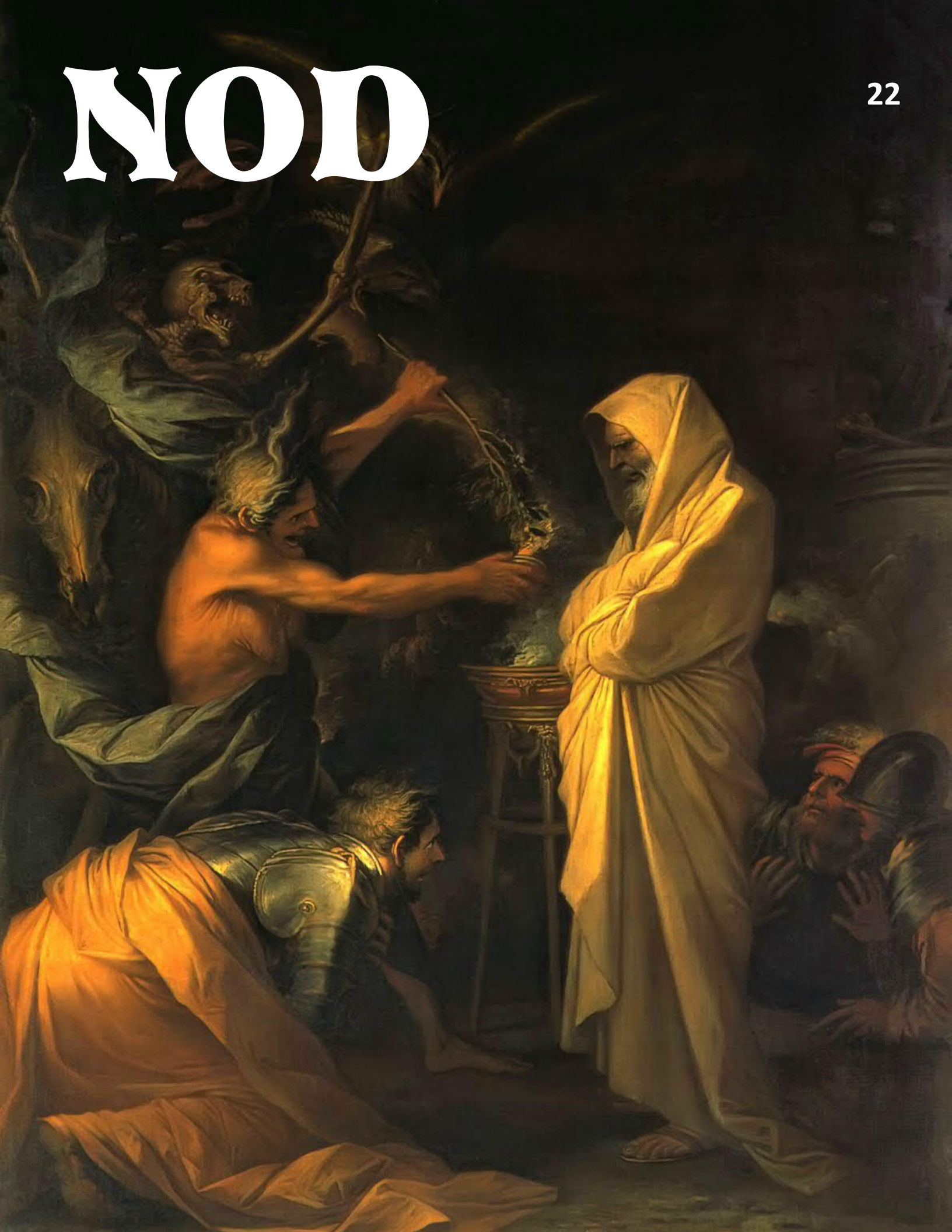


NOD



NOD

22

By John M. Stater

Cover by Salvator Rosa – *The Spirit of Samuel Appearing to Saul at the House of the Witch of Endor*, 1668

Interior Illustrations by Jon Kaufman, Tomas Baranya, Rudolf Montemayor, DarkZel and Luigi Castellani

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NEW CLASS

HYDE COMES TO THE DUNGEON

The Juggernaut Class

Illustrations by Jon Kaufman

Fantasy worlds are loaded with alchemists, who either spend their time making weird nonsense like *tanglefoot bags* or assisting magic-users in making magic items. Presumably, they also spend some time brewing up headache powders and distilling spirits, because that's where the gold pieces are.

Some alchemists are meant for bigger things. Not every brilliant young person gets a gig working as an apprentice to a magic-user or gets training for some other class with a high intelligence requirement. A few of these young geeks are bound to walk down the path of the infamous Dr. Jekyll, and one or two of them might suffer the same fate and then run around sacking dungeons. Well, it could happen.

Juggernauts are alchemists with the ability to transform into something much worse, a la Mr. Hyde.

REQUIREMENTS

Intelligence 15+; Strength 8 or lower; Constitution 12 or lower

HIT DICE

D4 per level until 10th, +1 per level thereafter

ARMOR ALLOWED

None

WEAPONS ALLOWED

Club, dagger, dart, quarterstaff as an alchemist

Also maces and mauls as a juggernaut

SKILLS

Decipher Codes, Find Secret Doors, Listen at Doors

SPECIAL ABILITIES

Juggernauts spend most of their time in human form, as 90-pound weaklings in the garb of alchemists. In this form, they have the following abilities:

IDENTIFY POTIONS & MAGIC ITEMS

A juggernaut can make a Will saving throw modified by his Intelligence modifier to attempt to identify a magic item, potion or poison per the *identify* spell.

BREW POTIONS

Juggernauts can brew potions as magic-users. Alchemists begin the game knowing the formulas for 1d4 + their intelligence bonus in 0-level magic-user spells and one 1st level magic-user spell. They can learn other formulas by recovering magic-user spell books and scrolls and researching them.

To research a formula, a juggernaut needs a laboratory and must spend one day per spell level (or one day for 0-level spells) and must make a successful Will save modified by their Intelligence score with a penalty equal to the level of the spell.

Once a juggernaut knows a potion's formula, he or she can brew the potion using the normal rules.

As alchemists, juggernauts are capable of aiding magic-users in manufacturing magic items.

TRANSFORMATION

When angry, frightened or after suffering at least 6 points of damage from a single blow, a juggernaut makes a startling transformation, truly becoming a juggernaut.

Juggernauts have the following traits:

- They re-roll their hit points using D12 in place of their normal D4, adding +3 hit points per level beyond 10th.

When the juggernaut returns to normal, they regain their original, pre-juggernaut hit point total.

- The juggernaut’s natural Armor Class and strength increase based on their level (see below).

LEVEL	AC	STRENGTH	MODIFIER
1-3	+1	18 (Ogre strength)	+3
4-6	+2	19 (Hill giant strength)	+4
7-9	+3	20 (Stone giant strength)	+5
10-12	+4	21 (Fire giant strength)	+6
13-15	+5	22 (Frost giant strength)	+7
16+	+6	23 (Storm giant strength)	+8

- The juggernaut makes all saving throws using his Will save value, though modifying them as normal (i.e. Reflex with Dexterity and Fortitude with Constitution).

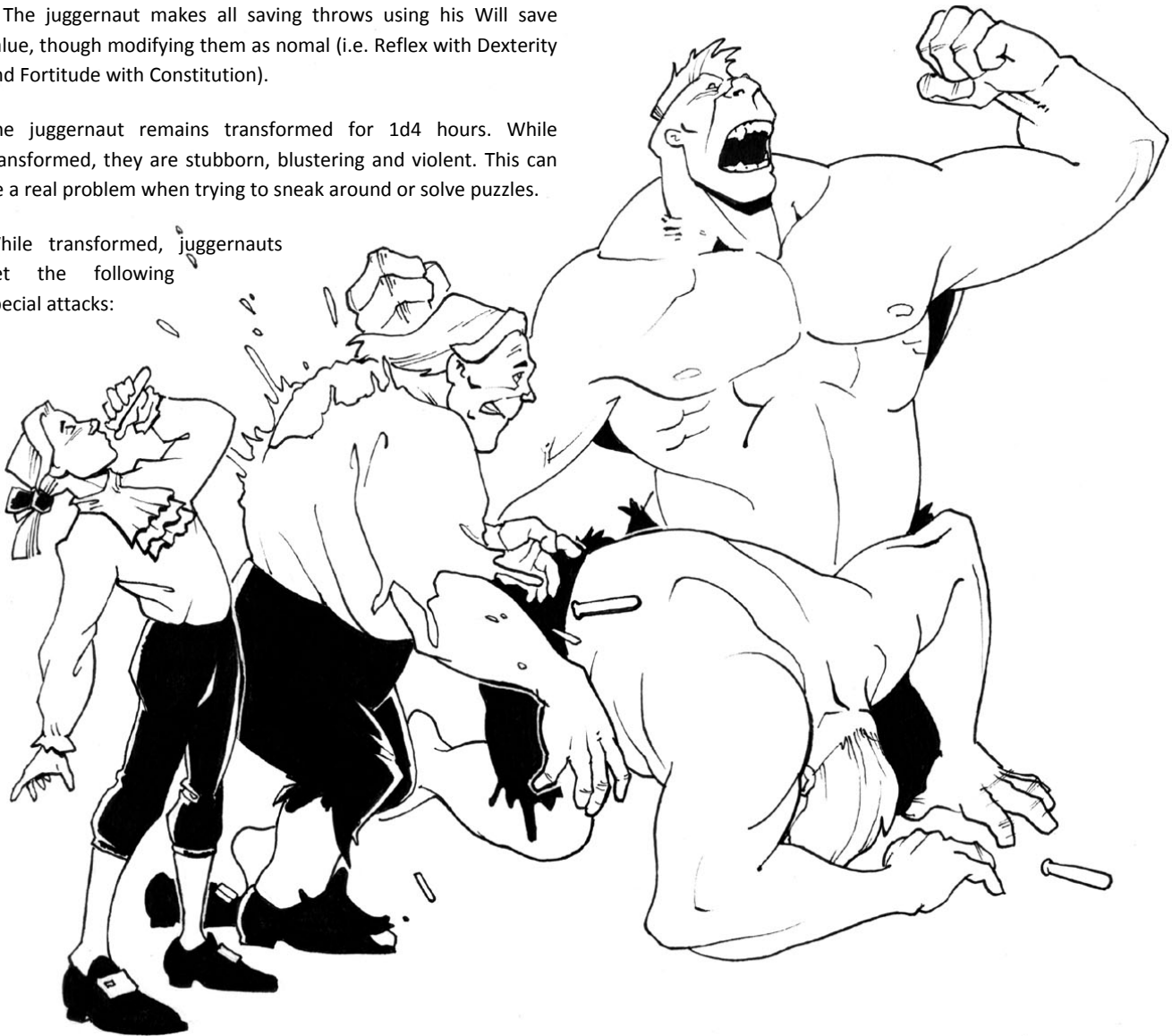
The juggernaut remains transformed for 1d4 hours. While transformed, they are stubborn, blustering and violent. This can be a real problem when trying to sneak around or solve puzzles.

While transformed, juggernauts get the following special attacks:

KNOCK-BACK (4TH LEVEL): When the juggernaut causes damage with a physical attack, the victim must pass a saving throw or be affected as per an Bull Rush attack.

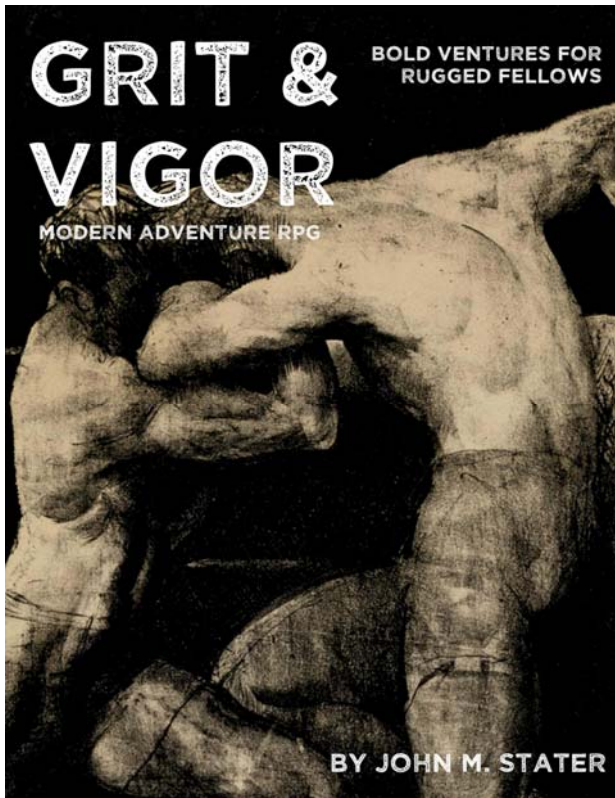
STOMP (7TH LEVEL): The juggernaut can stomp on the ground, creating a minor earth tremor. All creatures within 10 feet must pass a Fortitude save or be knocked prone.

THUNDEROUS CLAP (10TH LEVEL): The juggernaut can clap its big hands together and create a shockwave in a cone 30 feet long and 30 feet wide at the base. All creatures within the cone must pass a Fortitude save or be deafened and suffer 1d6 points of damage (2d6 if tiny sized); creatures within 10 feet must pass a Fortitude save or be knocked prone. Open flames within the cone are snuffed out and gases are blown out of the area of effect.



JUGGERNAUT ADVANCEMENT

LEVEL	HIT DICE	ATTACK	FORT	REF	WILL	TITLE
1st	1d4	+0	15	15	13	Brute
2nd	2d4	+0	15	15	12	Bully
3rd	3d4	+1	14	14	12	Monstrosity
4th	4d4	+1	14	14	11	Blockbuster
5th	5d4	+2	13	13	11	Goliath
6th	6d4	+2	13	13	10	Polypheme
7th	7d4	+3	13	13	10	Colossus
8th	8d4	+3	12	12	9	Behemoth
9th	9d4	+3	12	12	9	Titan
10th	10d4	+4	12	12	8	Juggernaut
11th	+1 hp	+4	11	11	8	Juggernaut
12th	+1 hp	+5	11	11	7	Juggernaut
13th	+1 hp	+5	11	11	7	Juggernaut
14th	+1 hp	+6	10	10	6	Juggernaut
15th	+1 hp	+6	10	10	6	Juggernaut
16th	+1 hp	+6	10	10	5	Juggernaut
17th	+1 hp	+7	9	9	5	Juggernaut
18th	+1 hp	+7	9	9	4	Juggernaut
19th	+1 hp	+8	9	9	4	Juggernaut
20th	+1 hp	+8	8	8	3	Juggernaut



Looking for good, old-fashioned, whiskey-soaked, rough and tumble, he-man adventure?

