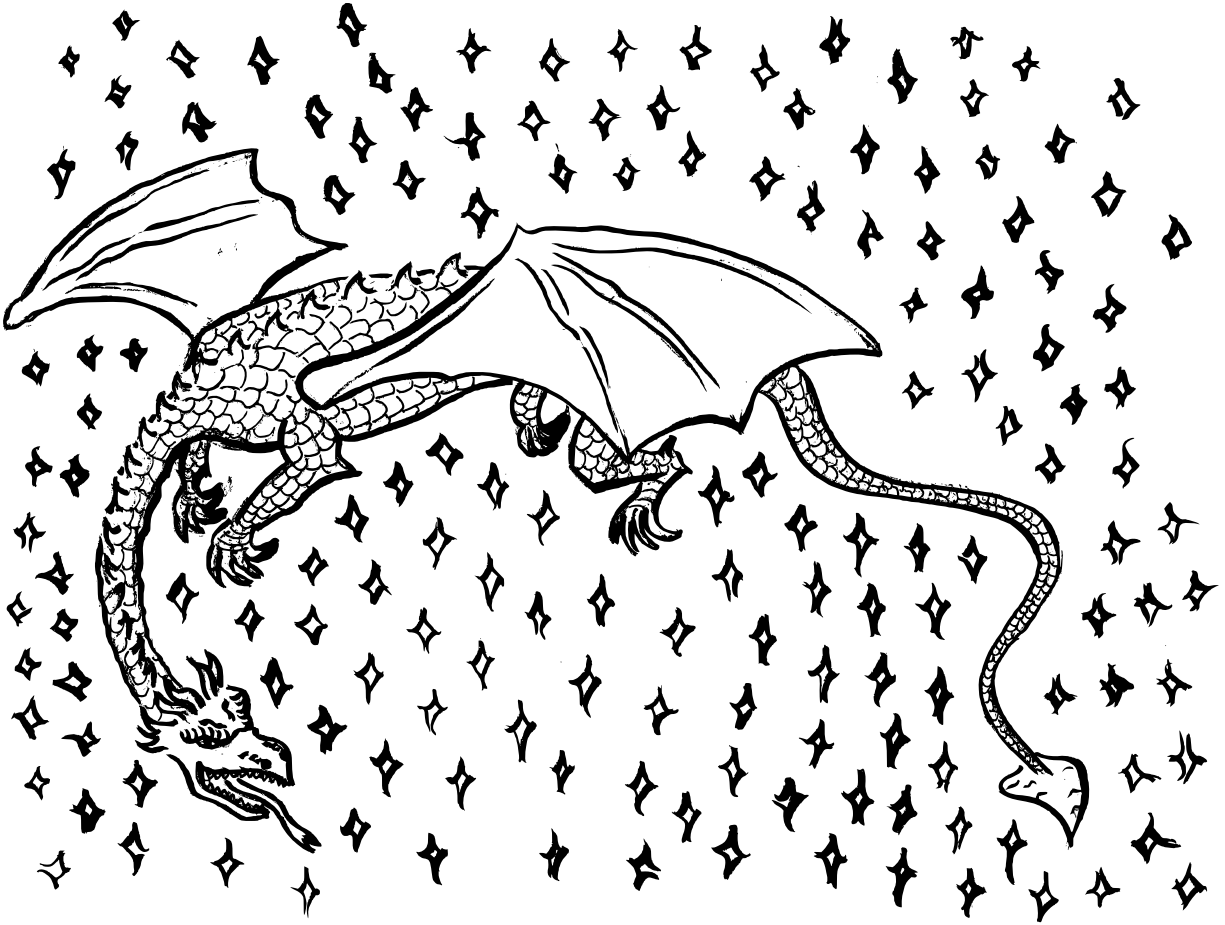


Dragon Dreams

Electric Puppet Theatre

December 31, 2023



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Background

The First Age

In the first age, the Litholappen¹ gathered at the foot of the great fire mountain Instatten and learned to bend the earth to their will. They erected a great city of stone, bedecked with gold and many splendedored gems dredged from the depths of the earth, with silos overflowing from the surrounding farm villages that covered in their shadow.

At the height of their decadent rule, the spirit of the fire mountain, from which their magic derived, took corporeal form. The great wurm Berbalkor² burst forth from the mountain, laying waste to the city, gathering gems and treasure in its great maw, and hoarding them

in its lair beneath the bowels of the earth. In vain did the greatest champions of the Litholappen venture down to slay the wurm. Nor could even the cleverest thieves steal the least treasure from his hoard.

Finally, there arose Lithcraver³, greatest of the lithomancers. Using a combination of lithomancy and other magics learned from the surrounding villiages, she placed a great seal over the mines of Instatten and warped the ruins of Lappenberg into a great labyrinth, guarded by stone creatures of her own design.

Great was Berbalkor's wrath when he found himself trapped beneath the seal, and Instatten erupted in sympathy, burying the labyrinth of Lithcraver under its own molten seal. She should have perished but for an amulet

¹people of the stone

²city smasher

³stone painter

of immortality won in the adventures of her youth. Legend has it that she and her golems hold watch over the labyrinth even still, though what may be left of her sanity, three ages hence, doesn't bear thinking about.

The Second Age

The ruins of Lappenberg lay undisturbed for four hundred years, until an exploring party of Flamfilk pyromancers heard the call of the mountain and settled there, erecting Vor Cravok⁴, a great city of copper that glowed red in the light of the volcano. The influence of Infstatten suffused itself into the Flamfilk's pyromancy and the power of their flames grew, now warping the world around them and warping reality to their whims. Such was the fever dream that they wrought about the city, twisting their environs into the beautiful and the grotesque, that they were slow to notice the changes that had also come upon themselves – a spreading plague of scaly rashes, blackened fingernails, and elongated teeth.

The plague caught the attention of Ayortay, a great artist who had advanced from delicately complex copper sculpture to surreal, pyromancy-wrought amalgams of plant and metal. She delved into the ruins, puzzled out the rituals of Lithcraver. Then, one night, as her kindred began to walk the streets in full dragonoid form, enacted a second seal to bind the effluent influence of Berbalkor. Again, Infstatten erupted, but Ayortay had anticipated this. Having placed the seal *above* Vor Cravok she now harnessed the rage of Berbalkor and warped the buildings and the people themselves forming a pocket sanctuary beneath the lava and within the seal, a fantastic domain of her idiosyncratic vision. And through the passage of centuries, in this court she remains.

The Third Age

For another three hundred years the pumice and obsidian over sunken Vor Cravok remained uninhabited, water carving the slopes and forming a lake in the central depression. Then, a third settlement was built in the shadow of Infstatten. This was Senduomo⁵ an intricate mechanical fortress crafted by a small party of four Cogenti who had traveled far from their southeastern home in search of a source of ore rich enough to support their bronze clockwork inventions. Joyfully the Cogenti toiled in their workshops, bringing forth cunning devices, and vehicles, and automata the likes of which have never been seen before nor since. And if there was a tendency for three of Senduomo's denizens to wake in the dead of night, gripped by a feverish desire to seek gold in the bowels of the earth, if their teeth grew a little too sharp, if their eyes took on an unnatural glow, if there was the occasional belch of what might have been fire, this was all overlooked in the mad ecstasy of creation, beyond all former barriers to their art.

⁴jewel of the mountain

⁵craft maze

But, as is the pattern, there was one who finally took notice. Pizzetti, deftest of hand and deepest of thought, took to the library, considered the scant artifacts and curios of Vor Cravok that had been found beneath Senduomo, and pondered late into the nights. On a fateful day, he carefully spun his way through the maze of the Cogenti, enacted the ritual of the third seal, and buried Senduomo beneath the wrath of Infstatten.

