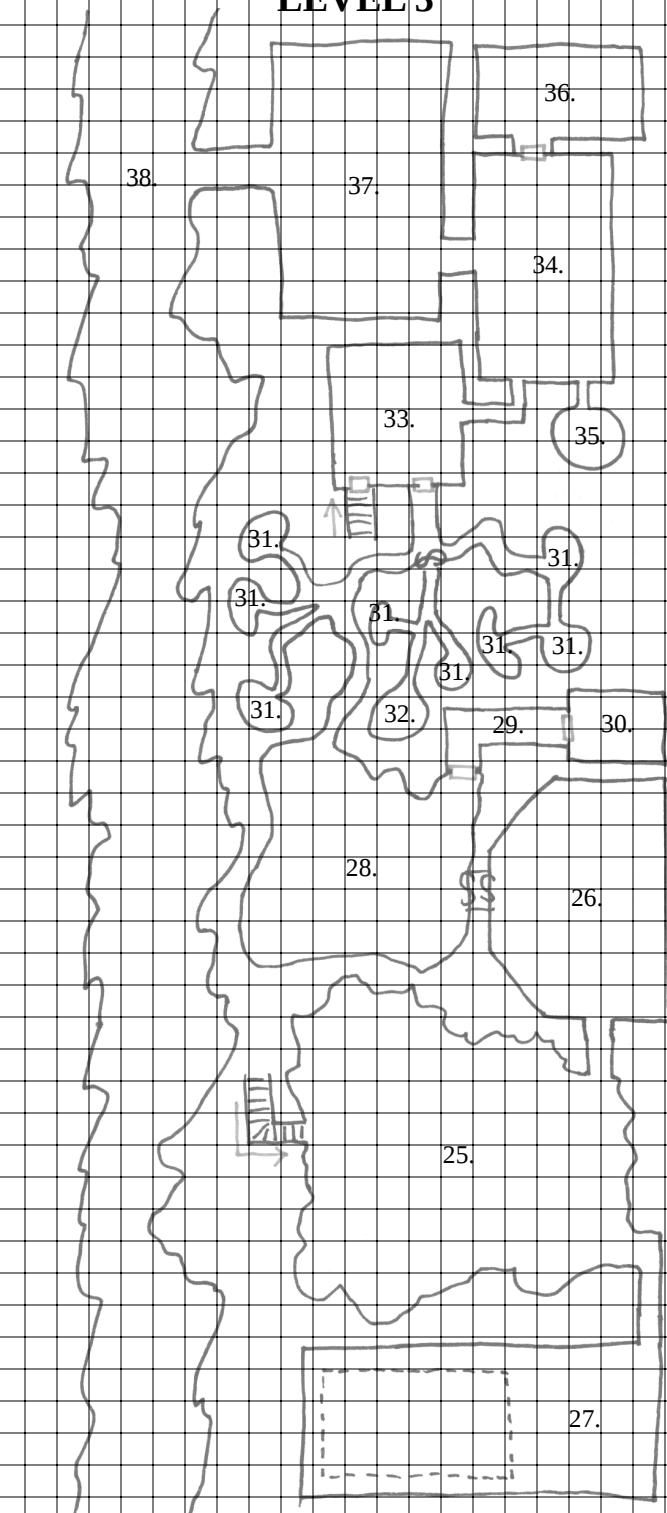
LEVEL 1



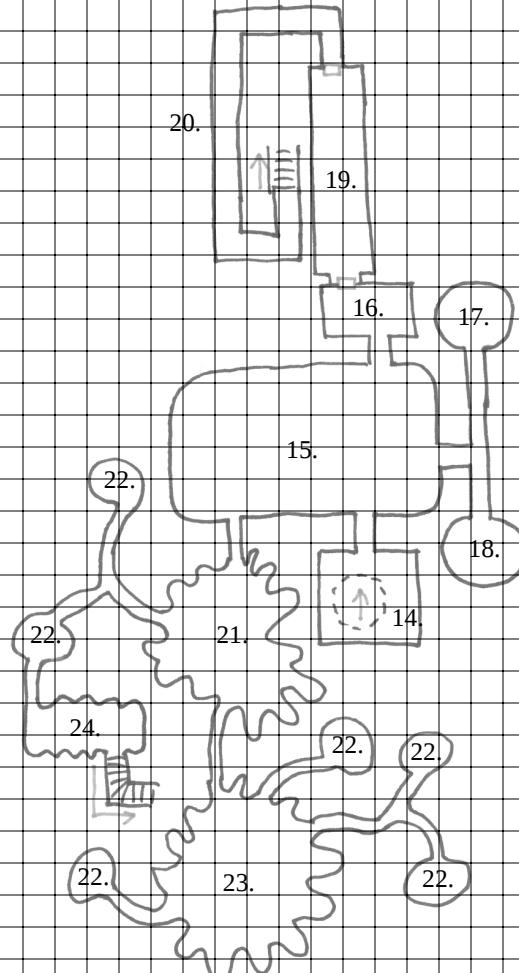
Level 1 Wandering Monsters

- 1: Grondian hunting party (2d4)
- 2: Grondian children (2d4)
- 3: Prowling forest cat
- 4: Grondian mutant telephone (see area 8) on a vision quest
- 5: Disturbed nest of tropical birds
- 6: Eugene (see area 4)
- 7: Poisonous snake
- 8: Wild pigs (1d6)

LEVEL 3



LEVEL 2



Level 2 / 3 Wandering Monsters

- 1: Amoebatron
- 2: Uranium corpses (1d4)
- 3: Disrupted dweomer
- 4: Warp monkey
- 5: Void warrior
- 6: Malfunctioning amoebatron – explodes on contact, doing 2d6 damage to all within 15' (save for half).