Want to challenge the Yukon?

Go toe to toe with saboteurs and spies?

Uncover lost cities in savage jungles?

GRIT & VIGOR

COMING SOON FROM JMS

DUNGEON OF THE APES

Adventure for levels 3 to 5

Illustration by Jon Kaufman, Luigi Castellani & DarkZel

At the heart of one of the original fantasy campaigns was the idea of apocalypse. An ancient world built on science (so advanced it might be mistaken for sorcery) is destroyed by a man-made cataclysm and a new world, a world of sorcery, is built on the ashes and ruins of the old world. A set-up like this is excellent for fantasy gaming, because it offers a multitude of possibilities for moving beyond or away from fantasy for brief periods to keep everyone involved interested.

The idea of fantasy world as post-apocalyptic world of course introduced the possibility of mutants. Not real mutants, of course, but science-fiction mutants – modern creatures (including human beings) altered in ways that make them fresh, and which, in terms of science fiction literature, allow one to make social commentary on our modern world and where it might be going.

One of the classics of the post-apocalyptic genre is, of course 1968's *Planet of the Apes*, directed by Franklin J. Schaffner and starring Charlton Heston, Roddy McDowell and Kim Hunter. The movie differs from the 1963 French novel by Pierre Boulle in almost every import way, but actually is far more useful to fantasy gamers, as it depicts a familiar world made strange from atomic warfare. In this post-apocalyptic world, apes have risen to replace mankind as the dominant form of life, with their own culture, religion and fundamental faults.

Man, on the other hand, now lives as a wild beast, in a manner reminiscent of the yahoos from Swift's 1726 work *Travels into Several Remote Nations of the World. In Four Parts. By Lemuel Gulliver, First a Surgeon, and then a Captain of Several Ships* (boy, did they know how to do titles back in the day!)

A world like this offers, if nothing else, an opportunity for a fantasy game to move away from humans, elves, dwarves and

the traditional fantasy races to explore the idea of adventuring as sentient apes in the ruins of man's past. One might also stage an ape world as a future of their own fantasy world, with adventurers stepping through a time portal to find a world very familiar, and yet one in which they are treated as little more than wild animals to be caged and broken.

APE RACES

The races of an ape world consist of gorillas, chimpanzees and orangutans – consider these the big three. Naturally, one could adapt any form of ape, even primordial apes like *gigantopithecus* (more on him in a future issue of NOD), to use as races, but we'll just stick with the big three.

GORILLAS

Gorillas are the warriors of the apes. They are burly and brash and easily annoyed, especially by lesser beasts like humans.

Gorillas add +6 to their starting Strength (max. 24). They modify their starting Constitution by +1 and reduce their starting Intelligence by 1 (max. 18, min. 3).

When not using a weapon, a gorilla can make a claw or bite attack each round, inflicting 1d4 points of damage.

Gorillas are capable of launching into a menacing display of power that forces creatures with 0 HD or less than half the gorilla's hit dice to pass a Will saving throw or become frightened (see Conditions in *Blood & Treasure*) for 1d4 rounds.

Gorilla characters can advance as far as 7th level, except as fighters, at which they can advance to 9th level.

CHIMPANZEES

The chimps are the scholars of the ape people, always curious and often chattering away on one subject or another while gorillas snort and orangutans sigh.

Chimps add +2 to their starting Strength (max. 20). They modify their starting Intelligence by +1 and reduce their starting Wisdom by 1 (max. 18, min. 3).

Chimps have a knack for climbing sheer surfaces. When in trees, they can move via brachiating at a speed of 30.

In place of a weapon attack, a chimp can make a claw or bite attack that deals 1d3 points of damage.



Chimpanzee characters can advance as far as 9th level, except as magic-users, at which they can advance to 11th level.

Orangutan characters can advance to 8th level, except as clerics, at which they can advance to 10th level.

ORANGUTANS

Orangutans are the "wise old men" of the ape community, bureaucrats, clergy and leaders. They always assume they are in command in any situation including gorillas and chimpanzees, and in this respect can be rather overbearing.

Orangutans add +4 to their starting Strength (max. 22). They modify their starting Wisdom by +1 and reduce their starting Charisma by 1 (max. 18, min. 3) due their superior attitudes.

Orangutans have a knack for climbing sheer surfaces. When in trees, they can move via brachiating at a speed of 20.

In place of a weapon attack, an orangutan can make a claw or bite attack that deals 1d4 points of damage.

THE DOOM OF MAN

The "Doom of Man" is a dungeon adventure set in an ape world. The default campaign is one in which human kind advanced to a high level of technological knowledge and then was destroyed, unleashing weird cosmic forces which the survivors of the cataclysm understand and control as magic.

The Doom of Man is what the apes call an old human military installation that was dug into a hillside. The dungeon is located about 12 miles from the nearest ape settlement, and has been explored by the apes for several years, though few explorers have ever returned to tell of what they found.

The countryside around the complexes is filled with dangerous flora and fauna, including a rather annoying pack of 30 yahoos

(the ape term for humans), who often raid the outer reaches of the ape settlement for food, and who sometimes attack travelers.

The dungeon has two entrances, one at the end of a narrow canyon, and the other atop a hill via a small concrete bunker.

MAP LOCATIONS

A. CANYON ENTRANCE

One of these two entrances to the complex, this one takes the form of a narrow canyon. The walls are rough stone and quite steep, though they can be climbed. They stand between 10 and 15 feet high near the entrance to the complex. A multitude of footprints in the thick, soft sand on the floor of the canyon bear witness to the many creatures – some ape, some yahoo (i.e. human), some belonging to even stranger creatures – that have entered the complex over the years. At the end of the canyon, the walls close together and there is a large metal door that has been knocked partially from its hinges, allowing one to enter the complex beyond by climbing over its wreckage.

There is a 1 in 6 chance that adventurers moving down this corridor are attacked by 2d6 yahoos, who hurl rocks from the cliffs above and usually flee if given any real resistance.

Yahoo, Medium Humanoid: HD 0; AC 10; ATK Fists (1d3) or stone (10'/1d4); MV 30; F13 R16 W16; AL Neutral (N); XP 25; Special—None.

B. SLIPPERY CHUTE

This corridor is actually a slippery chute that descends at a 30-degree angle. Attempting to stop oneself from sliding down the chute requires a successful Bend Bars task check, and any movement thereafter is at a maximum of 5 feet per round. The side passage that leads to [42] is neither angled nor slippery.

An adventurer that cannot stop themselves in the chute is deposited in [34] and suffers 1d6 points of damage from the rough landing.

C. TIME TUNNELS

Whether the time tunnels in the dungeon are the remnants of past experiments or the weird after-effects of radiation is unknown. They appear, at first, like any other tunnel. As one begins walking through them, though, there is a 1 in 6 chance that the air begins to glow and pulse, the pulses soon moving either towards the adventurers or away from them. After this pulsing persists for 3 rounds, any adventurers in the tunnel feel themselves being physically thrown forward or backward and

then abruptly standing still again in a random spot in the dungeon. There is an equal chance they are thrown forward in time or backward.

If thrown backward, the Treasure Keeper should roll 1d6 and move them back that many encounters (an encounter in this case counting either as an encounter with a monster, trap, treasure or other point of interest). Any experience or items gained in these encounters is lost, though the knowledge of them happening is not lost.

If throw forward, the Treasure Keeper should roll 1d6 and move the adventurers forward that many chambers, using his or her best judgment to how the adventurers might have moved through the dungeon. They will simply appear in a chamber having skipped over the other encounters (no XP or items are gained), with no knowledge of how they got there or where exactly they are.

When adventurers pass through an active time tunnel, they leave behind one time phantom for each adventurer. Time phantoms look like the adventurers, but they are hopelessly insane and very violent. When destroyed, they and their equipment dissipate into nothing. As long as the time phantoms are present, a feedback loop of temporal energy keeps the time tunnel active as well. When and if they are destroyed, the time tunnel is deactivated. When entered again, the time tunnel has the same chance as normal to reactivate.

TIME PHANTOM

Time phantoms have the same number of hit dice as the adventurer it was based on. It has none of their special abilities, but has the following abilities in their place:

All time phantoms *blink* (per the spell). A time phantom's touch or successful attack forces an adventurer to pass a Will save or be *slowed* (per the spell).

In addition, the time phantom has one of the following advantages based on the class of the adventurer it is based on:

CLASS TYPE	ABILITY
Warrior-types	Extra attack per round
Sneaky-types	+1d6 damage from attacks
Magic-types	Magic resistance = Hit Dice x 2%

RADIATION ZONES

The dungeon was once powered by an atomic pile located deep underground and reachable via a shaft in [43]. This pile is still active and generating power, though this power is sporadic due

to damage and long neglect. Unfortunately, the pile spews radioactivity into certain portions of the dungeon. These areas are marked with the following symbol: ☢

Adventurers passing within 10 feet (2 squares) of one of these symbols must pass a Fortitude saving throw. If this roll is failed, the adventurer suffers the special and possibly dire effects based on how badly the saving throw was failed (see sidebar).

FAILURE	EFFECT
1-2	Minor sickness
3-4	Minor damage + sickness
5-6	Major damage + sickness
7-8	Minor ability damage + sickness
9	Major ability damage + sickness
10	Mutation; takes 1d6 rounds of agony as your body changes; character is helpless during the transformation

D%	MUTATION	D%	MUTATION
01-02	Extra Digits	65	Exoskeleton
03-04	Fins	66	Extra Arms
05-06	Forked Tongue	67	Gazing Eye
07-08	Horns	68	Pheromone Attraction
09-10	Scaly Skin	69	Prehensile Tail
11-12	Thin Fur Coat	70	Prickly Pear
13-14	Unnatural Eyes	71	Radioactive
15-16	Unnatural Hair	72	Skeletal Reinforcement
17-18	Unnatural Skin	73	Stinger
19-20	Unnatural Voice	74	Telekinetic Mind
21-22	Acidic Saliva	75	Telepathy
23-24	Adrenaline Jolt	76	Tentacle
25-26	Claws	77	Venomous Bite
27-28	Darkvision	78	Vexing Voice
29-30	Energy Diffusion	79	Wings
31-32	Fangs	80	X-Ray Vision
33-34	Force Barrier	81	Ability Decay
35-36	Gills	82	Blood Hunger
37-38	Great Horns	83	Brittle Bones
39-40	Hypersensitivity	84	Combat Fear
41-42	Leaper	85	Festering Sores
43-44	Scaly Armor	86	Frailty
45-46	Scent	87-88	Heat/Cold Susceptibility
47-48	Second Wind	89	Lethargy
49-50	Smokescreen	90	Light Sensitivity
51-52	Tail	91	Lost Arm
53-54	Thick Fur Coat	92	Mindslave
55-56	Ultra Immune System	93	Pheromone Repulsion
57-58	Wall Crawler	94	Poisonous Blood
59-60	Webbed Digits	95	Rapid Aging
61	Echolocator	96-97	Reduced Speed
62	Elasticity	98	Thin Skin
63	Energy Absorption	99	Ultraviolet Allergy
64	Enlarged Form	100	Weak Immune System

See Appendix A for descriptions of these mutations.

1. ENTRY HALL

Beyond the ruined metal door the room is rather barren, with a floor covered in thick, fine dust. The dust on the floor shows some sign of footprints moving between the doors.

The room's only feature of interest is a pair of metal poles (noted on the map). The poles are spaced about 6-inches from the wall. These poles have a charge built up between them. Walking between the poles unleashes the charge, which deals 1d8 points of electricity damage. It takes 3 rounds to re-build the charge.

Of the three doors in the room, the north door has been battered down, the east door is closed but unlocked and the south secret door is closed and locked. It sounds like somebody is breathing behind the south door, but this is actually just the complex's old ventilation system.

2. ATOMIC CHAPEL

This chamber is dominated by a large model of an atom (marked as a star on the map). The sculpture is about six feet tall and made from concrete covered in brass, which is coming apart in a few places. The pillars in the chamber run from floor to ceiling and are composed of marble.

The chamber is now used by the "locals" as a shrine. Burnt offerings are left in small crockery bowls. One of the larger bowls is actually a fake. Within the bowl there is a hole leading to a crawl-space of sorts beneath the chamber. Within the crawl space there is a giant viper, which is attracted to noise made in the chamber above. The locals throw freshly killed rats down this hole when they enter to placate the serpent.

Viper, Small Animal: HD 1; AC 17; ATK 1 bite (1 + poison IV); MV 20 (Climb 20, Swim 20); F14 R13 W18; AL Neutral (N); XP 100.

3. DUSTY ROOM

The door to this chamber is jammed shut and is cool to the touch. Within, the walls are covered in tiles, many of them cracked. Several exposed copper pipes jut from the ceiling, some of them dripping water into the room, the water draining via a hole in the floor.

The southern wall of this chamber is covered with brown mold, and the chamber is freezing cold. Three frozen corpses litter the floor, two in scale mail armor in very poor condition and the other in robes that are stiff with frost. The warriors have a rusty dagger each, and a spear and light mace, while the mage has a sack of 15 silver pieces tucked under her robes.

4. LIVE WIRES

The walls and floor of this room are plain concrete. The floor is about one foot below the level of the doors and spanned by metal grating which is missing in several places. The ceiling looks to have once been covered in similar grating, though much of it has been removed, some piled against the walls. Several dozen metal wires hang from the ceiling. These are live wires, and if touched inflict 1d6 points of electricity damage. The air in the room smells of ozone.