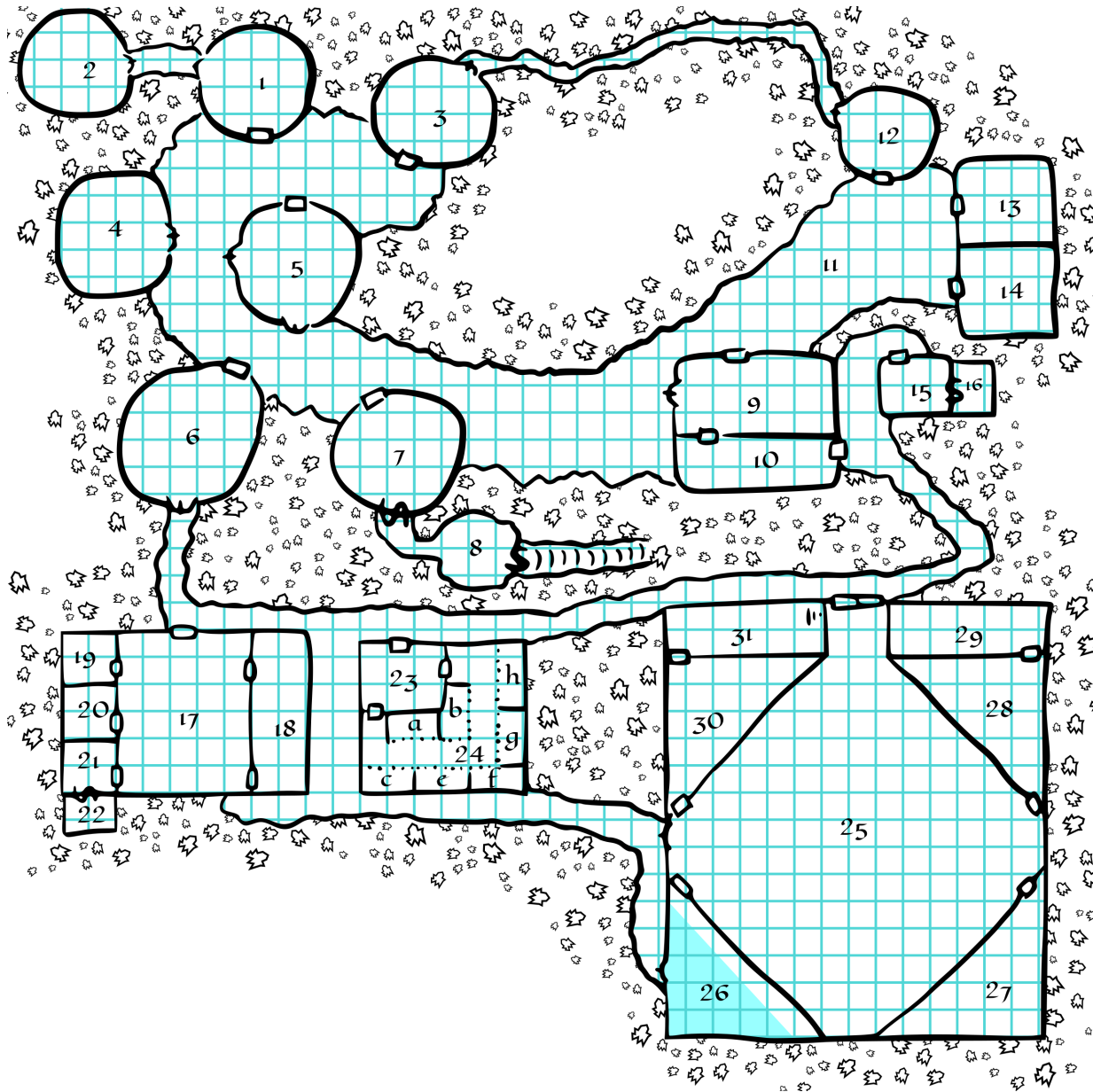
The Fourth Age

Another two hundred years, another settlement: Fedjian, city of the Ozgurami, who came from the north to scour for any traces of the Cogenti clockwork, and unlock its secrets for their own ironwork creations. In time, there arose in Fedjian a cult of dragon worshipers. Zai Moltok, high priest of Fedjian, researched this threat to his power and noted a connection to the modern cult in the dragon plagues of the Flamfilk and the Cogenti. He became convinced that there was a need for a fourth seal and began preparations in a secret ritual chamber beneath the city. Anticipating another eruption of Infstatten, he warned the city of a coming disaster and urged evacuation. The dragon cultists, however, already held positions of power in the city watch and the council, and perceived the evacuations as a ruse to undermine their power. As Zai Mortok kept the secret of the ritual to himself, the bulk of the populace remained unconvinced, and only a quarter had evacuated when he nevertheless brought forth the seal and lava poured from Infstatten yet again.

The Present

Now is the age of steel. A few years ago, a pack of rock moles burrowed through the pumice, digging a narrow tunnel into buried Fedjian and then burrowing further to the catacombs. The rock mole tunnel was soon discovered by local vermin, and, in recent months, humans. First by [Tara Mazer](#), a scholar seeking Ozgurami artifacts, then by opportunistic tomb raiders who followed her back from a supply trip to the nearby town.

Level 1: The Buried City



These are the ruins of the Ozgurami city of Fedjian, buried under volcanic ash, now hardened to pumice, when Instatten erupted in response to the fourth seal.

Wandering Monsters

Roll d10 every turn (10 minutes). 1 gives encounter, 2 gives omen. Loud noises/etc. give an encounter for 1 on 1d6.

If an NPC is rolled, choose from [Tara Mazer](#), [Jareth Fleetfoot](#), or [Eddy Twofingers](#) if they are alive and not already present. Otherwise, reroll.

d20	What
1-2	d8 bats
3-4	d4 rats
5-6	d4 skull spiders
7	1 giant spider
8-9	d3 giant fire beetles
10-12	d3 dire rats
13-17	d3 skeletons
18-19	1 ghoul
20	1 NPC

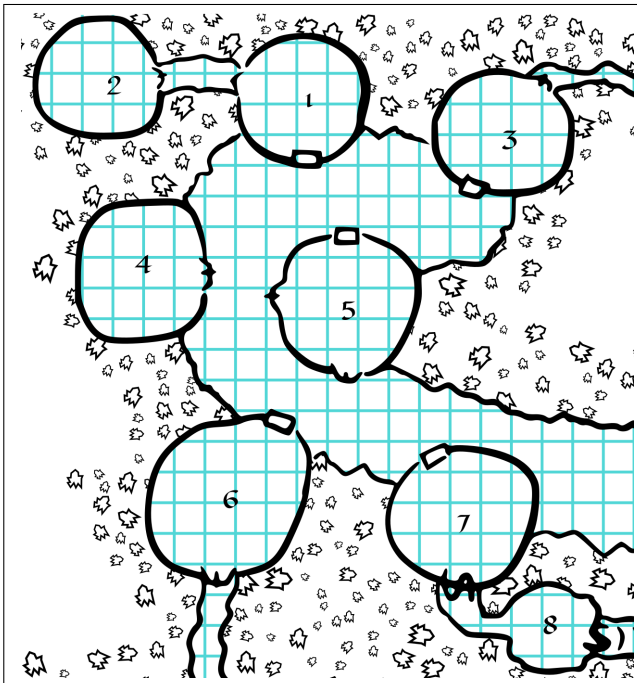
Adversary Roster

Potentially mobile monsters and NPCs.

Who	Room	Page	notes
Eddy Twofingers	5	7	looting
1 ghoul	6	7	eating corpse
3 dire rats	12	8	nesting
Tara Mazer	13	8	searching
5 skeletons	18	9	playing cards
1 skeleton	19	9	alert
1 skeleton	21	10	alert
14 skeletons	24	10	caged
Jareth Fleetfoot	27	11	hiding
1 ghoul	28	11	lying in wait

1-8: Residential Quarter

Seven round huts, all that is exposed of the Residential Quarter. The main entrance to the dungeon is through the roof of one of the huts (*room 1*). A wide tunnel, sheltered from the lava by fallen walls, leads to the Market Quarter. The walls were blown in primarily by a blast from the north, so that the roof slopes down south to north. A passageway dug from the window of one of the huts leads to the Barracks. A secret door to an explorer's cache provides a secret route to level 2. The huts contain the personal effects and trinkets not looted by previous explorers.



1: Potter's Hut

- The hole in the ceiling is recent and admits a fresh breeze.
- Dust motes dance in the shaft of light that spills through the hole.
- Dusty shelves hold ceramic bowls.
 - In the back of the top shelf is a bowl, inlaid with gold, worth 10gp. It depicts a dragon in

the center with misshapen lizard people cavorting around the sides.

- The floor is slightly muddy from a recent rain
 - A human-sized, booted footprint is in the mud, pointing towards the door (*left by a recent explorer*)

2: Apothecary's Hut

- A narrow rock mole tunnel connects the window of room 1 to the window of this hut
- The air here is stale, a thick layer of dust covers everything.
- A skeleton lies on the rotten wooden remains of a bed
 - A **skull spider** is hiding in the skull.
 - There is a small rusty key underneath the skeleton.
 - * It unlocks the secret door to **room 16**.
 - The skeleton is wearing an iron signet ring, 5gp, bearing a design of a five lobed plant (*palliative anise*).
 - A rotten bookshelf holds several books with pictures of plants and herbs. They mostly disintegrate on inspection, but are sufficient to identify the palliative anise, a healing plant, on the ring.