Three electro-bats lurk near the ceiling, bathing in the ozone. Combat in the room, with the many live wires and missing grates, can be dangerous. Any time a creature in a fight misses an attack, it must pass a Reflex saving throw. On a failed saving throw, roll 1d6. On an odd roll, the attacker has brushed against a live wire. On an even roll, the attacker loses his footing and falls prone. Electro-bats cannot fall prone and they are immune to electricity, thus missed attacks by the bats are just missed attacks.

Electro-Bat, Small Magical Beast: HD 2 (8, 4 hp); AC 18; ATK 1 bite (1d8 + 1d6 electricity); MV 20 (Fly 40); F13 R12 W18; AL Neutral (N); XP 200.



5. GUARD POST

At the entrance to [5] there has been erected a crude barrier of wooden furniture, about 4 feet high. Three roach-man guards are behind the barrier, one always on guard while the others lull about and discuss whatever it is that occupies the insect mind of a roach-man. The roach-men are armed with heavy crossbows, and two will begin firing as soon as they catch sight of intruders while the third rushes through the door and sounds the alarm, a heavy gong placed just beyond the door. He will then return to his post to support his brothers.

Roach Men (3), Medium Humanoid: HD 2 (9, 8, 8 hp); AC 12; ATK 1 heavy crossbow (1d6+1) or 2 swords (1d6); MV 30; F12 R15 W15; AL Neutral (N); XP 100.

6. CHIFTAIN'S ROOM

The roach-man chieftain lairs in this room, attended by two human slaves who have surely seen better days – both have expressionless faces and wide, staring eyes, as though they are in shock, and their bodies show significant scarring.

The room is furnished with a pallet of cushions and furs, two bronze braziers (worth 1 sp each) that emit dim light and wretched smoke, a large wooden chest and two dirty wall hangings, one a large world map, the other a photograph of a human being with thick-framed glasses.

The wooden chest is locked and contains a gas trap (poison I). The roach-men's treasure is contained in a small, iron lockbox beneath its bedding. The lockbox is also locked, with a poison needle (poison III) secreted in the lock. It contains 300 gp, 1,000 sp, a silver medal worth 30 gp and an opal worth 150 gp.

Roach Man Chieftain, Medium Humanoid: HD 4 (20 hp); AC 18; ATK 2 hand crossbows (1d4) or 2 swords (1d6); MV 30; F11 R14 W14; AL Neutral (N); XP 200.

7. ORACLE'S CHAMBER

This chamber is generally used for bits of junk the roach-men have collected but do not know what to do with. There are bits of metal furniture (tables, chairs, filing cabinets), a flashlight (needs batteries), electric typewriter (needs ink ribbons), an old cigarette machine (still contains eight packs of cigarettes), three rusty old desk fans, a mechanical pencil sharpener, two barrels of rotting cabbage, a few rat skulls, and other such relics of a bygone age. The door is kept locked, for the room is also used as a prison, holding a mad blue goblin oracle.

The oracle, called Urbak, talks almost constantly in a sort of loose, rhyming verse, about the end of days and the rise of the glowing gods and the wondrous new tomorrow they will author. Every so often his words come more slowly and seem to speak of events in the near future (5% chance per hour, treat as *augury* spell).

Blue Oracle, Small Humanoid: HD 0 (2 hp); AC 16; ATK 1 silver dagger (1d4); MV 20; F14 R16 W15; AL Chaotic (NE); XP 50; Spells—1/day—charm person, mage armor, mind thrust.

8. PRIEST'S QUARTERS

The roach-men are ardent worshippers of the “god who clicks”, the “god of one thousand eyes”. This god’s priests are not roach-men, but a small coven of blues. The blues of this complex look like blue-skinned goblins with flat faces and bulbous heads with prominent foreheads and pulsing temples. They wear tunics of a silvery cloth (polyester) and silver circlets on their great heads (worth 10 gp each). Over their mouths and noses they wear folds of the silver cloth that hold bitter herbs that help counteract the stench of the roach-men.

There are six priests in all. They dwell here, sleeping on metal bunks with old, filthy mattresses. Their room contains a single metal altar (and old filing cabinet) that holds a gilded bowl (worth 50 gp) that holds several transistors.

The blues spend most of their time interpreting the prophecies of their god, which is spits out as yellowed punch cards. The blues have no idea what they mean, but their interpretations lead to all manner of passionate debates. It is only the psychic prowess of the high priest, Gabik, that keeps them from splitting into warring factions. A collection of these “scriptures” can be found within the filing cabinet/altar.

Blue Priest, Small Humanoid: HD 1 (5 hp); AC 16; ATK 1 light mace (1d4+1); MV 20; F14 R15 W14; AL Chaotic (NE); XP 100; Spells—1/day—cause fear, charm person, mage armor, mind thrust.

Blue High Priest, Small Humanoid: HD 3 (10 hp); AC 16; ATK 1 light mace (1d4+1); MV 20; F13 R14 W13; AL Chaotic (NE); XP 300; Spells—1/day—cause fear, charm person, ego whip, inflict light wounds, mage armor, mind thrust.

9. MAINFRAME TEMPLE

This chamber is the temple of the blues and roach-men. None but the blues and the chieftain are permitted to enter, but two roach-man warriors are always maintained here as guards.

The chamber has concrete walls that have been painted in garish colors by the priests – abstract murals they say show the prophesied end of the world. Piles of skulls (human, mutant, ape and roach-man) and bloody stains on the floor before their god show that they mean business.

The aforementioned god is an old mainframe computer kept active by sporadic bursts of power from the complexes old atomic pile. When not functioning, the priests say it is deep in slumber, dreaming cosmic dreams. When it roars into action, a myriad of small lights become bright (the god’s eyes) and its innards begin to whirl and click (its song). It usually spits out a

punch card when it turns on, a new prophecy for the priests to interpret and argue over.

The mainframe is protected by a rather crude security android.

Roach Men (2), Medium Humanoid: HD 2 (7, 4 hp); AC 12; ATK 1 heavy crossbow (1d6+1) or 2 swords (1d6); MV 30; F12 R15 W15; AL Neutral (N); XP 100.

Templar, Medium Construct: HD 4+1 (12 hp); AC 18; ATK 2 pile-driving fists (1d8); MV 30; F13 R14 W15; AL Neutral (LN); XP 200; Special—Immune to disease and poison, resistance to electricity.

10. ROACH-MAN BARRACKS

The balance of the roach-man tribe dwells here. There are ten males and seven females, who sleep on the cold floor. An old steel drum holds a fire to keep their reptilian blood warm.

Roach Men (17), Medium Humanoid: HD 2 (6 hp each); AC 12; ATK 2 clubs (1d4); MV 30; F12 R15 W15; AL Neutral (N); XP 100.

11. MUTANT VILLAGE

This large cavern is used as a village by the local tribe of mutants. There are 30 of the mutants in all, all distorted humanoids, most with minor mutations like scaly skin, oddly colored eyes, skin or hair, enlarged heads or over-long limbs. The mutant leaders usually have more useful mutations.

The cavern is exceptionally damp and noticeably warmer than other portions of the complex owing to the narrow tunnel that links this cavern to [43]. Water condenses on the ceiling of this cavern and drip from stalactites into pots.

Canvas tents and bedding is spread around the cavern. At the rear of the cavern, the ground slopes upward and forms a shelf about 6 feet above the rest of the cavern. A simple ramp connects the upper and lower portions of the cavern. It is here that the chieftain, Josmit, keeps his tent, with a large, ornate, wooden chair set in front of it as a throne.

The entire cavern is a radiation zone (see [D] above).

Mutants (30), Medium Humanoid: HD 1 (3 hp each); AC 11; ATK 1 club (1d4); MV 30; F13 R15 W15; AL Neutral (N); XP 50.

Josmit, Medium Humanoid: HD 3 (11 hp); AC 13; ATK 1 dagger (10'/1d4+1); MV 30; F12 R14 W14; AL Neutral (N); XP 300; Special—Wall crawler, unnatural skin, echolocator.

12. ARMORY

This chamber serves as an armory and guard post for the mutants, where they stand guard against the incursions of roachmen seeking victims for their hungry electric god. The armory contains spears, bows, arrows, hand axes, battle axes, black powder weapons, modern shotgun (needs repair), 5 shells.

The mutant guards in this room are called Georsandr and Jajon. They are more heavily armed and armored than most of their fellows. The room contains two large, iron chimes that hang from the ceiling by thick chains. These are struck by the mutants with their maces when intruders arrive, and can be heard in the following rooms: 4, 9, 11- 16, 36 and 37.

Georsandr, Medium Humanoid: HD 2 (5 hp); AC 16; ATK 1 light mace (1d4+1) and stinger (1d6 + poison III) or musket (50'/1d10+1); MV 20; F12 R15 W15; AL Neutral (N); XP 200; Special—Reduced speed, stinger.

Jajon, Medium Humanoid: HD 2 (10 hp); AC 16; ATK 1 light mace (1d4+1) or musket (50'/1d10+1); MV 30; F12 R15 W15; AL Neutral (N); XP 200; Special—Pheromone repulsion, elasticity.

13. SHAMAN

This room houses Marlmo, the mutant witchdoctor. Marlmo is an eccentric magic-user with many bits of Arcanum strewn about, from playing cards to flashing neon beer signs to a very valuable bartender's guide. Most interesting are the seven mirrors he has hanging on the wall. All are turned around backwards, and in each the magic-user has managed to capture the impression of a time phantom. These phantoms can be communicated with via a *speak with dead* spell. The secret to capturing them is in holding a mirror up to a time phantom and, when it strikes the mirror, cast the *hold person* spell.

Marlmo's room is guarded by a small fire elemental that is bound to a bronze cirlet embedded in the floor. Marlmo carries a matching bronze cirlet, which gives him control over the elemental. If the cirlet is removed from the floor, the fire elemental is released back into the Elemental Planes.

Fire Elemental, Small Elemental (Fire): HD 2 (8 hp); AC 15; ATK 1 slam (2d4); MV 50; F16 R9 W16; AL Neutral (N); XP 200; Special—Immune to fire, vulnerable to cold.

Marlmo, Mutant Magic-user: LVL 3 (11 hp); AC 10; ATK 1 dagger (1d4-1) or gore (1d6-1); MV 30; F14 R14 W12; AL Neutral (N); XP 200; S6 D9 C11 I11 W11 Ch6; Spells—1/day—acid splash, flare, grease, hideous laughter, resistance, shocking grasp, touch of fatigue; Special—Vexing voice, scaly skin, great horns, smokescreen (20'-radius cloud).



14. WHITE APES

This small room has concrete walls clawed heavily by the claws of its inhabitants, a band of four white apes. The room is filthy and littered with bits of treasure. The apes are unaware of the secret door, and in fact a large pile of furs is piled against it. At the foot of the stairs that lead from this room there is a round, metal trapdoor cover (like a manhole cover). Under this cover there is a 30-ft. deep round shaft studded with metal rungs. At the bottom there is a room, 10-ft. x 10-ft. filled with metal cans that contain preserved foodstuffs (mostly a strange, salty pork product). There are 1,000 cans in all. Most have been compromised by the ravages of time, but about 50 can be found with their contents safely preserved. Treat each can as a portion of iron rations.

White Ape (4), Large Animal: HD 4 (16, 13, 12, 11 hp); AC 14; ATK 2 claws (1d6) and bite (1d6); MV 30 (Climb 30); F10 R11 W17; AL Neutral (N); XP 400; Special—None.

15. FORGE

This room is a forge run by the mutants. Vents in the room carry away smoke from a large fire pit that has been dug in the floor. A small anvil is set nearby, along with a bucket of water. The forge is run by a single mutant blacksmith, Charad, and his two apprentices, Benfrak and Thomj). The room also contains an oven for baking pottery (and pies). Naturally, the room is sweltering.

Benfrak, Medium Humanoid: HD 1 (6 hp); AC 11; ATK 1 hammer (10'/1d4); MV 30 (Fly 60); F13 R15 W15; AL Neutral (N); XP 100; Special—Wings.

Thoje, Medium Humanoid: HD 1 (1 hp); AC 13; ATK 1 hammer (10'/1d4); MV 30 ; F13 R15 W15; AL Neutral (N); XP 100; Special—Scaly armor.

Charad the Blacksmith, Medium Humanoid: HD 2 (7 hp); AC 12 (leather apron); ATK 1 hammer (10'/1d4+1); MV 30 ; F13 R15 W15; AL Neutral (N); XP 200; Special—Scent, blood hunger.

16. REDOUBT

This chamber was once a library. It is still filled with several metal shelves, some damaged, with a few surviving books. There is also a metal chest filled with a dozen magnetic tapes and a cardboard box that contains seven rolls of microfiche. A microfiche reader in the room would work if one would plug it in and puzzle it out. There are twelve books on the shelves that one can actually read (if they can figure out the language). To find the subject of a piece of microfiche or book, roll on the following table. What you or the players do with this information is up to you.

D8	SUBJECT
1	Adventure Novel
2	Biology Text (80% human, 15% animal, 5% microbes)
3	History Book
4	Mechanical Specifications (10% chance it covers specific technological object in this complex and gives a +2 bonus to disarm or repair it)
5	Occult Text (10% chance contains random 1st level magic spell)
6	Romance Novel
7	Scientific Study (contains clues on how to overcome radiation, granting a +2 bonus to save vs. radiation)
8	Technical Readout (contains clues on how to shut down the atomic pile)

The mutants rarely enter this room, but they have set a number of traps here to discourage incursions from elsewhere. Two of the shelves have a tripwire between them that causes them to fall on a person walking in between (Reflex saving throw or 2d6 points of damage and pinned). Another aisle has a crossbow trap at the end (Reflex save or 1d6+1 damage). Each door has a heavy concrete block above it that will fall on the first person who enters (Reflex save or 1d6 points of damage).

17. INTERROGATION CHAMBER

This rather severe looking room was once an interrogation chamber, where prisoners could be interrogated by any means necessary by the special agents that sometimes visited the complex in the elder days.

The chamber contains a single metal chair, bolted to the ground, with leather restraints (now weak with age). A large (and now broken) light is set above it. A metal bench behind the chair is set

ANTI-MAN

Medium Undead, Chaotic (LE), Low Intelligence; Haunting (1d6)

HD	3
AC	12 [silver]
ATK	Throw object (30'/1d6)
MV	Fly 20
SV	F14 R14 W13
XP	300 (CL 4)

Anti-men are humanoids from an anti-matter universe. They can exist in the normal Material Plane, though tend to be on edge and cranky while here, and they must show care when handling things.

Anti-men are healed by negative energy (i.e. *cause wound* spells) and damaged by positive energy (i.e. *cure wound* spells). When items from their universe make violent contact with items from the normal universe, each item must pass an item saving throw or disintegrate.

When an anti-man makes personal, violent contact with a living being from the normal universe, both suffer 1d6 additional points of damage from the tiny explosion that accompanies the attack.

When an anti-man's equipment strikes a creature's flesh from the normal universe, the item must pass an item saving throw (+2 bonus) or disintegrate, while the person suffers +1d6 damage.

POLTERGEIST

Medium Undead, Chaotic (LE), Low Intelligence; Haunting (1d6)

HD	3
AC	12 [silver]
ATK	Throw object (30'/1d6)
MV	Fly 20
SV	F14 R14 W13
XP	300 (CL 4)

A poltergeist is an angry spirit that forms from the soul of a creature that becomes unable to leave the site of its death. A poltergeist cannot travel more than 120 feet from the point at which it was created or formed.

When a poltergeist is destroyed, it only remains destroyed for 2d4 days. After this time, the undead spirit reforms, fully healed. The only way to permanently destroy a poltergeist is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research, and should be created specifically for each different poltergeist or group of poltergeists by the TK.

A poltergeist has no method of attacking apart from telekinesis. The poltergeist hurls objects as ranged attacks.

with metal instruments designed to inflict pain (all too small to be used as weapons) and about 50-ft. of rope. Sitting atop the bench is some sort of recording device that has long ago been smashed.

The room is haunted by a pesky poltergeist, who takes great glee in throwing the metal objects in the room at visitors.

Poltergeist, Medium Undead: HD 3 (7 hp); AC 12; ATK 1 thrown object (30'/1d6); MV Fly 20; F14 R14 W13; AL Chaotic (LE); XP 300; Special—Incorporeal, natural invisibility, rejuvenation, telekinesis, site bound.

18. GARBAGE COMPACTOR

This is a very dangerous room. The south door is metal and locked, with a keypad set into the outer wall next to it. The keypad once controlled access to the room and could be used to control the robot within (see below). It no longer works.

The room has bare metal walls. The secret door is actually a small, circular hatch that can be opened by pushing it forcefully.

The room is actually a robotic garbage compactor. The robot is still operational, and it has somehow fallen into its “Kill all humans” sub-programming (and yeah, it wants to kill apes and humanoids as well). When adventurers enter the room and close the door, the east and west walls begin to close in, intending to crush anything in the room. The walls take one minute to close, and inflict 10d6 points of damage. The walls can be stopped with a Remove Traps task check.

19. ANTI-MEN

The anti-men are human beings that come from an antimatter universe. When traveling on their own Astral Plane, they sometimes find themselves drawn into the normal Astral Plane, and from there are quickly deposited on the Material Plane.

In this case, seven anti-men are huddled in this room, desperate to find a way back to their own universe. They are hesitant to strike out into the complex, though, because they have already lost one of their members.

Anti-Man (7), Medium Humanoid: HD 1 (4 hp each); AC 14 (studded leather and buckler); ATK 1 short sword (1d6); MV 30; F13 R15 W15; AL Neutral (N); XP 100; Special—Anti-matter, immune to negative energy, damaged by positive energy.

20. ANTI-GENERAL

The leader of the anti-men is in conference here with his six chief lieutenants. The room was once the office of the commanding

general of complex. It contains a desk, industrial carpeting, book cases, a liquor cabinet, and a badly burned globe.

Anti-Man Lieutenant (3), Medium Humanoid: HD 2 (7 hp each); AC 14 (studded leather and buckler); ATK 1 longsword (1d8); MV 30; F12 R15 W15; AL Neutral (N); XP 200; Special—Anti-matter, immune to negative energy, damaged by positive energy.

Anti-Man Captain, Medium Humanoid: HD 4 (17 hp); AC 16 (chainmail and buckler); ATK 1 longsword (1d8); MV 30; F11 R14 W14; AL Neutral (N); XP 400; Special—Anti-matter, immune to negative energy, damaged by positive energy.

21. ELECTRIC EYE

An electric eye scans people when they enter this room, creating a complete hologram of them in the center of the room and showing vulnerable points and how they can be exploited. The computer that controls this room immediately activates its defenses, two force fields shaped like hands (per the *interposing hand* spell). The hands are projected from two hemispherical pieces of black metal, about 9” in diameter, set in the north and south walls. Each of these hemispheres has an AC 16 and 32 hp. They might also be deactivated with a Remove Traps task check.

There is a great deal of robotic junk in this room. An enterprising scientist could cobble together a complete automaton (or metal man) from the bits.

22. BAT CAVE

Twelve whiptail bats cling to the ceiling of this chamber, with an enticing treasure of 200 gp, 350 sp and 900 cp and four ape skeletons lying directly beneath them. The treasure is radioactive, and any who touch or hold the treasure close to themselves for more than 1 hour are affected per the radiation rules above.

Whiptail Bat, Small Animal: HD 2 (7, 6 hp); AC 16; ATK 1 bite (1d4) and tail whip (1d4 + poison III); MV 20 (Fly 40); F13 R12 W18; AL Neutral (N); XP 200.

23. DEADLY GARDEN

This chamber is an above-ground concrete bunker and one of the two entrances to the complex. The bunker backs into side of a hill. Much of the roof has fallen in, forming a mound in the center of the room. An assassin vine is now growing atop this mound. The bunker has an exterior metal door that has been jarred loose (and which moves slightly during high winds) and a metal interior door that is self-locking (and thus locked). Small windows line the exterior walls of the bunker.

Assassin Vine, Large Plant: HD 4 (14 hp); AC 15; ATK 1 slam (1d8 + constrict); MV 5; F10 R17 W14; AL Neutral (N); XP 400; Special—Surprise (4 in 6).

24. WEAPONS LOCKER

This room was a weapons locker in the old days. The room has a self-locking door, and when entered a red light begins flashing throughout the room. It has been pretty thoroughly sacked over the years, but still contains a few bits of body armor (could be pieced together as a suit of leather armor), four combat batons (treat as light mace), a rusty battleaxe (probably left behind by an adventurer), and two longswords.

The room is occupied by a magnetrice, an elemental life form that can control metal. It looks like a lithe woman with skin the color and sheen of magnetite. The creature is frightened and wishes escape, but has not the courage to leave the room.

Magnetrice, Medium Earth Elemental: HD 4 (15 hp); AC 18 (22 vs. metal); ATK 1 slam (1d6); MV 30; F11 R14 W15; AL Neutral (N); XP 400; Special—Magnetism (per the telekinesis spell, but only with iron).

25. TOMB

This chamber has been sealed by a heavy stone block, which completely covers the door. Budging the stone would require two people to succeed, simultaneously, at Break Down Doors task checks, and even then would likely topple it – so take care!

Behind the stone block there is a locked metal door which has become rusted shut. Picking the lock is done at a -2 penalty, though the rusty door can be broken down with a +2 bonus.

Once one gains egress to the room, they will find a damp room, abruptly chilly, containing a number of animal and human skulls and the bones of a white ape chieftain wrapped in his own furs.

The corpse lies in repose roughly in the center of the room, in a bit of a puddle of water, while the skulls are spread about the room haphazardly.

Should one seize on the bright idea of opening up the parcel formed of the white ape chieftain's moldy, hairy hide, they will discover there is still a bit of fight left in the old bag of bones. The bones will animate as a wight ape, the hide now serving as a sort of cape, and several valuable ornaments will be seen to be bound to the yellowed bones. The undead white ape chieftain has the power to animate the animal and human skulls in the room, which attack as small animated objects.

The aforementioned valuable ornaments are as follows: A large book of ancient maps, bound in blue leather worth 100 gp to a sage, a platinum ring worth 100 gp, a large gold bracelet (200 gp), a +1 shield, a +1 trident made of blue steel and a large pot of vermilion ink worth 50 gp.

Animated Skull (6), Small Construct: HD 1 (3 hp each); AC 14; ATK 1 bite (1d4); MV 30; F16 R15 W15; AL Neutral (N); XP 50; Special—None.

Wight Ape Chieftain, Large Undead: HD 4 (16, 13, 12, 11 hp); AC 14; ATK 2 claws (1d6) and bite (1d6 + energy drain 1 level); MV 30 (Climb 30); F13 R14 W12; AL Chaotic (CE); XP 1000; Special—Spawn.

26. DEADLY DISPENSARY

This room was once a dispensary in the complex, and still contains a number of shelves holding bottles and boxes containing all manner of pills and capsules. Should a character seize on one of these bottles with the intention of experimenting with its contents, roll on the following table to discover the effects, and roll again to discover the onset time. When the onset time is not immediate, the character will get the feeling that the pill is doing some good or ill, as the case may be, without knowing necessarily how much and what else they need to do to get the full effect of the medicine. A leech can make a skilled Wisdom task check to figure it out.

D20	EFFECT
1	Cure light wounds
2	Cure disease
3	Delay poison
4	Neutralize poison
5	Poison I
6	Poison II
7	Poison III
8	Poison IV
9	Hallucinations (1 hour)
10	Sickness (1d6 hours)
11	Fatigue (24 hours)
12	Dazed (1d6 hours)
13-20	No effect

D6	TAKES EFFECT ...
1	Instantly
2	After 1d6 minutes
3	After 1d6 turns
4	After 1d6 hours
5	After 1d4 days, requiring one pill per day
6	After 1d4 days, requiring three pills per day

In any case, assume there are 3d6 pills in a given container, and that the room contains 15 such containers.

Just as notable as the shelves of medicine is the large, shiny examination table in the room containing the writhing form of a ghoul. The ghoul has a rather terribly gut wound which doesn't appear to be slowing it down, and still wears the tattered remnants of an olive drab uniform. Its face is drawn and feral, and when people enter the room it struggles to unleash itself from the leather straps that bind it to the table. Each round, the ghoul can make a single Bend Bars task check as though it has a knack at the task, to free first one arm, then the other, and then each leg in turn – assuming it lives this long.

Ghoul, Medium Undead: HD 2 (9 hp); AC 14; ATK 2 claws (1d4 + paralysis) and bite (1d6); MV 30; F15 R15 W13; AL Chaotic (CE); XP 200; Special—Paralysis.

27. MAKESHIFT MORGUE

This room is sealed by a locked metal door with the words “DO NOT ENTER” emblazoned on it in what appears to be dried blood. If there has been any noise in the dispensary [26], the adventurers will hear insistent pounding on the door. Each round, the ten zombies that are locked inside have a 1 in 6 chance to break the door down.

The room itself is bare save for a couple uncomfortable cots, small tables and a couple metal chairs. One of the zombies has a silver whistle hanging around its neck, another has a pocket knife in reasonably good condition, and a third a single gold coin (a lucky coin, so to speak) in its pocket. All wear olive drab military uniforms.

Zombies (10), Medium Undead: HD 2 (7 hp each); AC 11; ATK 1 slam (1d6) and bite (1d4 + disease); MV 20; F15 R15 W15; AL Neutral (N); XP 100; Special—Disease (Fort save or turn into zombie in 10 minutes; if killed after being bitten, character always changes into zombie).*

28. DOCTOR'S OFFICE

This room was once the office of the complex's doctor, a doctor that once had to make some very hard choices. These choices haunted him in life, and after his horrible death they caused him to haunt his office and laboratory. The doctor is now a wraith, tied to this room and [29].

The room contains a desk, a couch containing the drained body of a chimpanzee magic-user (has a *wand of shield* with 4 charges in the folds of his robes), two chairs (one a spinning desk chair – award 10 XP to the first adventurer who gets in the chair and spins around), a book shelf holding several medical texts and a crystal cup (100 gp) and a few cheap wall hangings.

Wraith, Medium Undead: HD 5 (17 hp); AC 15 [silver]; ATK 1 strike (1d4 + 1d6 Con drain); MV Fly 60; F13 R12 W10; AL Chaotic (CE); XP 1250; Special—Powerless in sunlight, spawn, incorporeal.

29. LABORATORY

This room has a locked metal door marked with a hazardous chemicals and radiation symbols. The room within has lead-lined walls. It is equipped with a single table, a locked cabinet and a strange machine.

The table holds twenty vials in metal racks, seven glass containers of various sizes and shapes, eight glass rods for stirring and two Bunsen burners.

The locked cabinet holds a number of chemicals. To keep it simple, assume the cabinet holds acid of various strengths (1d4 damage, 1d6 damage and 1d8 damage), inert chemicals, poisons (contact and ingestible, types I and II) and flammable chemicals (per alchemist's fire).

The strange machine is beyond the understanding of the adventurers, but it is dangerous. A NBC suit (weighs 10 lb, +10 save vs. radiation and other hazards) is set next to the machine. The suit will only fit humanoids well. The machine is, alas, turned on, but the power is sporadic. Every round the adventurers spend in the room, there is a cumulative 1 in 20 chance of the power coming on, filling the room with radiation (see [D] above).

30. TRADER

This chamber is a sort of crossroads, a neutral spot for the inhabitants of the complex. The room is of the normal concrete construction of the complex, with six torches set in sconces on the wall. Around these torches there are a number of boxes and barrels stacked against the walls.

A weird trader, who wears a NBC suit underneath an expansive robe, resides here with his three metallic guardians, automatons that serve him loyally, though not without a few sarcastic comments now and again. Each of the automatons has a metallic face and arms and wears an olive drab uniform. They are armed with heavy maces. The merchant carries a light mace, silver dagger and hand crossbow with darts coated in Poison II.

The barrels and crates hold all manner of basic goods, as well as some treasures from the lower caverns, including 10 lb. of edible mushrooms, 1 lb. of hallucinogenic mushrooms, a crate of dried giant cockroach carapaces, a barrel filled with burgundy felt flop hats and a barrel of pickled fingers and toes.

The trader has a small, simple desk upon which he counts a bit of his treasure (1d100 cp, 1d20 sp and 1d10 gp). The rest of his treasure is hidden in a locked chest hidden among the crates and barrels. It includes 93 gp, a pink pearl worth 100 gp, a bottle of fine wine worth 10 gp, a large iron box and a glasscutter.