3: Bard's Hut

- A laquered lute, 10 sp
 - In the body of the lute is a gold signet ring with inlaid diamond, 100gp
 - * The signet pattern is of a squid fighting a whale
- A folio of songs, most blurred beyond recognition, but one is still readable
- A one legged skeleton

4: Smuggler's Hut

- The wooden floor sags in the middle and is covered in thick dust bearing rat prints.
 - As soon as the floor takes more than 50lbs of weight, it collapses, dropping anyone on it into the rat pit below.
 - The rat pit is 5' deep, is an old hideaway, and contains 3 small golden lizard man figurines, worth 100gp each, beneath a nest of 50 **rats**.
- A trap door leading to the pit is in the SW corner, covered by a thick layer of dust and the remains of an ornate rug.

5: Trader's Hut

- The walls are covered in a faded fresco of the ocean, with a ship on the NE and a small island on the SE. The ship flies a flag of a squid fighting a whale.
- An explorer, **Eddy Twofingers**, is ransacking this hut.
 - If he spies anyone passing through the W or S window, he will fire his crossbow at them and then run out of the other side of the hut.
 - * Eddy's lantern is shielded, so visible from outside the hut only if there is no other illumination.
 - If surprised by someone entering the door, he is cagey but open to negotiation (make a reaction roll).
 - Loot:
 - * Ship in a bottle, 50gp
 - * Silverware, 10gp
 - * Ivory dentures, 30gp

6: Butcher's Hut

- A **ghoul** is eating the corpse of an explorer.
- The explorer's sack is near the body, it holds:
 - An assortment of iron knives
 - A silver dagger
 - A pair of silver pig earrings, 10gp
- The room has the raw meat smell of a butcher shop.

7: Tanner's Hut

- Wooden boxes are stacked haphazardly throughout this room.
- A large bearskin rug occupies the space between the boxes.
 - Stepping on the rug triggers a poison dart, which shoots out of one of the boxes.
- A heavy cast iron altar of an octopus god, about 3 feet tall, is on the southern wall.
 - The statue hides a pickaxe-dug crawl space leading to room 8.

8: Explorer's cache

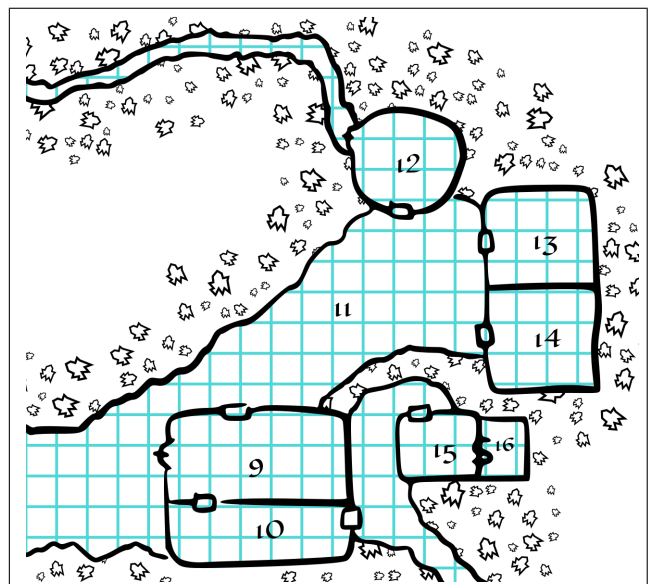
- The narrow tunnel gives way to a roughly hollowed out cave with a very low (5') and lumpy ceiling covered in cloth.
 - The ceiling is a trap – a tarp supporting a large number of bowling ball sized rocks.

- * If a torch is held near the ceiling (*e.g.*, if anyone holding a torch comes into the room) the tarp will start to smolder and will give way d4 turns later.
- * Likewise, the rocks will fall if any of the chests are opened without being disarmed.

- On the east side of the room are three locked chests.
 - The first and third chests are trapped: a strong thread runs from the inside top of the chest, through a hole through the bottom of the chest, to a peg securing the tarp to the ceiling. Opening the chest pulls the peg, triggering a rockfall.
 - Cutting each thread is sufficient to disarm the trap.
 - The chests hold:
 - * 1 (north): d10 gemstones
 - * 2 (center): 4 **albino cave spiders**
 - **Eddy Twofingers** puts the spiders to sleep by flooding the chest with smoke through the keyhole
 - This chest has a false back, the secret door to a sloping passageway to level 2.
 - * 3 (south): A quiver of 20 blessed arrows, a jeweled dagger (50gp), a +1 sickle

9-16: Market Quarter

Four buildings bordering the exposed part of the market square. There are still useful supplies in some of the shops. A door from the back room of the tavern gives access to the Temple.



9: Tavern, front room

- The room is full of giant spider webs, covered in a thick layer of dust.
 - Travel at half speed through the room.
 - The webs hold the dessicated corpses of a dire rat, a giant fire beetle *its glands still glowing faintly*, and an explorer.
 - * Explorer has a backpack with: a salami, an iron dagger, a golden statuette of an octopus (50gp).
- Two parallel 15' tables of varnished wood, in good condition, run the width of the room.
 - Under the dust and varnish of the southern table is a very old map.
 - * It is a rough map of the interlocking wheels of level 3, annotating their mechanism in gnomish ruins.

10: Tavern, back room

- A fresh *and hard to spot* giant spider web spans the middle of the room, running north/south
- A **giant spider** lurks on the ceiling, ready to attack anyone caught in the web
- Large iron cauldron in SW corner, full of beef rib bones
- Shelves in SE corner with cookbook
 - Nothing magic, but hearty chili recipe restores strength. Shelves contain enough spices for eight servings, provided 1 large, 2 medium, or 8 small portions of protein.

11: Market Square

- Fountain: In the center of the square is an 8' tall wrought iron statue of a dragon on its hind legs, wings half open.
 - The fountain is fed by an underground spring and still runs.
 - * Drinking from the fountain gives a permanent -1 wisdom, +1 charisma.
 - The water trickles from the dragon's eye, through an intricate bronze astrolabe of water wheels held between its claws, into a two inch wide trough-like slide that weaves through the ears and mouths of 16 misshapen humanoid copper statuettes, each about 6 inches high, that cling to its torso and legs, to collect 4 inches deep in a 15' diameter stone pool.
 - In the pool are 150cp, 34sp, and 5gp.

- The astrolabe and statuettes can only be dislodged intact by warping the iron, but if acquired undamaged are worth 200gp and 15gp each, respectively.

12: Seamstress

- 3 **dire rats**
- A nest of myriad shredded and decaying fabrics two feet deep covers the floor. Searching the nest reveals:
 - A long iron needle
 - A **mithril shirt**
 - A pair of **boots of dancing**

13: Blacksmith

- **Tara Mazer** is studying the furnace.
- Anvil, in the center of the room
- Furnace in NE corner (*chimney blocked with pumice after two feet*)
- Rack of masterwork swords on southern wall:
 - 1 short sword, +1, glows blue within 15' of undead
 - 3 long swords
 - 2 two-handed swords

14: Butcher

- A charnal scent lingers in the stale air.
- The stone floor is mottled with faded brown stains.
- Three meat hooks, 5' apart, 6' above the floor, hang in a line E/W through the middle of the room. The ceiling is 9'.
- There is a large (5'x10', 3' high) chopping block under the meat hooks.
 - On the chopping block is a large cleaver
 - If anyone comes within 2' of the chopping block, the cleaver animates. It is invulnerable and can fly up to 4' away from the chopping block.
- On the eastern side of the room are:
 - 3 very old salamis, hanging from the ceiling
 - A wrought iron statue of an octopus wielding 8 cleavers. Two black pearls the size of billiard balls are its eyes, worth 100gp each if pried out.

15: Apothecary

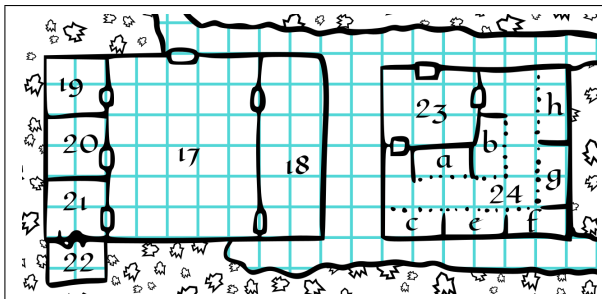
- Door bears a symbol of palliative anise, matching the signet ring from **room 2**.
- Shelves line the west, south, and east wall, each packed with dusty old vials. Most of the vials are broken or empty, but d10 on each shelf have (roll d6 for each):
 1. Herb infused oil
 2. Herb infused alcohol
 3. Poison
 4. Assorted teeth
 5. Mouthwash, extra minty
 6. Acid
- Hidden behind the eastern wall is a small, locked door, which may be opened with the key from **room 2**.

16: Secret potion room

- Walls are covered in a fresco of fog-like spirits in green robes holding medicinal herbs in stylized poses.
- Shelf with 20 healing potions.

17-24: Barracks

The Barracks and the Jail. Two separate tunnels lead to different parts of the Temple.



17: Barracks, common room

- A large lacquered table dominates the center of the room, running N/S, the surface is criss-crossed with knife-gauged graffiti.
- A wrought iron chandelier hangs from a chain above the table
- There is an iron wood burning stove, venting through a small pipe through the south wall.
- A long granite counter runs along the east wall between the two doors
 - Two porcelain basins are inset into the counter, on the west side
 - The counter is covered in rusted iron cookware (2 frying pans, 1 large pot, 3 small pots)

18: Bunks

- Bunkbeds, 6 in all, line the eastern wall
- 5 **skeletons** sit on the two middle beds, playing poker on a large, padlocked chest.
 - If anyone disturbs the skeletons or their game, they attack. They ignore any other stimuli.
 - The cards are delicate silhouettes cut from ivory, worth 50gp to a discerning buyer.
 - The chips are teeth of various species.
- The lock on the chest may be opened by a skeleton finger.
 - Chest contains: a set of 8 ivory dice (10gp), 2 small opals (100gp each), 10 daggers, 1 target, a large chain mail net, and a skull bowling ball *filled with lead* – 15lbs, bites for d6 damage if not carefully lifted by the eye sockets

19: Sargent's room

- A large **skeleton**, the Sargent, paces this room.
 - It wears a heavy iron helm and wields a morning star.
 - As soon as the door is opened, it springs to attack
- The room's only decoration is a rusted iron bedframe.

20: Cook's room

- There is a rusted iron bedframe along the west wall.
- There is a small shelf with:
 - A remarkably well preserved cookbook
 - * It is a family heirloom, made of magically preserved mammoth hide, and catalogs centuries of stew recipes, each recorded with quill pen in indelible squid ink
 - A small vial of indelible squid ink
 - A small vial of potent hot sauce

21: Captain's room

- A large **skeleton**, the Captain, broods here.
 - It wears a fancy hat and a cape and wields an enormous two handed sword.
 - As soon as the door is opened, it springs to attack
- An iron four-poster bed dominates the SW corner of the room, its mattress still intact
 - Under the bed is a crate of 20 bottles of fine aged rum (100gp)
 - The bed's massive headboard conceals the armory in room 22.

22: Secret armory

Concealed in this closet is a weapons rack:

- Heavy crossbow +2 vs. undead
- Flaming longbow (*beautiful redwood bow – arrows spontaneously ignite when fired from it*)
- Lightning bolas (*d4 electrical damage per turn to anyone entangled by the bolas; can't be wielded by anyone wearing metal armor*)

23: Warden's room

- There is a cot in the NW corner
- A desk in the SE corner, with a chair behind it.
 - The receiving side of a **coupled orb** is on the desk.
 - * A crystal ball that shows what is viewed by the corresponding transmitting side. Looking through, *e.g.*, the south side of the receiving side shows what is to the north of the transmitting side, etc.
 - The key to the cells in **room 24** is in a drawer of the desk.
 - The remaining drawers are empty.

24: Jail

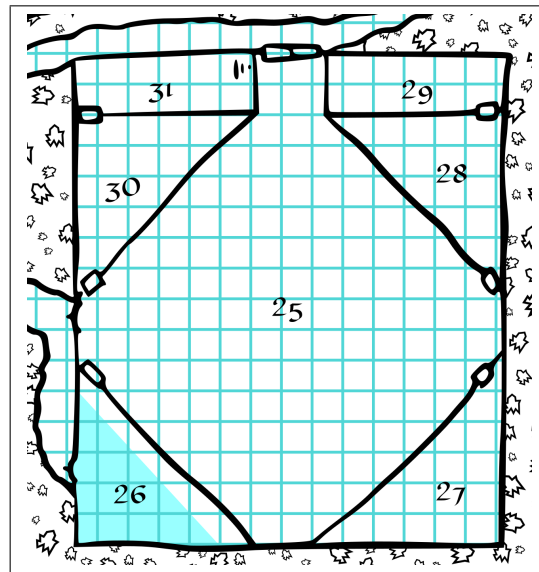
- Each cell houses two **skeletons**. The bars, spaced 1' apart, can not be passed by the skeletal skulls, but they will reach through to maul anyone who passes within 3' (*so, passing through the center of the aisle exposes one to skeletons on both sides*).
- The key from **room 23** can unlock each cell. Skeletons will try to escape from unlocked cells.
- The transmitting side of the **coupled orb** from **room 23** is in a mesh basket screwed into the ceiling of **cell b**.

- There is a diary in the NE corner of **cell h**. It details the final days of Fedjian from the point of view of a prisoner, including:
 - The flight of much of the population.
 - The insistence of the captain of the guards and the warden, both dragon cultists, on staying.
 - The sound and smoke of the first wave of lava.

25-31: Temple

Seven room Temple. Contains the first clues to the seals and their history. Staircase provides the main route to level 2.

On the north side of the temple, a pair of great iron double doors rise 20' (passing into the pumice "ceiling", and held 3' ajar by same). The outside of each door is decorated with a thick and intricate bas relief of a squid, with one arm of each squid reaching past the limit of the door to form a latch. From inside the temple comes a rhythmic clacking sound of bone on tile.



25: Nave

- *C.f.* outside description above. The ceiling here is 25'.
- The room is dominated by a wrought iron statue of an octopus god. 20' high, with eight 30' tentacles curled in various poses.
- 10 **skeletons**, in priestly robes and armed with spears, perform a ritualized dance around the statue.
- If anyone moves through the temple *without* doing the dance, the skeletons attack.
 - Attacks on an individual stop a round after that individual starts doing the dance.
 - They will not pursue outside of the nave.

- There are stained glass windows to the west, east, and south. Without external light, the south and east windows must be approached closely to discern.

East Birth of the octopus god

South Life of the octopus god

West Death of the octopus god (dragons looming in the background)

26: Changing Pool

- The ceiling is 15’.
- The floor is tiled and slanted down to the SW, forming a pool 3’ deep in the SW corner and filling all but the first 5’ diagonal in the NE of the room.
- The S and W walls are covered in a fresco of an underwater scene – humans, squid, and squid-human hybrids swimming together.
- Any limb placed in the water turns into a tentacle with strong suction cups.
- The effect is reversed when the limb dries off.
- Water taken from the pool retains this property.

27: Altar of Alteration

- The ceiling is 15’.
- **Jareth Fleetfoot**, gravely wounded by the skeletons in **room 25**, has barricaded himself here.
- An iron altar is in the southeast corner
 - The altar is in the form of an octopus, its legs, 3’ long, extended vertically and curled out at the bottom to form supports, the top of its head scooped out to form a basin 2’ wide and 3” deep.
 - Any gold placed in the altar immediately becomes molten, burning to the touch, and takes on an iridescent glow.
 - If an iron object is placed in the molten gold, it immediately suffuses it, giving the iron a mottled appearance of oxidized gold and bestowing one of the following properties (d6 + value of gold/10):
 - 1-4:** glows dimly, enough to light a 1’ sphere
 - 5-8:** glows brightly, as a simple light spell
 - 9-12:** gains applicable +1 bonus
 - 13-16:** gains applicable +2 bonus
 - 17+:** explodes

28: Chamber of Awakening

- The ceiling is 15’.
- The room is ringed by six octopus statues with tentacles raised in cradle shapes.
 - *These are the natal baskets from the ritual of welcoming*
- There is a pile of cracked bones and detritus in the middle of the floor
- A **ghoul** hides behind one of the statues, poised to ambush anyone fleeing the skeletons in **room 25**.
 - If a large party enters it will hold back, preferring to waylay a straggler when they leave.

29: High priest’s Study

- The ceiling is 10’.
- An iron bedframe with a rotting mattress stands against the eastern wall.
- A stout oak desk is at the center of the southern wall, its legs carved like tentacles, its edges etched with nautical scenes.
 - On the desk is a journal describing the high priest’s preparation for the “ritual of the fourth seal” and the final days of Fedjian. It does not give the details of the ritual itself, but does make reference to “the hidden crypt chambers” as well as needing to find good places to hide the four keystones following the performance of the ritual.
- A large bookshelf takes up most of the northern wall. It contains:
 - Books of rituals, books of nautical poetry, atlases of distant lands.
 - A spellbook of 10 spells of transmutation.
 - Histories of the Litholappen, the Flamfilk, and the Cogenti, all written in the lost hand of the Flamfilk.
 - * There is the occasional picture of everyday items from these histories.
 - * **Tara Mazer** will recognize the hand, but can not read it, and her only knowledge of Flamfilk settlements are those of their modern descendents to the far southwest. Likewise for any PCs with relevant historical/linguistic knowledge.
- All of the books here are of a strange, extremely well preserved paper.