Underneath the trader's desk there is a manhole cover. Beneath it is a drainage pipe that leads to the area beneath [36]. The pipe slopes downward from [30].

Automaton, Medium Construct: HD 1+1 (5 hp each); AC 16; ATK 1 heavy mace (1d6+3) or fists (1d2+2); MV 30; F15 R15 W15; AL Neutral (N); XP 100; Special—Immune to disease and poison, resistance to electricity.

Weird Trader, Medium Humanoid: HD 3 (11 hp); AC 15 (ring mail and shield); ATK 1 light mace (1d4+1) or silver dagger (1d4) or hand crossbow (1d4 + poison II); MV 30; F12 R14 W14; AL Chaotic (LE); XP 150; Special—None.

31. MAGGOT-DWARVES

This large cavern is home to a small clan of maggot-dwarves. Maggot-dwarves are rather portly dwarves, about 4 feet tall, with pallid, rubbery skin. Completely hairless, they dress in patchwork clothes and most carry picks and daggers. The maggot-dwarves are thoqqua herders, controlling the beasts by rhythmically rapping on stone with the butts of their picks.

In this chamber, the maggot-dwarves have a small collection of dwellings made from stone in the center of the cavern. Along the exterior of the cavern, the dwarves keep several hearths and ovens, where they bake their bread, process ore, forge weapons and brew alchemical horrors in great, copper vats.

The cavern usually holds 1d10+10 normal maggot-dwarves, and 1d4+4 maggot-dwarf warriors.

Maggot-Dwarf, Small Humanoid: HD 0; AC 10; ATK 1 light pick (1d4) or dagger (10'/1d4); MV 20; F14 R16 W16; AL Chaotic (NE); XP 50; Special—Resistance to acid and fire, dwarf abilities.

Maggot-Dwarf Warrior, Small Humanoid: HD 1; AC 15 (ring and shield); ATK 1 short sword (1d6) or dagger (10'/1d4); MV 20; F14 R15 W15; AL Chaotic (NE); XP 50; Special—Resistance to acid and fire, dwarf abilities.

32. REJECTS

The maggot-dwarves do indeed enjoy twisting the flesh. For every success of theirs, though, there are many failures. Those that survive and prove troublesome or dangerous are chained in this cavern. The poor wretches are chained tight to the walls by stout bonds that are bolted to devices that can be released by

pulling a lever located just inside the entrance of the cavern. This same lever, when pulled, also causes iron bars to drop in the entrance, sealing it off.

The maggot-dwarves keep their treasures in the center of the room in three iron boxes (more on that below). The largest of the iron boxes rests on a heavy iron plate. If it is moved or opened without first releasing a secret button on the back of the box, the chains and iron bars are likewise released.

A troll jailer keeps watch here, ready to pull the lever and dive from the room. He wears a studded leather jacket and carries a halberd (which he wields with one hand) and shield.

The aforementioned treasure is held in three boxes. The largest box, the one that is a trap, is Box #1. All three are locked.

Box #1 – 366 gp and a blue sapphire worth 500 gp

Box #2 – 220 gp and an amethyst worth 120 gp

Box #3 – 112 gp and a ring of protection +1 (made of red bakelite)

Troll, Large Giant: HD 6 (20 hp); AC 16; ATK 1 halberd (1d10) or 2 claws (1d6 + rend) and bite (1d6); MV 30; F9 R12 W13; AL Chaotic (CE); XP 600; Special—Regenerate (acid and fire).

33. GENE POOL

A weird pool of radioactive ooze can be found here. The pool is about three feet deep at its deepest. The ooze is fairly thick, but when agitated with electricity it vomits up strange chemical compounds that, a few rounds later, are reabsorbed. Three maggot-dwarves, apprentice alchemists, are busy here agitating the ooze with electrical prods (powered by simple chemical batteries, magnets and copper wires). These prods are about 5 feet long, and inflict 1 point of electricity damage. Each prod has 3d6 charges when found or seized. Each of the apprentices carries a prod and a long ladle, with which he scoops up the chemicals vomited up by the ooze, depositing them in glass jars under the direction of the maggot-dwarf alchemist Yarko.

Falling in the ooze or otherwise touching causes 1d6 points of fire damage and 1d6 points of acid damage per round.

Aside from the ooze, the maggot-dwarves also keep their herd of six thoqqua here. The thoqqua are busy burrowing into the stone and otherwise cavorting. Their tenders are three young maggot-dwarf thoqqua-herds.

Thoqqua, Medium Outsider (Earth): HD 3 (10 hp each); AC 18; ATK 1 slam (1d6 + 2d6 fire); MV 30 (Burrow 20); F12 R12 W13; AL Neutral (N);

XP 300; Special—Immune to fire, vulnerable to cold, creatures hit in combat must save or catch on fire.

Maggot-Dwarf Herder, Small Humanoid: HD 1; AC 12 (leather); ATK 1 light pick (1d4+1) or darts (30'/1d4); MV 20; F14 R15 W15; AL Chaotic (NE); XP 50; Special—Resistance to acid and fire, dwarf abilities, cast spells as level 1 adept.

Maggot-Dwarf Apprentice, Small Humanoid: HD 1; AC 10; ATK 1 dagger (10'/1d4) or dart (30'/1d4); MV 20; F14 R15 W15; AL Chaotic (NE); XP 50; Special—Resistance to acid and fire, dwarf abilities, cast spells as level 1 adept.

Yarko the Alchemist, Small Humanoid: HD 3 (12 hp); AC 10; ATK 1 silver dagger (10'/1d4) or dart (30'/1d4 + poison III); MV 20; F13 R14 W13; AL Chaotic (NE); XP 300; Special—Resistance to acid and fire, dwarf abilities, cast spells as level 2 adept.

34. OOZE

This cavern is steamy and dank, and smells to the high heavens (Fortitude saving throw or sickened for 1d10 minutes). The floor is covered in oozes while colorful encrustations coat the walls and those bits of the floor that rise up from the ooze. The ceiling roils with green slime.

While much of the slime in this room is not animated, it is still dangerous, inflicting 1d6 points of acid damage each round it is in contact with one's flesh. That being said, there is a 1 in 6 chance per round spent in this room that intruders will attract the attention of the grey ooze that dwells in the room.

Grey Ooze, Medium Ooze: HD 3 (17 hp); AC 5; ATK 1 slam (1d6 + 1d6 acid); MV 10; F14 R15 W14; AL Neutral (N); XP 300; Special—Immune to cold, fire and mind effects, weapon resistance, acid does not dissolve stone.

35. DRAGON LAIR

The entrance tunnel to this cavern slants steeply upward. A few steps have been carved into the stone, and the walls have been marked with a few carved skulls.

The cavern itself is chilly, and serves as the lair of a dragon, Balthumar, a sagacious dragon who spends most of his time dozing on his treasure. When he is interrupted by visitors, he stretches, yawns (a ploy to show off his teeth), and asks them what they want to know - seriously. Balthumar hasn't the tiniest interest in getting into a fight (though he will defend himself and his hoard viciously). He would rather sell information (treat him as an ancient sage), and is even willing to trade for new

knowledge (i.e. books, stories of the outside world, etc.) or for fresh, living meat.

Balthumar's horde consists of 286 gp, 1,682 sp, 2,866 cp, a mail shirt, a suit of platemail and a box of matches (in working order).

Balthumar (Young Green Dragon), Small Dragon: HD 8 (16 hp); AC 17; ATK 2 claws (1d4) and bite (1d6); MV 40 (Fly 150, Swim 40); F9 R9 W8; AL Chaotic (LE); XP 800; Special—Cone of corrosive gas (20'), speech.

36. WET ROOM

This chamber is completely filled with water to a depth of three feet. The portals leading into are carved with bas-reliefs of acanthus leaves. Steps lead down into, and up out of the pool. The water, when first glimpsed, is usually black as ink and completely still.

The pool is inhabited by a water wyrd, a serpentine water elemental. The wyrd is bound to the pool by a magic circle beneath the water. This magic circle is actually carved onto a circular column of stone that can be lowered by finding and pressing a portion of the stone carvings on the northern-most portal. When this is done, the column in the center of the pool slides downward 20 feet, carrying the water and the wyrd with it and making the chamber safe to cross.

At the bottom of the shaft created by lowering the column there is a bright, orange light that is muted and distorted by the water that now fills half of the 20-ft. deep shaft. This light is emitted by a glass doorway at the bottom of the shaft. The door points to the south, and if one manages to open it (which requires one to press the two upper corners of the door, first left, then right, then left again), the water drains into the newly discovered room and down grates in the metal floor (carrying the water wyrd with it) and a long passage to [30] is found.

Water Wyrd, Medium Magical Beast: HD 3; AC 15; ATK 1 bite (1d4 + 1d6 cold + constrict); MV 20 (Climb 20, Swim 40); F12 R12 W17; AL Neutral (N); XP 300; Special—Water body (move through small cracks, half damage from physical weapons), spit water (100' long, 3d6, Reflex halves damage, Fortitude save or knocked prone), resistance to cold.

37. ECHOES

This cavern has a 40-ft. high ceiling that has been carved and polished, as have the walls and floor, to an almost mirror-like shine. Water flows into this room and pools in the middle, draining out through a sandy portion in the middle.

The cavern echoes with screams that come from no apparent source, though at odd times a weird mist that glows blue will

seem to explode onto the ceiling and then be sucked back into who-know-where. Metals brought into this room that are not held fast begin to levitate towards the ceiling.

Allowing a metal object to make it all the way to the ceiling is quite dangerous, for when a piece of metal touches the ceiling it opens a circular portal 4 feet in diameter and 1d6 strange spider-centaurs with black, metallic carapaces and pain-rods in their hands emerge intent on murder. The spider centaurs' pain rods have 20 charges each. Characters struck by the rods must pass a Fortitude save or be wracked with horrible pain. Treat this as the same as the fatigued condition.

Metallic Spider Centaur, Large Monstrous Humanoid: HD 4; AC 17; ATK 1 pain rod (1d6 + pain) and 2 jabs (1d4); MV 30 (Climb 15); F13 R11 W11; AL Chaotic (LE); XP 400; Special—None.

38. WATERFALL

Water rushes into this room from a weird, angular face, not unlike the stone heads on Easter Island, carved into the northern wall. The water splashes into a pool, flowing from that pool through [34], [36] and [37]. The water is clean and safe to drink in this chamber, and at the bottom of the pool there is a silver *ring of water breathing*.

39. WARPED ROOM

Although the door to this room is clearly made of metal, the surface appears to ripple as people approach. In fact, this is due to the strange warp behind the door.

The origin of the warp is unknown. It manifests itself as a feeling of unease and weird bending or rippling of light in the room, as well as a strange echoing and one round delay of voices in the room. In the middle of the room, there is a weird sculpture of black metal that looks like six upraised tentacles forming a pedestal. Several skeletons are scattered about on the floor, most of them "circling" the pedestal.

Atop the pedestal there is a sort of crown formed of silver daggers and a silver chain. The crown is magical. Whenever the wearer enters into a combat situation, the daggers animate to defend him, each one attacking as a 2 HD monster (1d4 points of damage) or providing a +1 bonus to the wearer's AC. The crown is irredeemably evil, though, and when one wears it and behaves virtuously, the daggers of the crown bite into his or her flesh, scoring 1 point of damage and causing them to bleed for 1 point of damage per round until healed.

While people remain in the room, pondering the pedestal and crown and dealing with the weird effects, six actual tentacles, invisible and only partially material, will emerge from the floor and wrap themselves around people's legs, slowly absorbing their constitution (1 point of damage per round) and forcing each person so damaged to pass a Fortitude saving throw each round or become fatigued. Players are permitted a Will save each round to notice the tentacles.

40. LET THERE BE LIGHT

After the warped room, this room is like salvation. The room is filled with the sound of angelic voices. There are four colored shafts of light in the room, each in one corner. The shafts are about 3 feet in diameter, and sentient. When one steps into the light, they can communicate with it, discovering that they are indeed entities of virtue and benevolence. As a person speaks to one of these shafts, they have an innate heroism implanted in them (per the spell) that is triggered by an emotion. Each shaft of light will do this only once.

The red shaft grants *heroism* triggered by love. The blue light grants *heroism* triggered by a loss of hope. The green light grants *heroism* triggered by anger. The gold light grants *heroism* triggered by righteous indignation. This heroism lies dormant in the person who gains it until they experience the indicated emotion and it is triggered.

41. NECROMANCER

A warty old necromancer, Yolla, has set up shop here. Yolla is a human being, but seems notably less primitive than the humans who dwell outside the complex. She is old, and appears to have suffered much in her life, and dresses in the olive drab fatigues the adventurers have seen elsewhere in this complex.

Her little room here is well guarded. The door is kept wizard locked at all times, and a spear trap is set up just inside the door, with three spears jutting down from the ceiling when one steps on the pressure plate on the floor just beyond the door. The spears inflict 2d6 points of damage (Reflex save for half). Finally, the old magic-user keeps two zombies in her study.

The room is otherwise cluttered with desks, shelves, rugs, weird crap on strings hanging from the ceiling, etc. She has a wide variety of specimens on the shelves, including "zombified" and ghoul heads that are still undead (and can bite).

Yolla is not yet powerful enough to command all the undead in the complex, and is worried she may fall to their predations until she is ready. In the meantime, she collects magical texts,

biological and anatomical manuals and ventures out to consult with the Balthumar in [35] in her quest to become the queen of this weird complex.

Zombie, Medium Undead: HD 2; AC 11; ATK 1 slam (1d6); MV 20; F15 R15 W15; AL Neutral (N); XP 100; Special—Move or attack, weapon resistance (blunt weapons).

Yolla, Chimpanzee Magic-User: LVL 4 (13 hp); AC 10; ATK 1 dagger (1d4-1) or claw/bite (1d3-1); MV 30; F14 R14 W11; AL Chaotic (NE); XP 400; S7 D8 C13 I15 W12 Ch5; Spells—0-blindness/deafness, cause fear, chill touch, command undead, daze, detect magic, detect poison, protection from good, ray of enfeeblement, spectral hand, touch of fatigue.