30: Room of Remembrance

- The 15' ceiling is painted black and inlaid with little bits of metal that glow like a field of stars when illuminated.
- At the center of the room is a long marble table, oriented SW/NE, and flanked by two large braziers.
- Rows of long iron benches, covered in tattered and decayed cushions, are arranged in concentric arcs to the SE of the table.
 - Anyone sitting on one of the benches will perceive a ghostly form lying on the table.
 - * The ghost is of **Vultan Ruhl**, the trader who lived in **room 3**, and last of the cephalopod worshipers to be buried in the catacombs.
 - * She is visible only to the sitter(s).
 - If the sitter meditates or contemplates the form, she will sit up and, depending on a reaction roll:

Favorable converse with the sitter.

Neutral contemplate the sitter. The sitter feels a great weight upon their mind, as if they are being judged. If they remain sitting for a round, make another reaction roll.

Unfavorable the ghost opens her mouth in a soundless scream, burning the sitter's brain with a blast of psychic energy.

31: Catacomb entrance

- The ceiling is 10' and forms an arch with the south and north walls.
- Both walls and ceiling continue the starry sky motif of **room 30**.
- The floor is of dark blue tiles, which give way to a staircase coated in lapis lazul in the northwest corner.

NPCs

Eddy Twofingers

A thief, looting the treasures of the Ozgurami.

Appearance Pockmarked with oily hair and a scraggly beard. Clad in stained leather armor that conceals a surprising number of daggers.

Roleplaying

- A hunched and wary posture, always looking over his shoulder.
- Speaks quickly in a high-pitched voice.
- Easily distracted by valuables.

Background Eddy drifts from town to town, always just one step ahead of the law. He was the first to shadow Tara to the ruins and start looting it for himself.

Key Info *All divulged only under duress or very generous bribery*

- Location of his stash in **room 8**.
 - The dance to safely traverse **room 25** (*and room 3 on level 2*).
 - **Tara Mazer's** habits
-

Jareth Fleetfoot

A green adventurer, seeking glory in the dungeon.

Appearance Tall, fresh faced, and heavily muscled. He wears a poorly made chain-mail vest over a rough jerkin and hose.

Roleplaying

- Very earnest, but not the sharpest tack in the box.
- Looks to his sister for guidance, flounders without her.
- The encounter with the skeletons has left him shaken and unsure of himself.

Background Having decided to dedicate their lives to the pursuit of adventure, Jareth and his younger sister **Janice** have been poking around town all month trying to find one. They finally spotted Tara heading out of town on her latest foray and followed her to the ruins, only to run afoul of the skeletons in **room 25**. Jareth fled SE to **room 27** while Janice fled NW (*ultimately arriving in room 22 on level 2*).

Key Info *Given freely*

- Grew up in town, so knows quite a bit about that.
 - Wants to find his sister.
 - Knows that the skeletons won't leave room 25.
-

Tara Mazer, scholar

An archaeologist, currently exploring the Ozgurami ruins.

Appearance Red hair, flecked with copper, plaited in a long thick braid. Deeply tanned and weathered skin. Wirey build. Wears light leather armor and carries a rucksack full of archeological tools.

Roleplaying

- Open, enthusiastic personality.
- When questioned on archaeology/etc., touches her tongue to her upper lip and furrows her brow in thought for a moment before earnestly dispensing knowledge.
- Often becomes lost in contemplation of an environmental detail.

Background Has traveled the world as an archaeologist for 12 years. Most recently, drawn to the ruins after piecing together their location from scattered references to the most recent eruption of Infstatten.

Key Info *Given freely*

- Searching for relics of the Ozgurami.
 - Knows that Fedjian was a city of iron workers, drawn by the few remaining contraptions of the Cogenti.
 - Knows that there was an unsteady truce between the old Ozgurami sea gods and a newer cult of dragon worshipers.
 - Suspects that the eruption was triggered by some sort of ritual, and not for the first time.
-

Vultan Ruhl, ghost

A ghost, bound to the table in **room 30**.

Appearance An indistinct blue aura. Intermittently, there is the impression of a broad face, hair a cascade of carefully coiled curls, a plump body dressed in robes of a thick and artfully tailored cloth.

Roleplaying

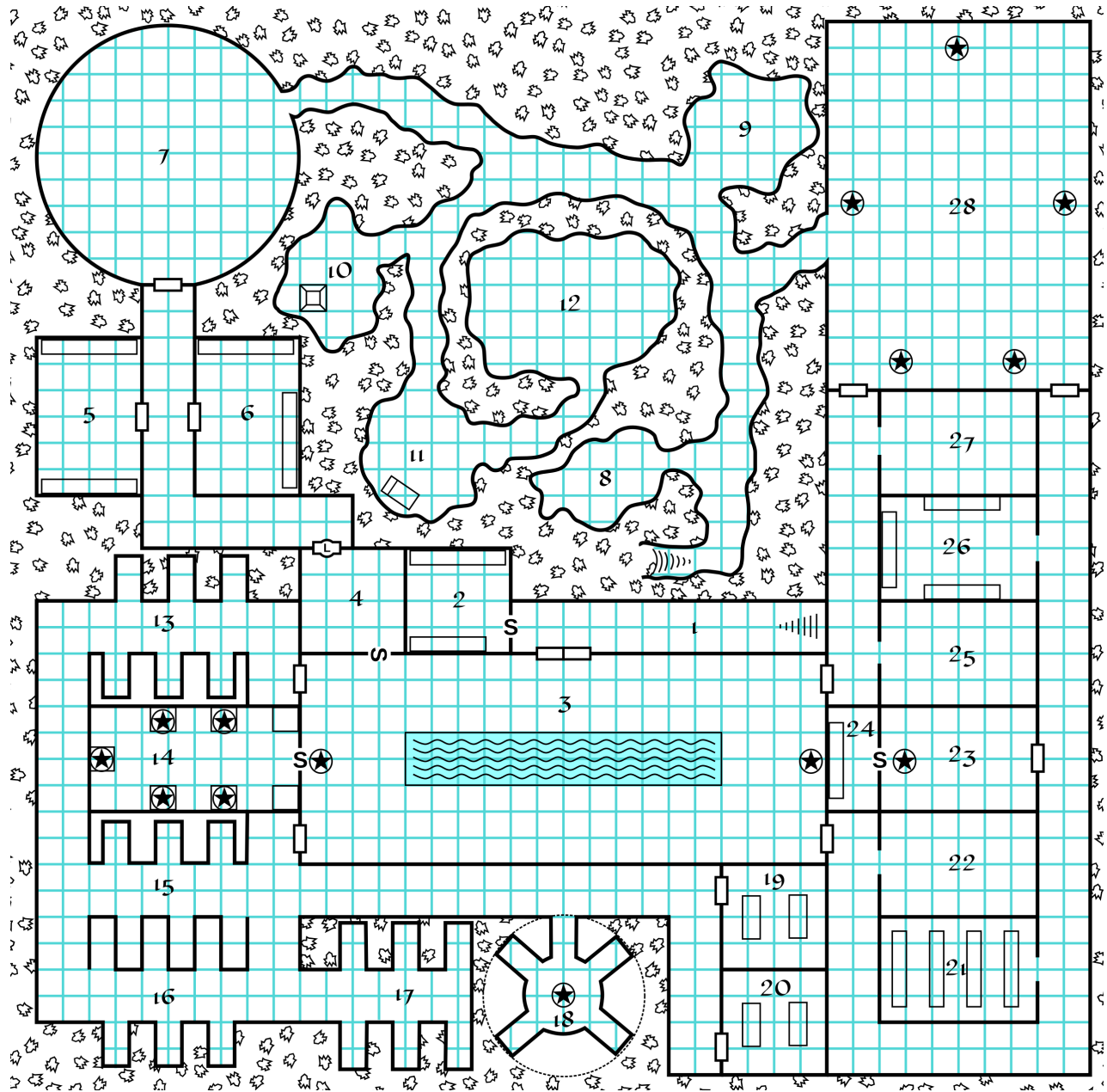
- Distant, as if lost in memories and only half aware of the living world.
- A rich voice, choosing words slowly and wistfully.

Background Vultan was raised in a prosperous Ozgurami trading family, spending most of her time on the high seas on various trading missions. In later life, she came to Fedjian to establish a successful imports store (*now buried*). Her hut is **room 5** and her lover was the bard in **room 3**. She was the last person to be buried in the traditional Ozgurami catacombs, a week before the eruption.

Key Info *Reminisces best extracted by genuine interest and flattery*

- She knows many of the events leading up to the eruption:
- A dragon cult had arisen a decade before and was in uneasy truce with the high priest.
- The high priest was preparing a ritual to ward off an unspecified danger and urged everyone to flee the city for a month.
- The dragon worshipers, particularly the captain of the guard and the warden, were suspicious of the high priest and resisted evacuation.

Level 2: The Catacombs



These are the catacombs of Fedjian, divided into those of the cephalopod worshipers and of the newer dragon cult. Here too are the ritual chambers of the fourth seal, which must be undone in order to progress to level three, as well as the warrens of the rock moles responsible for the tunnels to and through level 1. Ceilings are 8', except where noted.

d20	What
1-5	d4 skeletons
6-10	d2 ghouls
11-13	1 phantom armor
14-16	1 shikigami
17-20	1 rock mole
20	1 shadow

Wandering Monsters

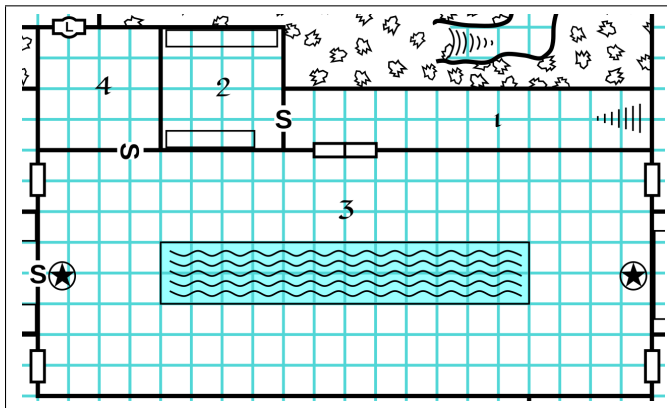
Roll d10 every turn (10 minutes). 1 gives encounter, 2 gives omen. If the level is cleared, instead roll 1d20. Loud noises/etc. give an encounter for 1 on 1d6.

Adversary Roster

Who	Room	Page	notes
Iron automata	6	17	guarding
Floyd the Barber	11	18	grooming
2 rock moles	9	18	
rock mole	11	18	being groomed
6 rock moles	12	19	
1 ghou	13	19	
1 phantom armor	17	20	guarding
2 ghouls	21	21	ready to ambush
Janice Fleetfoot	22	21	sleeping
Rakept Ilkept	28	22	performing ritual

1-3: Entrance

Three rooms prior to the split among the old and new catacombs and the secret ritual chambers.



1: Hallway

- The lapis lazuli stairs end in a long hallway covered, floor, ceiling, and walls, in an aquamarine mosaic depicting jellyfish guiding the newly dead towards a radiant octopus that takes up all of the western wall.
 - The jellyfish tiles glow with a soft blue light which is sufficient to illuminate the hallway.
 - In one hand, the octopus holds a red-tipped scepter.
 - * *Pushing the red tiles of the scepter opens the secret door to room 2*
- The hallway is notably cooler than the temple, and there is a faint scent of the sea.
- The iron double door has the same motif of squids interlocking tentacles as the temple on level 1.

2: Priestly Stash

- The north and west walls are lined with shelves holding scrolls and curios. Notably:

- A perfectly smooth sphere of ice, 6" across, that does not melt (*this is the ice key to the seal in room 7*)
- A scroll of random teleportation
- Two scrolls of identify
- A scroll of detect gold

- The southern wall is enchanted to act as a one-way window into room 3.

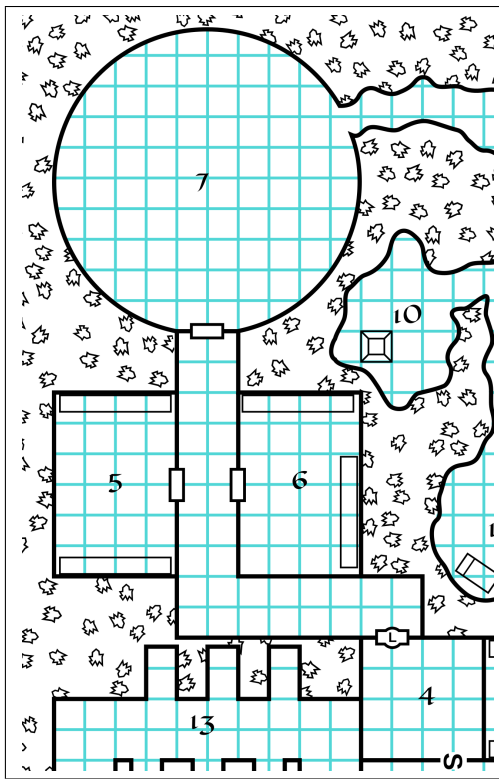
3: Reflecting Pool

- The ceiling is 15' high, semi domed, and painted with an intricate fresco of dancing octopi, all in cool shades of blue and green.
- A long, shallow pool of incredibly clear and still water runs W/E across the room, reflecting the fresco from the ceiling.
 - 3 small water elementals animate and attack if anyone traverses the room without doing the dance from room 25.
 - It takes 1 round for them to fully manifest, and they dissolve back into the pool 1 round after the room empties.
 - Attacks on an individual stop a round after that individual starts doing the dance.
- There is an 8' high iron statue of a dragon on the eastern wall and an 8' high iron statue of an octopus, with half of its tentacles raised, on the western wall.

- Both statues are semi-embedded in their respective walls.
- Turning the octopus statue opens the secret door behind it.
- Pulling down on the left-most raised tentacle opens the secret door to room 4.

4-7: Ritual Chambers

These chambers were originally an excavation leading to the buried tower of Vor Cravok (room 7). The excavation was then converted to a secret set of workrooms and studies, known only to the priesthood, for studying the Cogenti technology. As the tower is the only entrance to Vor Cravok, the high priest converted it to his ritual chamber and used the adjacent rooms for his preparations.



4: Antechamber

- Glass sconces shaped like jellyfish are set into alcoves in the center of each wall, their glass tentacles hanging down over the lips of the alcoves.
 - An amulet hangs from the tentacles of each of the jellyfish.
 - An unlit candle is in each sconce, inside the body of the jellyfish.
 - When the candles are lit, the jellyfish glow blue (N), white (E), black (S), and green (W).
- There is an ornate iron door with a starfish sculpture for a doorknob to the north.
 - When all four candles are lit, the starfish glows molten red, but is cool to the touch.
 - If the knob is turned when any of the candles is unlit, both doors lock and the tips of the jellyfish tentacles begin to emit a poisonous gas.
 - * If the glass tentacles are broken, the gas flows more quickly.
 - * If all four candles are lit, the gas stops and the doors unlock.

5: Ritual Library

- There is a large oak desk on the north wall, covered with the high priest's notes on the ritual.
- Bookshelves line the west and south walls. They contain:

- Cogenti books of technomancy recovered from Vor Cravok.
- Pizzetti's notes on the ritual.
- Secret writings of the Ozgurami priesthood.

6: Workshop

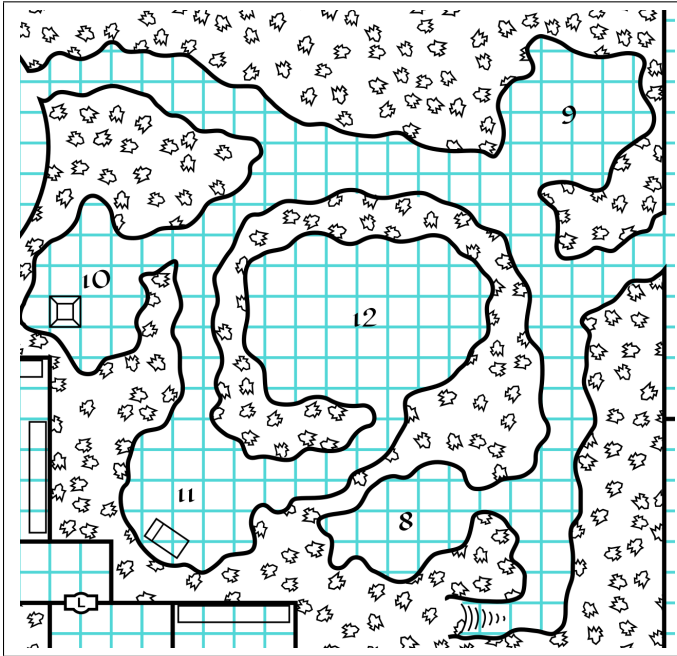
- An iron workbench on the east wall is covered with brass Cogenti automata and other devices, in various stages of disassembly.
- An iron workbench on the north wall has the tools used to forge the seal keys:
 - a sack of sand
 - a heavy iron furnace, capable of melting glass
 - a spherical mold that can be spun like a top, with an aperture on top.
- A crude iron copy of the Cogenti automata rests near the north wall
 - It attacks anyone not wearing of the the amulets from **room 4**.