42. STAIRWELL

This room is filled with a stairwell to the lower caverns of the complex. A lurker above can be found on the ceiling, and it strikes swiftly when its territory is entered. About 30 feet down the stairs there is a laser beam trap that can pierce people's ankles (2d6 points of damage, Fortitude save or crippled for one week, Reflex save or fall down the stairs for another 4d6 points of damage.) The stairs deposit adventurers in room [1] in the lower caverns, which are presented in next month's issue of NOD (coming in March 2014!).

43. HELL SHAFT

This room is actually a long shaft, about 100 feet deep, that ends in the complex's active atomic pile. The room is quite hot, and wildly radioactive. Metal rungs in the side of the shaft lead into the heart of the atomic fire burning below. Each round spent in the shaft inflicts 1d6 points of radiation damage and 1d6 points of fire damage, as well as requiring one to save vs. radiation (see above).

APPENDIX: MUTATION DESCRIPTIONS

ABILITY DECAY: One ability score of your choice decreases by 2. You cannot apply this drawback to an ability score of 3 or less.

ACIDIC SALIVA: Your bite attack deals an extra 1d4 points of acid damage with each successful hit.

ADRENALINE JOLT: Once per day, you can increase either your Strength or your Dexterity bonus by 1d3 for three rounds.

BLOOD HUNGER: You must drain a pint of blood from a living creature once every 24 hours. You can only drain blood from a willing, helpless, or dying (but not dead) creature. The bitten creature takes normal damage from the bite attack plus an extra 1d6 points of damage from the blood loss.

If you go 24 hours without consuming blood, you take 1d4 points of Con damage. Drinking a pint of blood cures the ability damage caused by blood deprivation in 1d6 rounds. Ability damage caused in this way cannot be restored through natural healing.

BRITTLE BONES: You suffer double damage from bludgeoning weapons and falls. This mutation cancels out the Skeletal Reinforcement mutation.

CLAWS: You gain a claw attack that deals 1d4 points of damage. Having claws does not adversely affect your manual dexterity.

COMBAT FEAR: After initiative is rolled but before you take your first action in combat, make a Will saving throw. If you fail the saving throw, you suffer a -2 penalty on attack rolls, saving throws, and task checks. If the save succeeds, you overcome your moment of fear and negate the ill effects.

DARKVISION: You have darkvision to a range of 60 feet.

ECHOLOCATOR: You gain the blindsight to a range of 60 feet.

ELASTICITY: You gain a +4 bonus on Escape Bonds task checks. Moreover, you can squeeze through an opening or passage one-tenth as wide and tall as your height, in inches. A creature using this mutation to move through a tight space moves at one-quarter normal speed.

ENERGY ABSORPTION: You take only half damage from two types of energy damage (acid, cold, electricity, fire or sonic).

ENERGY DIFFUSION: You take only half damage from one type of energy (see Energy Absorption above).

ENLARGED FORM: You become as large as your size category allows (8 feet tall for medium characters, 4 feet tall for small characters). Whenever you are subject to a penalty due to your size, you are treated as one size larger when it is advantageous to you. You are also considered to be one size larger when determining whether special attacks based on size can affect you. You can use weapons designed for a creature one size larger without penalty (for example, an enlarged human with this mutation can wield a two-handed sword one-handed).

EXOSKELETON: You gain a +2 bonus to your natural AC.

EXTRA ARMS: As a creature with more than two arms, you gain a +2 bonus on Climb Sheer Surfaces task checks and grapple attacks. For the purposes of combat, you gain one extra attack at a -2 penalty to attack.

EXTRA DIGITS: You gain an extra digit on each hand and foot. The extra fingers or toes, although fully functional, do not confer any special benefit, nor do they hinder you in any way.

FANGS: You gain a bite attack that deals 1d6 points of damage.

FESTERING SORES: The festering sores are more aggravating than harmful, but they make it especially hard to wear armor. When you wear any type of armor, decrease its bonus by 1.

FINS: Your body sprouts fishlike fins. A fin might begin on the top of your head and go all the way down your spine. Others might appear on your forearms or calves, or they might sprout from your shoulders or ears. The fins confer no special abilities.

FORCE BARRIER: You can generate an invisible electromagnetic barrier around yourself that provides a +2 AC bonus against incoming weapon attacks and force effects. The force field lasts for three rounds and can be generated three times per day.

FORKED TONGUE: You gain a forked tongue like that of a snake.

FRAILITY: You take a -2 penalty on all Fortitude saving throws.

GAZING EYE: You gain a third eye. Your extra eye grants a +2 bonus on Find Secret Doors and Find Traps task checks. You can use the extra eye to make a special gaze attack against one creature within 20 feet. The creature must succeed on a Will save or be frightened for 2d6 rounds.

GILLS: You can breathe both air and water. You can operate underwater indefinitely, with no fear of drowning.

GREAT HORNS: You gain a gore attack that deals 1d6 damage.

HEAT/COLD SUSCEPTIBILITY: You take double damage from exposure to extreme heat or cold.

HORNS: Two or more tiny horns sprout from your head. These blunt-tipped nubs are too small to serve any use in combat.

HYPERSENSITIVITY: You gain a +2 bonus on Listen at Doors, Find Secret Doors, and Find Traps task checks. You can fight blind without any penalties.

LEAPER: You gain a +5 bonus on all Jump task checks.

LETHARGY: You take a -2 penalty on all Reflex saving throws.

LIGHT SENSITIVITY: Your eyes cannot adjust to bright light. Abrupt exposure to bright light (such as sunlight) blinds you for 1 round. On subsequent rounds, you take a -1 penalty on attack rolls as you remain in the affected area.

LOST ARM: You lose one arm of your choice. You suffer a -2 penalty on Climb and Swim task checks and grapple attacks.

MINDSLAVE: You take a -2 penalty on all Will saving throws.

PHEROMONE ATTRACTION: You gain a +4 bonus on all reaction checks made towards creatures within 30 feet of you.

PHEROMONE REPULSION: You take a -4 penalty on all reaction checks made towards creatures within 30 feet of you.

POISONOUS BLOOD: If you go 24 hours without taking a dose of antitoxin or receiving a *neutralize poison* spell you suffer 1d4 points of Constitution damage.

PREHENSILE TAIL: A prehensile tail grants a +2 bonus on Balance task checks. It can also grasp and manipulate a simple object up to 5 pounds in weight. A prehensile tail cannot be used to operate a piece of equipment that requires opposable digits or fine motor control. A creature can “hang” from its prehensile tail indefinitely, but cannot use it to attack.

PRICKLY PEAR: Bony spurs or spikes protrude from your joints, giving you a jagged profile and making you dangerous to grapple. You deal 1d4 points of damage to any creature you are grappling or any creature that grapples you. You deal 1d4 points of damage per round to any creature that swallows you.

RADIOACTIVE: You are immune to radiation. In addition, your body acts as a radiation battery, storing the energy for later use. Once per day, you may release a 60-foot-radius burst of radiation centered on you. All creatures within the burst radius must pass a Fortitude save or suffer 1d6 points of radiation damage.

RAPID AGING: You count as aged (see Conditions).

REDUCED SPEED: Reduce your speed by 5 feet.

SCALY ARMOR: Thick, overlapping scales cover your body. You gain a +2 bonus to your natural AC.

SCALY SKIN: Your flesh becomes thicker and less porous, giving rise to a thin layer of scales covering your flesh. The scales are typically smooth and dry, like those of a snake, and can vary in color and pattern.

SCENT: You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can also identify familiar odors the way humans do familiar sights.

SECOND WIND: Once per day, you can heal yourself of a number of points of damage equal to your Con modifier (minimum of 1 point of damage).

SKELETAL REINFORCEMENT: You suffer only half damage from bludgeoning attacks and falls. This mutation cancels the Brittle Bones mutation.

SMOKESCREEN: You expel chemicals through your pores to create an inky-black cloud of smoke, engulfing yourself and the surrounding area. Once per day, you can produce a 20-foot-radius cloud of smoke centered on yourself. The cloud is stationary once created. The inky-black smoke obscures all sight, including darkvision, beyond 5 feet.

STINGER: A poisonous stinger erupts from some part of your body, usually a needle-like barb protruding from an arm or leg joint, or a scorpion-like stinger on the end of a tail or similar appendage. Your sharp stinger deals 1d6 points of damage and injects Poison III into the target.

TAIL: You grow a thick tail. The tail provides a +2 bonus on all Balance task checks. In addition, you gain a single slam attack that deals 1d6 points of damage.

TELEKINETIC MIND: You can perform minor telekinetic feats per the *mage hand* spell. You must concentrate on the object to move it telekinetically. If your concentration is broken while you are levitating the object (see the Concentration skill description the object falls.

TELEPATHY: You can forge a telepathic link with another living creature within 100 feet of you. The creature with which you form the link must have an Intelligence score of 6 or higher and it must be a willing participant in the link. You can communicate telepathically through the link even if you do not share a common language, but no special control or influence is established as a result of the link. If you and the linked creature move more than 100 feet apart, the telepathic link severs instantly. You can telepathically link with only one creature at a time during any given round, but the ability can be used at will.

TENTACLE: A single tentacle grows from your side or back. The tentacle grants a +4 bonus on grapple attacks. It can also grasp and manipulate a small object up to 5 pounds. It cannot be used to operate equipment that requires opposable digits or fine motor control. It cannot make ranged attacks, but can make a slam attack for 1d4 damage.

THICK FUR COAT: You gain a +2 bonus on Fortitude saving throws against extreme cold temperatures.

THIN FUR COAT: You grow a thin coat of brown or golden-brown fur, similar to that of a small mammal.

THIN SKIN: You take +1 damage each time you are hit in combat.

ULTRA IMMUNE SYSTEM: You gain a +2 bonus to saves against poisons, diseases, and radiation.

ULTRAVIOLET ALLERGY: Ultraviolet light, including direct sunlight, burns you for 2d6 points of fire damage per round.

UNNATURAL EYES: The color of your eyes changes drastically. The color is unnatural and atypical of your species.

UNNATURAL HAIR: Your hair or fur color changes drastically to a shade that is uncommon for your species.

UNNATURAL SKIN: The color of your skin or exoskeleton changes drastically, assuming a hue or texture that is both unnatural and atypical of your species.

UNNATURAL VOICE: Your voice changes in some weird fashion.

VENOMOUS BITE: Any creature you successfully bite is affected by Poison III.

VEXING VOICE: You select one living creature within 30 feet to be your target. Upon hearing your voice, the creature must make a successful Will save or be stunned for 1 round.

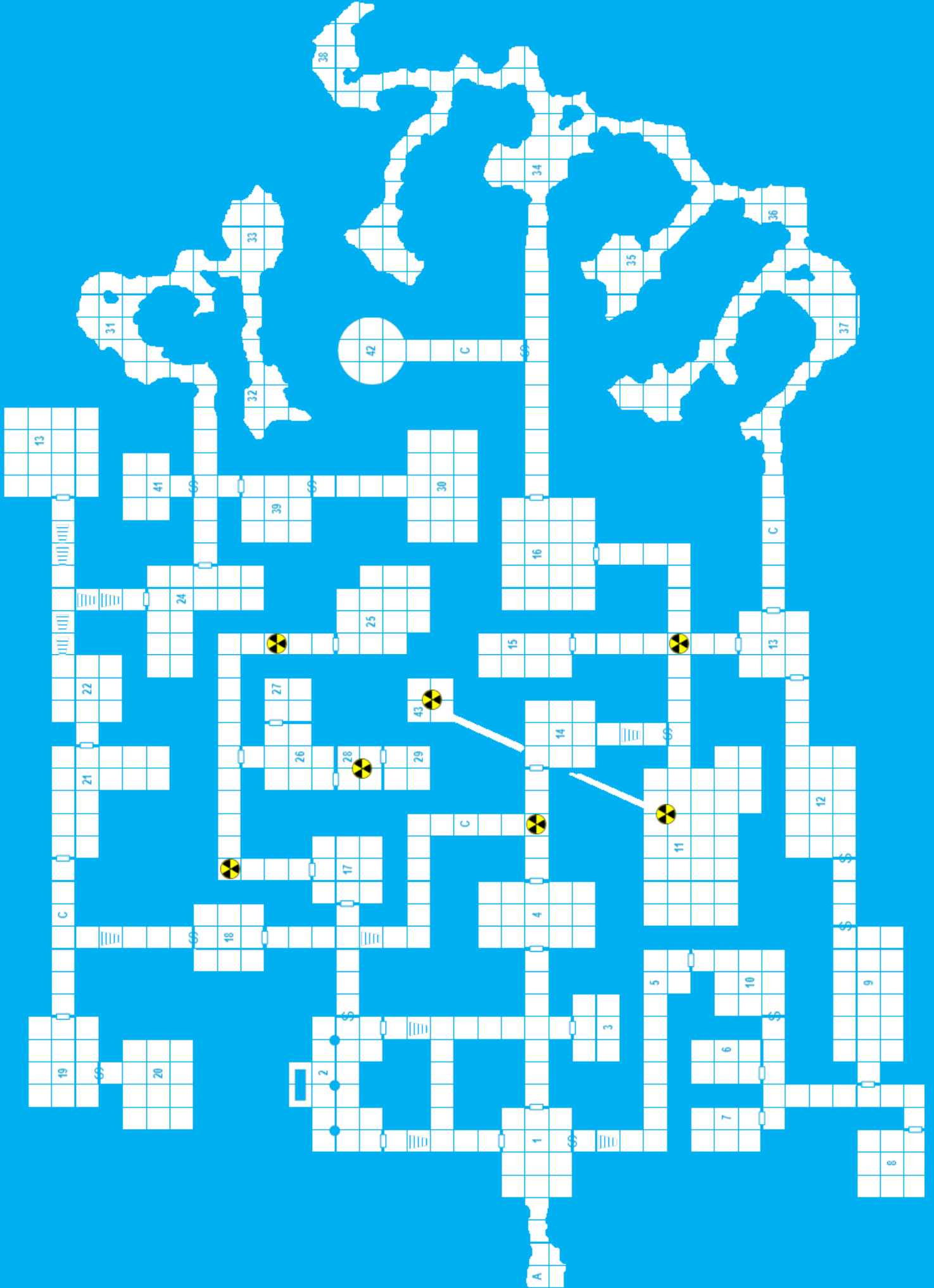
WALL CRAWLER: You can walk walls and cling to ceilings like a spider, per the *spider climb* spell.