7: Ritual Chamber

- The entire floor of this room is the fourth seal: an intricate design of concentric circles, all glowing with a molten red sufficient to light the room.
 - There is a spiral staircase at the center of the room. The pattern of the seal passes over the staircase, and the seal hardens the air here and blocks passage.
 - There are hemispherical depressions at four places in the pattern, lying roughly N/S/E/W of the center.
 - * Placing the key spheres in these depressions (N: **lighting**, E: **ice**, S: **acid**, W: **poison**) breaks the seal.
 - * Removing the spheres *does not* restore the seal, unless done via the proper ritual of binding.
- There are eight, evenly spaced, pentagonal windows, each blocked by pumice.
- The walls are decorated with delicate Cogenti mechanical models of the heavens (8 in all, worth 200gp each).

8-12: Rock Mole Warrens

These are the caves and passages dug by the rock moles as they tunneled down from level 1, in places breaking through the walls of the dragon crypts and the ritual chamber. They are still actively tunneling in **room 9**, have a lair in **room 12**, and have a symbiotic relationship with **Floyd** in **room 11**. Ceilings are 4'-5' throughout this section.



8: Refuse Room

- This room has an acrid, slightly metallic scent.
- A large pile of rock mole dung fills the western side of the room.
 - Searching the dung has a 10% chance per round of finding a small gem worth $d10 \times 10$ gp, up to 10 gems total.
 - Anyone who so searches will strongly smell of dung, improving their reaction rolls with rock moles but penalizing their rolls with most everyone else.

9: New Tunnel

- Two rock moles are digging in the northwest corner.
 - Their progress is about 10' a day – slow, but steady.
 - * If the fourth seal is broken, they will dig down to level 3 or 4.
 - * Otherwise, they eventually break through the side of the foothills, providing a new entrance to the dungeon.

10: Dark Room

- The room is pitch black, consuming any light, and freezing cold.
- The darkness and the cold are both due to a **night stone** in the middle of the western wall.
- 5' east of the **night stone** is a 20' deep pit, slightly sloped.
 - This is a tunnel, which the rock moles abandoned after uncovering the **night stone**
- Being blind, the rock moles don't mind the darkness, but the cold unsettles them and they avoid the room.

11: Salon

- **Floyd the Barber** is here, grooming a small rock mole.
 - Floyd has trained the rock moles to bring him gems in exchange for grooming.
 - If attacked or robbed, Floyd will whistle to summon the rock moles from rooms **9** and **12**.
 - Will barter the items in his treasure chest for gold or treasure of at least 90% of their value (valuing the lodestone at 50gp and the keystone at 500gp). He will also trade a bauble of his choice for a good story or joke. He will not condone breaking the seal to seek the dragon, but he admires the Cogenti and can be persuaded to part with the lightning key in the name of recovering their lost works.
- In the SW corner is a cot and three chests of Floyd's possessions:

Cooler Chest mushrooms, honey, nuts, berries, and mead. Chest is magic and keeps food from spoiling indefinitely.

Beauty Supplies an assortment of combs, brushes, scissors, ribbons, ointments, etc.

Treasure Chest 20 medium gems, each worth $d20 \times 20$ gp, a lodestone⁶, and a six inch globe of glass whose interior flashes with lightning like a **plasma globe**. (*this is the lightning key to the seal in room 7*).

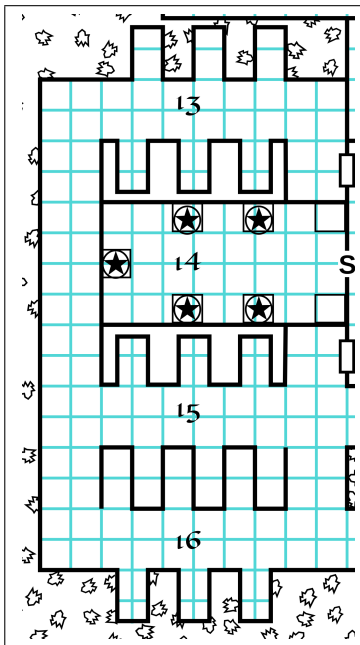
⁶compass

12: Lair

- The room has been dug out into a bowl-shaped depression, about 3' deep at its midpoint.
- Six rock moles doze, snuggle, or gnaw on the walls.
- d10 assorted rubies and sapphires, d10 × 10gp each, are scattered about the room.
 - The rock moles regard these as snacks and are indifferent if anyone takes them.
- In the corner is a large diamond, worth 500gp, that the rock moles have been using to sharpen their claws and teeth.
 - This is a prized possession which they will guard with their lives.

13-21: Original Catacombs

These crypts (plus the larger secret tomb in **room 14** and the Ozgurami/Cogenti crypts in **room 18**) contain caskets in the traditional Ozgurami fashion: a chiseled stone body and lid, fastened with ornately wrought iron clasps in cephalopod motifs. The lids have a 6 inch diameter depressions holding a “soul light”: a shallow bowl holding a blue oil which burns with an eternal flame. If the flame is extinguished or the oil is spilled from the bowl, the bound soul is released as a vengeful **shadow**. Rooms **19** and **20** are preparation areas for embalming the bodies and binding the soul lights, respectively.



13: Artisans' Crypts

- This hallway reaks of new blood and older decay.
- An empty soul dish is overturned in the middle of the passage.

- 5 of the crypts are undisturbed, with lit soul lights.
 - These caskets contain, respectively, in addition to one skeleton each, a fine set of paintbrushes (10gp), a hammer and chisel (2gp), a lacquered wooden flute (30gp), a lacquered wooden princess mask (20gp), a cloth of gold dancer's dress (100gp).
- The center north crypt has been defiled by a **ghoul**.
 - 50% chance the **ghoul** is here. Otherwise, 25% per round chance of returning.
 - The soul light has been toppled into the passage (*the released shadow wanders the level*)
 - The casket is open, its interior converted to a nest of bones.
 - Among the bones are: a pair of brass bracers (5gp), a +1 dagger, a pearl necklace (15gp).

14: Tomb of the Clergy

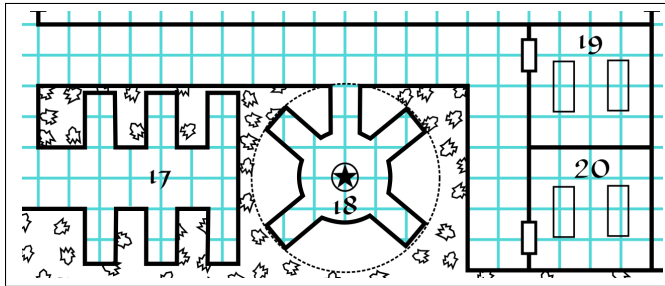
- 5 sarcophagi of Ozgurami priests are spaced evenly along the south, west, and east walls. They stand on plinths, 3' off the floor. There are two empty plinths on the eastern side of the north and south walls.
 - *Opening any of the sarcophagi triggers a trap (see below)*
- The walls are covered in a fresco depicting the lives of the priests.
- On the 15' ceiling is a high relief iron sculpture of the octopus god looking benevolently on the priests.
 - Its tentacles are surrounded by foot long spikey coral.
 - There are recesses in the ceiling above the plinths.
- The floor is a mosaic of 2" tiles depicting a kelp forest. About a tenth of the tiles are missing, leaving narrow and deep holes.
- Trap triggered by sarcophagi:
 1. Tentacles erupt from the holes in the floor, entangling anyone in the room.
 2. The ceiling slowly descends, eventually spiking anyone not in a sarcophagus or on a plinth.
 3. When the ceiling is 10" from the floor, it slowly ascends to its original position.

15: Crypts of the Masses

- These crypts lack caskets and are instead lined with shelves full of hundreds of soul lights.
- If more than 5 souls are released at once, they fuse into a great explosion of phantom energy that punches a hole through to the surface, passing south of **level 1, room 22**.
- Among the soul lights is a six inch globe of glass full of a black bubbling liquid.
 - The color is the same as the soul lights.
 - This is the acid key to the seal in **room 7**.

16: Navigators' Crypts

- The two western crypts are empty
- The casket in the center-north crypt is half open and lacks a soul light.
 - Inside is a skeleton and a fine bronze astrolabe (50gp).
- The remaining crypts are undisturbed, with lit soul lights.
 - They contain, respectively, in addition to one skeleton each, a bronze telescope (30gp), a bronze compass (40gp), and an ancient and half destroyed map of level 5.