WEAK IMMUNE SYSTEM: You take a -2 penalty on all saves against poison, disease, and radiation.

WEBBED DIGITS: You gain a +2 bonus on all Swim checks.

WINGS: You sprout a pair of birdlike or batlike wings. Your wings grant a natural fly speed of 60 feet.

X-RAY VISION: You can see into and through solid matter, up to 1 foot of brick or stone, 1 inch of metal or composite alloy, and up to 3 feet of wood, plaster, or dirt. X-ray vision has a maximum range of 20 feet and allows you to see as if you were looking at something in normal light, even if there is no illumination.



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RANDOM

MAKING ENDS MEET OUTSIDE THE DUNGEON

Odd Jobs for Adventurers

Illustration by Jon Kaufman

First level characters suffer from the same problem many would-be explorers suffer, namely that they need funding. The kind of money they need to equip and supply themselves for a delve into a dungeon can only easily be made in ... a dungeon!

Some adventurers just grab what they can and hope for a big payday if they survive their first foray into the dungeon. This might end in a rich reward, or in empty pockets, empty stomachs and empty quivers with no easy way to fill them again other than that most dreaded of activities ... honest labor!

This raises a new problem, though. Adventurers are well trained at killing, casting spells, turning undead and picking locks, but nothing else. This makes the adventurer who is not adventuring little more than a brute laborer, unless they find a way to monetize their spells, killing or stealing of course – a tricky thing to do without raising the ire of the powers-that-be.

With this in mind, the following table can be used to generate random odd jobs that people are willing to pay for and for which adventurers actually qualify. These jobs are probably posted at the local tavern, along with help wanted notices for henchmen.

D%	JOB	PAY
01-03	Carry an old woman's parcels	1d4 cp
04-06	Raker (street sanitation)	1d4 cp
07-09	Whitewash a wall	1d4 cp
10-12	Deliver a message	1d4 cp
13-15	Clean up peasant's house	1d4 cp
16-18	Mow hay in a field	1d4 cp
19-21	Carry fish to market	1d4 cp
22-24	Shovel coal	1d4 cp
25-27	Provide "ingredients" for tanning	1d4 cp
28-30	Sweep up the inn/tavern	1d4 cp
31-33	Beg in the streets	2d4 cp
34-36	Rat catcher	2d4 cp
37-39	Stomp grapes	1d4 cp
40-42	Pull a cart – push a wheel	1d4 cp
43-45	Pass out pamphlets	1d4 cp
46-48	Clean laundry by river	1d4 cp
49-51	Link boy (torch bearer)	1d4 cp
52-54	Help dispose of animal carcasses	1d6 cp
55-57	Trencherman (dig a ditch or trench)	1d6 cp
58-61	Scrape barnacles	1d6 cp
62-64	Tote that barge, lift that bale	1d6 cp
65-67	Pick fruit	1d6 cp
68-70	Clean out the stables	1d6 cp
71-73	Chop wood	1d6 cp
74-76	Clean gutters	1d6 cp
77-79	Dig a grave	1d6 cp
80-82	Dung carter	1d6 cp
83-85	Potboy (clean out chamber pots)	1d6 cp
86-88	Construction	1d6 cp
89-91	Mudlark (sewer cleaner)	1d6 cp
92-93	Scrounge junk and sell it	1d20 cp
94	Guard duty at a bazaar	1d4 sp
95-96	Clean up merchant's house	1d4 sp
97	Mend something	1d4 sp
98	Lookout for a thief	1d4 sp
99	Attend a rake	1d4 sp
100	Guinea pig for alchemist or mage	1d4 sp

NOTES

Carry Fish to Market: The adventurer will stink like a troglodyte for 1d3 days or until she takes a very thorough bath.

Clean Gutters: Must pass a Reflex saving throw or suffer a fall for 1d6 points of damage.

Delivering Messages: There is a 1 in 6 chance that delivering the message involves a bit of danger. It might be bad news destined for a bad person with a bad temper.

Dig a Grave: There is a 1% chance of encountering an undead monster (probably a ghoul) while digging a grave.

Dispose of Carcasses: After the day is done, adventurer must pass a Fortitude saving throw or contract filth fever.

Guard Duty: Guard duty is mostly a bore, but there is a 1 in 6 chance of a violent encounter.

Guinea Pig: The adventurer must pass a Will saving throw or suffer a random magic effect. Roll 1d6.

1. Change shape into something grotesque for 1 week
2. Reduce a random ability score by 1d4 points
3. Fatigued for 1 week
4. Falls in love with first person he sees
5. Amnesia for 1 month
6. Takes on an opposite personality at night

Link Boy: Carrying a torch all night carries with it the normal chance for a night encounter in a settlement.

Lookout: Standing lookout carries with it a 1 in 6 chance of encountering the town watch, and a 3 in 6 chance of being betrayed (i.e. stiffed payment) by the thieves.

Mudlark: After the day is done, adventurer must pass a Fortitude saving throw (at +2) or contract filth fever.

Pass Out Pamphlets: There is a 30% chance the character will be picked up by the town watch for passing out seditious materials, or that he will be attacked by somebody with an opposing view.

Scrounge Junk: There is a 1% chance of discovering a small treasure (roll a random art object) while scrounging.

Shovel Coal: When the day is done, the shoveler must pass a Fortitude saving throw or develop a bad cough for 1d4 days.



SPACE PRINCESS

MY SPACE LOVER

Random Alien Lovers for the Space Princess Game

Illustration by Jon Kaufman

You're a red-blooded starship captain. You've just finished kicking some alien butt and forging a star treaty with some energy beings who possess a mother lode of *ioun stones*, and it's time to hit the Pleasure Planet for some rest and relaxation. You hit the infamous House of 7 Sins and what do you find, but ...

PHYSIQUE

Body Configuration (Roll d%)

01-64	Humanoid
65-79	Sex-Bot
80-89	Centaur (i.e. humanoid torso, head and arms, quadruped lower body)
90-99	Mermaid / lamia (i.e. humanoid torso, head and arms, serpentine lower body)
100	Tentacle beast (uses illusion to project more normal image – roll again; if 100, then it uses no illusions)

COLORATION

Skin (Roll d4)

1-2	Color
3	Metal
4	Special Skin

Hair (Roll d6)

1	Bald
2-4	Color
5-6	Metal

Eyes (Roll d4; 1 in 6 have eyes of different colors)

1-2	Color
3	Metal
4	Precious stones (ruby, sapphire, etc.)

Colors (Roll d12; 5% chance of metallic version of color)

1	Black
2	Blue
3	Brown
4	Green
5	Grey
6	Orange
7	Pink
8	Purple
9	Red
10	White
11	Yellow
12	Roll Again

Metals (Roll d3)

1	Copper
2	Gold
3	Silver

Special Skin (Roll d10)

1-4	Spots (roll again for spot color, cover D% of body)
5-8	Stripes (roll again for stripe color)
9	Two Tone (roll again for each half of body)
10	Lacks skin – just musculature and a mucus membrane to protect it

Other Physical Characteristics (roll d% 1d4-1 times)

01-02	Acrobat
03-04	Amazonian (height = 1d4+6 feet)
05-06	Androgynous (hey, worked for David Bowie)
07-08	Animal characteristics (feline, snake, primate, squirrel, rodent, frog, avian, bat, canine, beetle, etc.)
09-10	Antennae
11-12	Big Anime Eyes
13-14	Bioluminescent (glow corresponds to emotions, brilliant light builds as excitement builds (blinding at orgasm), chromatophores and iridophores in skin (see cuttlefish))
15-16	Cartilage skeleton (i.e. bones not rigid)
17-18	Claws and fangs
19-20	Crab or lobster-like plates over skin
21-22	Cyclops
23-24	Dancer's physique
25-26	Devil horns
27-28	Double-jointed
29-30	Elastic body

31	Electrically charged skin (1d6 damage at orgasm)
32-33	Faceted eyes
34-35	Frog-like tongue
36-37	Full-figured
38-39	Fur
40	Gills (needs to be submerged)
41-42	Head ridges
43-44	Hermaphrodite
45-46	Hot skin
47-48	Hypno-eyes
49-50	Instinctively changes appearance to a person from lovers past (an illusion)
51-52	Large ears (round, pointed, etc.)
53-54	Levitation
55-56	Long, supple fingers
57-58	Mental powers
59-60	Multiple goodies (wink wink, nudge nudge)
61-62	Multiple mouths
63-64	Musk glands / pheromones
65-66	No mouth (communicates telepathically)
67-68	Oviparous
69-70	Petite (height = 1d3+1 feet)
71-72	Psychoactive sweat (narcotic, stimulant, mind control)
73-74	Ritual piercings
75-76	Scales
77-78	Serpent tongue
79-80	Siren (singing, throaty voice, purring, cooing, growling, buzzing, moaning, chanting, keening (i.e. at orgasm, shatters glass))
81-82	Spider eyes (i.e. 1d3+1 x 2 eyes)
83-84	Spines on back
85-86	Suckers on fingers (or elsewhere)
87-88	Super long hair that can be moved
89-90	Tail (1 in 4 is prehensile)
91-92	Tentacles
93-94	Vampire
95-96	Vibro-hands
97-98	Wall crawler
99-100	Webbed fingers and toes

Mentality (roll d20)

1	Angry
2	Combative (mating ritual is about 50% fighting)
3	Demure
4	Desperate
5	Dominant
6	Enchanting
7	Energetic
8	Fiendish
9	Haughty and aristocratic
10	Hot and cold
11	Kinky
12	Logical
13	Morose
14	Nurturing
15	Playful
16	Predatory (5% chance it kills and eats its mates)
17	Punk
18	Scheming
19	Seductive
20	Submissive

COMPLICATIONS

(1 in 10 chance of a complication, roll d10)

1	Assassin or spy
2	Blackmail!
3	Exposed to Space Crabs! See ship's surgeon immediately
4	Extremely fertile (90% chance of pregnancy)
5	Permanent psi-link to your mind
6	Poisonous (save or suffer some sort of damage)
7	Sex implies engagement – blaster rifle marriage forthcoming
8	Sex is like love potion, fall madly in love with her or him
9	Space princess mind controlled into working in brothel ... King of Space will b pissed
10	Thief



MYSTERY MEN!

ZOMBIES ZOMBIES ZOMBIES !!!

A Mystery Men! Adventure

Illustration by Tamas Baranya

As morning nears noon in Shore City, the sidewalks fill with men, women and children shopping, heading to lunch at one of the city's fine restaurants or diners and busy citizens carrying on the trade for which that city on Lake Erie is justifiably famous.

Imagine, then, their horror as first one, then a dozen bedraggled men and women burst through the glass doors of the Harbinger Labs building to sounds of clarion horns and flashing lights. Is it a daring daylight robbery of the world renowned Harbinger Labs?

No! It is something far more hideous and far more bizarre. People reel in horror as those selfsame men and women are revealed to be mindless zombies, striking out at all within reach of their clammy hands, their bared teeth biting down on flesh and spreading a contagion that might spell the end not only to Shore City, but perhaps the world!

"ZOMBIES ZOMBIES ZOMBIES!" is a new scenario for *Mystery Men!* that is probably best suited to heroes at the Superhero level, though a large group at the Hero level might

manage it if they are clever and a bit lucky.

While many *Mystery Men!* scenarios involve detective work to unravel the machinations of a super villain and defeat him or her, ZOMBIES! is not so subtle. It begins with a zombie outbreak in the Downtown section of Shore City (or you can substitute your own campaign city if you prefer) at the corner of Robinson and Siegel. It will not take much detective work to realize the origin of the outbreak, and not much imagination to determine that the best bet of reversing the contagion lies at Harbinger Labs.

Unfortunately, that building is a dangerous place. For one thing, it is surrounded by an ever-rising tide of zombies. The city's police are doing their best to control the outbreak, but are quickly losing ground and the heroes may well have to divert their attention to rescuing citizens and thwarting zombies as best they can. Moreover, the Harbinger Labs building is on automatic lockdown. This will make it difficult to enter – the roof is the most likely place, do the presence of a zombie horde within its own walls.

Should adventurers manage to breach the building, they will have to descend to the sub-basement to discover the doubly-locked down lab where the cure to the contagion is kept, and there they will find the cure that can save the day, and perhaps something they did not bargain on!

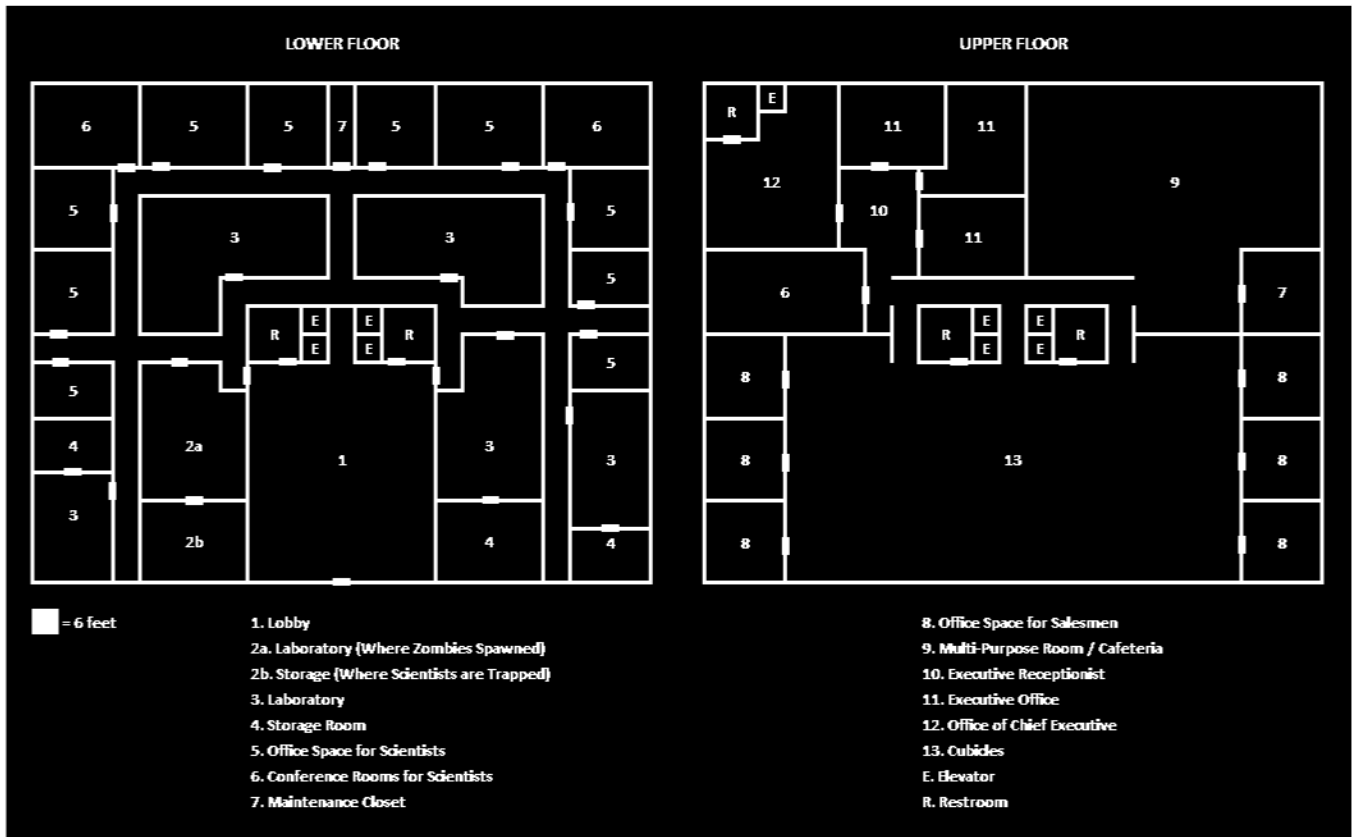
Ultimately, this means the heroes are in for a combat-heavy scenario with little room for failure. The last thing the heroes need is for one of their own number to become a zombie.

THE OUTBREAK

An important aspect of the scenario is the outbreak itself. The outbreak is handled on a block-by-block basis. You will not on the included map a red outline. This indicates the furthest extent of the plague when the scenario begins. The city has been divided into blocks, and each block touching an infected block has a chance of becoming infected itself – i.e. overrun by zombies.

Zombie-plagued blocks use the following events table, with rolls occurring during each





turn (i.e. 10 minutes) the heroes spend in the block.

Zombie-free blocks that are adjacent to zombie blocks have a 1 in 6 chance each round of being overrun by zombies. The Shore City police have set up cordons and roadblocks, and the National Guard is scrambling to help, but they are quickly losing the fight (and losing soldiers and policemen to the zombie horde in the process). Whenever a zombie-free block becomes overrun, the Mastermind should mark that block with a penny or zombie miniature or whatever they have handy.

The presence of a heroic-level character in a block decreases its chance of being overrun to 1 in 8, though if it is overrun the hero will find him or herself engaged in desperate combat with 2d6 zombies – a combat they will either have to win or flee to make another move. A block with a superheroic-level character has only a 1 in 10 chance of being overrun, a 1 in 12 chance if occupied by an epic-level hero and a 1 in 20 chance if occupied by a 1 in 20 chance. For our purposes, two heroic-level characters are equal to one superheroic level character, two superheroic-level characters are equal to one epic-level character and two epic-level characters are equal to one cosmic-level character.

Heroes will have to destroy 100 zombies in a block in order to turn the tide in that block and make it once again zombie free.

Turning the tide in this way will be difficult – perhaps impossible. More likely, the characters will head for the place it all started in the hopes of stopping the plague at its source.

THE SOURCE

The source of the zombie plague is Harbinger Labs. The laboratory is world renowned for its medical advances, and the source of the plague is the unfortunate and unintended consequence of one of those advancements. Laboratory mice were given a serum meant to super-charge the immune system against diseases. The experiments were going well, and the mice seemed very healthy, but they also started becoming very aggressive, eventually becoming mindless. One of the attendants in the laboratory was paid good money to steal a few secrets, and in the process of doing so was bitten by one of these mice. The pathogen spread very quickly in his system, and it soon turned him into a mindless, aggressive zombie. When a couple researchers entered the lab he was in, they were attacked and soon became zombies themselves. The door to the lab still open, they spread out into the complex. By the time the lab's alarms were tripped, the building was mass chaos. Heavy steel shutters barred the buildings doors and windows, but not before a coterie of zombies made it to the street. The various labs in the building

were likewise sealed off by heavy steel doors, including the laboratory where one researcher, Professor Throst, and her crack staff had just isolated the problem with their serum and had devised a cure.

Unfortunately, they were now locked in their lab and unable to get the cure where it was needed. If they can be rescued, the cure (they've spent their time making as much as they could with their materials on hand) can be piped through the buildings ventilation system (if the seals on it can be removed) and then perhaps throughout the city (if the heroes can find a way to make it happen).

All of the doors in the complex are on lock down. Each door has a metal core, so bashing them down is not easy. The elevators do not currently work, due to the security breach.

Each round that players spend in the building, there is a 1 in 6 chance of them being attacked by 1d4 zombies. If the heroes defeat a total of 20 zombies, there will be no further encounters.

NUMBERED LOCATIONS

1. LOBBY

The lobby is quite plush, with marble floors and large murals of Science! There is a reception desk here, normally manned by a receptionist. A security guard stands by each door in the lobby, and one guards the elevators. Currently, there are 1d6+6 zombies in this room, banging on the shatter-proof glass windows that separate the lobby from the street outside.

2. BIOMEDICAL LABORATORY

This laboratory (divided into "a" and "b") is the home of the experiments that created the zombies. The three scientists involved are now being held in the supply closet (b), while Super Ninja, the ultimate source of the outbreak, is in the main laboratory (a). Super Ninja's plot is simple – unleash holy terror on Shore City, weaken its defenses, and then plunder at will. To that end, he needs to make sure that he gives the zombies enough time to bring the city to ruin. Since he already possesses the cure, he does not fear the zombies.

The scientists have not wasted their time in the storage closet, using the supplies therein to reproduce the cure for the virus in a form that can be made airborne.

3. LABORATORY

These rooms are laboratories, mostly dedicated to biomechanics, chemistry and pharmaceuticals. They contain the normal tables,

beakers, electronic devices and such. Each contains 1d4-1 zombies in lab coats and thick spectacles.

4. SUPPLY CLOSETS

These rooms are the supply closets for the laboratories, and contain volatile and non-volatile chemicals, electronic parts, and everything the modern scientist would need to do his or her research. There is a 1 in 6 chance that one of these rooms contains a single zombie.

5. OFFICE SPACE

These offices are used the scientists in the complex, with two scientists sharing each office. They are furnished with cubicle style workstations and bookshelves. There is a 1 in 6 chance they contain 1d2 zombies.

6. CONFERENCE ROOM

These are conference rooms. The ones on the first floor are fairly simple, with white boards, conference tables and chairs and shelves for books. The conference room on the second floor is more plush, and contains a large video screen. There is a 3 in 6 chance they contain 1d4 zombies.

7. JANITORIAL OFFICES

These rooms are used by the maintenance personnel and janitorial staff. They contain tools and cleaning supplies. There is a 3 in 6 chance they contain 1d3 zombies.

8. MANAGEMENT OFFICES

These offices are used by personnel managers and sales managers. They contain desks, chairs, shelving, mini-fridges and the like. There is a 1 in 6 chance they contain 1d2 zombies.

9. MULTI-PURPOSE ROOM

This room is a cafeteria and kitchen, containing circular tables, chairs, a large refrigerator, coffee maker, snack and soda machines, two sinks and cabinets containing paper plates, plastic eating implements, etc. The room contains 1d8 zombies.

10. EXECUTIVE SECRETARY

This is the reception area for the executives of the firm, staffed by their executive secretary. The room is carpeted and has higher end finishes than the rest of the complex, including walls clad in dark oak, upholstered couches and chairs, and a coffee table with coffee table books.

SUPER NINJA (SUPER VILLAIN)

Identity ... Unknown!

LVL	Adventurer 15		
STR	4	HP	70
DEX	16	DC	17
CON	3	SPD	3
INT	4	ATK	+12
WIL	4	XP	33.38k
CHA	3		

POWERS

Darkness, Gaseous Form, Super Dexterity +10, Super Speed +1

GEAR

Adamantine Blades (1d10+1 damage), Night Goggles (Darkvision), Light Body Armor

The filaments can be stunned by electricity damage. When they suffer electricity damage, they must pass a Constitution test or be stunned for 1d4 rounds.

11. EXECUTIVE OFFICES

These offices are used by the lower level executives of the firm (vice president in charge of sales, vice president in charge of public relations, vice president in charge of research and development). They are fairly plush, and there is a 3 in 6 chance they contain a zombie.

12. PRESIDENT'S OFFICE

This is the office of J. P. Harbinger, the president of Harbinger Labs. It is quite plush, contains a liquor cabinet, a television set, leather couches, chairs and a large walnut desk. The office has its own private restroom with a shower and an elevator to the roof, where there is a heli-pad. The president and two of his vice presidents are in this room, and none of them has been infected. They are hunkered down and not sure what to do, as their communications have been cut off.

13. BULLPEN

This large space contains a couple dozen cubicles. They are used by the clerical and marketing staff, and a few are reserved for the lower level scientists. This room contains 3d4 zombies. Most are looking out the large windows on the front of the building.



MYSTERY MEN!

HERO VS. VILLAIN

Weird Beard and Vanilla Gorilla

Illustration by Jon Kaufman

VILLAIN

Professor Bartholomew Vandyke was diligently working on the regeneration of human tissue when he accidentally created a strange, living filament.

While working with a large number of these filaments, he discovered, to his chagrin, that they had a mind of their own. The parasitic filaments attached themselves to his face, looking something like a beard. This intrigued Vandyke, as he found that he could communicate with the filaments and control them.

These weird filaments were amazing things. They could grow, stretch and manipulate objects, showing far more strength than Vandyke himself possessed.

While pleased with his new-found powers, and convinced he had made an important discovery, Professor Vandyke was annoyed at the new nickname his students at Shore City University gave him when they discovered his new whiskers - Weird Beard.

More distressing was the news that president of Shore City University had cut off funding for his research. Vandyke had hidden his recent discovery, and the university was under the impression that he had made no serious progress.

Vowing then and there to continue his research, Vandyke took up the mantle of Weird Beard, criminal scientist, and began staging robberies to fund his underground research. Ultimately, his schemes were foiled by that swingin' simian, Vanilla Gorilla.

Weird Beard would go on to plague the heroes of Shore City (and elsewhere) many more times in his career, his research leading

WEIRD BEARD (SUPER VILLAIN)

First Appearance: Vanilla Gorilla #7 (1969)

Professor Bartholomew Vandyke

LVL	Scientist 12		
STR	2	HP	42
DEX	2	DC	10
CON	2	SPD	2
INT	12	ATK	+6
WIL	4	XP	23k
CHA	2		

POWERS

Super Intelligence +6, Science Pool (10,000 XP)

GEAR

Beard Filaments (Elasticity, Endure Elements, Invulnerability III, Shield Other; DC 11, 12 hp)

The filaments can be stunned by electricity damage. When they suffer electricity damage, they must pass a Constitution test or be stunned for 1d4 rounds.

him to cloning experiments, the creation of franken-zombies and his infamous hair-animation ray.

HERO

With creeps like Weird Beard running about the university, SCU can be a dangerous place. Fortunately, there are far out heroes like Vanilla Gorilla to keep people safe.

Jason Robinson was a normal kid living in the Old Town neighborhood of Shore City, doing his best to deal with his troubles. He was a smart kid, and a bit on the shy side, so he had few friends. His parents, renowned paleontologists, had recently died when an airplane carrying them home from digs in Kenya crashed into the Atlantic Ocean. This left Jason living with his grandmother, Wanda, in the brownstone that she and his grandfather, Henry, also a paleontologist, had purchased years before. Henry had long since passed away, leaving Jason without a man in his life to show him the way.

Fortunately, he had a good head on his shoulders, and excelled in high school, especially science and mathematics, for he hoped to one day follow in his parents' and grandfather's footsteps.

It so happened that one Spring day, he found himself in the attic doing a bit of cleaning under the direction of his grandmother. Having cleared out quite a bit of old junk, he happened upon his grandfather's old trunk, and couldn't resist taking a look inside.

The chest contained old papers, news clipping and photographs, and a small ivory charm shaped like a gorilla. The charm hung on an old leather necklace. Taking the charm in his hand, Jason was more than amazed when the charm physically sunk into his palm. More amazing than that, when he gazed at his palm, trying to figure out what could have happened to the charm, he found that the palm he was looking at was not his own!

Jason had for the first time turned into the hero that would come to be known on the SCU campus as Vanilla Gorilla. The charm gave Jason (or anybody truly worthy) the ability to turn into a mystic white gorilla. Charged with the power of all that was good in the world, Jason does his best to balance school, home, a love life that mostly centers on ace news photographer Laura Duchess, and saving the city and occasionally the world from the depredations of such villains as Weird Beard.



VANILLA GORILLA (SUPER HERO)

First Appearance: Vanilla Gorilla #1 (1968)

Jason Robinson

LVL	Adventurer 13		
STR	2 (12)	HP	65 (91)
DEX	4 (9)	DC	15 (13)
CON	2 (7)	SPD	2
INT	5	ATK	+10
WIL	4	XP	24k
CHA	4		

POWERS

Invulnerability I, Jump, Spider Climb, Speak with Animals, Super Constitution +5, Super Dexterity +5, Super Strength +10

Jason can only change into Vanilla Gorilla when he possesses the ivory gorilla charm of his grandfather. He must be making flesh-to-ivory contact to absorb the amulet's magic and transform.

GEAR

Gorilla amulet, sun glasses

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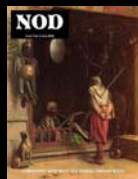
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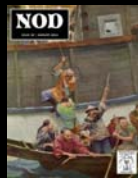
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