17: Guardians' crypts

- A suit of **phantom armor** stands at the end of this hall. It attacks anyone who disturbs the crypts.
- Each of the six crypts has a casket with a soul light.
- The skeletons inside wear chain mail armor – three with surcoats embroidered with a squid fighting a whale (N), three with dragon surcoats (S) – and each bears a finely crafted long sword (center N is enchanted against undead, center S is sword of fire)

18: Cogenti Shrine

- Four crypts surround a bronze statue of a seated craftsman, small, with neatly trimmed beard, crafting an intricate device of woven spheres.
- There is a pressure plate, extending 2' around the statue.
 - Stepping on the plate causes the room (including the crypts and hallway) to rotate 90 degrees, the plate dropping 1' in the process.
 - If no one is standing on the plate, it rises back to its original position (resetting) in 1 minute.
 - Stepping on the plate a second time rotates the room another 90 degrees, orienting the hallway towards a cache of brass spiders, which spill into the room and attack.
 - Stepping a third time orients the hallway towards a set of spring-loaded circular saws that are launched through the room.
 - A fourth step brings the room back to its original position.
 - A switch at the back of the statue reverses the direction of rotation.
- The crypts are of a Cogenti family that moved to the city in the early days of Fedjian and helped with the excavation of the Cogenti city; in return, the Ozgurami priesthood set aside the chamber for the family.

19: Embalming Chamber

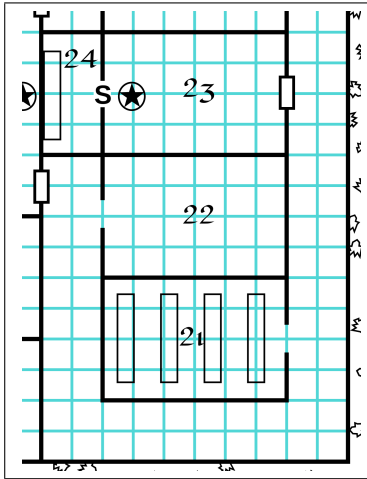
- There are two stone embalming tables in the middle of the room.
- Shelves along the north and south wall hold implements of embalming, mostly rusted, and jars of embalming fluids, mostly evaporated.

20: Soul Light Chamber

- There are two iron tables in the middle of the room.
 - From the sides of each table rise four iron tentacles, intertwined to form a basket.
- Shelves on the north wall hold cracked and empty urns.
- A long bench on the south wall is covered in iron braziers, mortars, pestles, and flasks.
- There is a potter's wheel in the southwest corner.
- A fresco on the eastern wall depicts an embalmed corpse on one of the tables with a blue soul rising from it into a dish suspended in the tentacle basket above.

21-28: Dragon Catacombs

These are the catacombs of the dragon cult, excavated as a concession to the cultists just 10 years before the burial of Senduomo. The blue tiled walls of the older catacombs transition here to red brick laced with gold. The doorways in this section are open arches, with the exception of the iron doors to rooms 23 and 28.



21: Flamable Room

- The room is full of shelves of highly flammable oil, for dousing corpses in the **crematorium**.
- 2 **ghouls** hide on top of the east-most shelf and will ambush anyone who explores further into the room.

22: Merchant's Columbarium

- The walls are lined with nooks, about one third (80) containing golden urns engraved with the names of merchants and their families.
 - The urns are worth 15gp each but anyone who takes one has a 10% chance of having their dreams haunted by the urn's resident for 1d8 days.
- **Janice Fleetfoot**, gravely wounded by the elements in **room 3**, is sleeping here.

23: Crematorium

- The brick walls are darker here and there is a strong smell of charcoal.
- Four stone slabs, with scorch marks, form a row in the middle of the room.
- There is a 4' wrought iron statue of a dragon, its mouth open, in the center of the west wall.
 - The dragon's left ear is hinged, such that it can be pulled down, with a spring that restores its original position if not held.

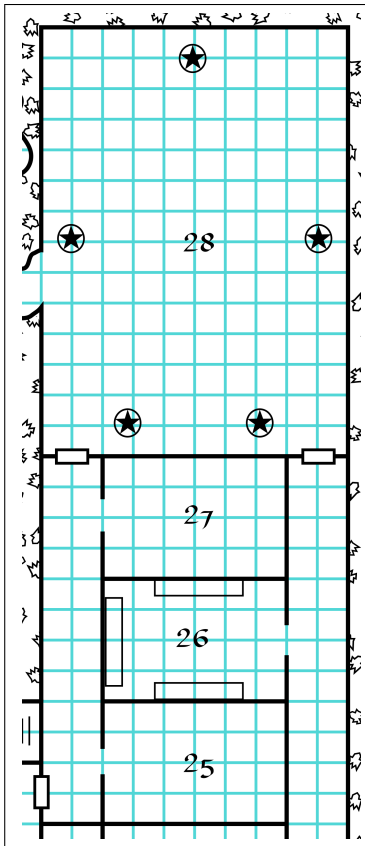
- The secret door to the west opens if the dragon's ear is held down when the door of the room is closed. It closes when the door of the room opens.

- The door of this room is iron with a bas relief of flames.
 - Closing the door causes the dragon statue to belch a cone of fire, engulfing everything in the room outside of the NW and SW corners.

24: Altar of the Golden Boon

There is an iron altar on the west wall in the shape of a reclining dragon.

- There is a human-sized depression along its back.
- The head of the dragon loops around to look at its back, its mouth is open.
- If gold is placed in the mouth of the dragon it disappears and the dragon's eyes begin glowing red.
- If anyone lies on the dragon's back while the eyes are glowing, red beams shoot out of the eyes at that person, bestowing one of the following properties ($d6 + \text{value of gold}/10$) (*and the eyes stop glowing*):
 - 1-4 Nails turn gold.
 - 5-8 Gain d6 gold teeth.
 - 9-12 Bones become infused with gold. Lose speed and gain constitution.
 - 13-16 Skin becomes freckled with gold and glows dimly. Lose dexterity and gain fire resistance.
 - 17+ Entirely transmuted into gold.



25: Warrior's Columbarium

- The walls are lined with nooks, about one third (80) containing golden urns engraved with the names of soldiers and guards.
 - The urns are worth 15gp each but anyone who takes one has a 10% chance of having their dreams haunted by the urn's resident for 1d8 days.
 - One urn bears no name. Inside is a 6" globe filled with green poison gas (*this is the poison key to the seal in room 7*)

26: Draconic Library

- The floor is covered with a moldy carpet embroidered with five circling dragons (in white, black, green, blue, and red)
- Three bookshelves are filled with books devoted to rituals, dragon lore, and, especially, dragon hoards.
- On the top shelf of the western shelf is a thick book clad in black leather and sealed with a golden dragon-head clasp.
 - Gold Ozgurami script on the cover reads "Drink deep of knowledge, but take nourishment only when cleansed."

- This is a spellbook containing four mid-level spells.
- The pages are coated in poison. Touching it has no effect, but food touched with contaminated hands *will* deliver the poison.

27: Disciple's Columbarium

- Eight large nooks are set into the walls.
- In three of the nooks are large gold urns (50 gp, each) on which perch 2' high humanoid dragon statues.
 - The statues are **shikigami** guardians of the urns.
 - If any of the urns are disturbed, all three **shikigami** animate and attack.

28: Temple of the Dragon

- There are five 6' oxidized gold statues of humans transformed with different aspects of the dragon: (clockwise from N)

Head Dragon headed.

Arms Long dragon claws.

Tail Dragon tailed (*it is forked and arcs over the statues head*).

Body Completely covered in scales.

Wings Dragon winged.

- **Rakept Ilkept** is attempting a draconic ritual here.
 - She has been at it for 20 hours but keeps getting distracted by dungeon prowlers.
 - She will offer a **short sword of shadow binding**⁷ in exchange for guarding her for two hours while she finishes the ritual.
 - If she completes the ritual, phantom fire erupts from the mouths of all five statues, flooding the middle of the room and coalescing into a glowing red map of the level with up-to-date locations of the four keystones in white, blue, black, and green.

⁷damage dealt to shadows is absorbed as health by the sword's bearer

NPCs

Floyd the Barber

Layed back naturalist and rock mole groomer.

Appearance Long and bushy, but well groomed, hair and beard, dyed green. Clad in a bulky robe of rags dyed in myriad colors.

Roleplaying

- Slow, relaxed voice.
- Digs harmony with the natural world.
- Good listener with a very long attention span.

Background An itinerant naturalist who has roamed the world for most of his sixty years, Floyd recently came across the rock mole tunnel and has taken up temporary residence as their groomer.

Key Info *Given freely if slowly, with much digression*

- Ecology and habits of the rock moles.
 - Lodestone and lightning key *c.f.* [room 11 description](#)
 - Can warn about [room 10](#), which has “bad vibes” and gives him “the willies”.
-

Janice Fleetfoot

A green adventurer, seeking glory in the dungeon.

Appearance Short, fresh faced, and wiry. She wears crude leather armor over a tunic and hose.

Roleplaying

- Protective of her brother, but also competitive with him.
- Very proud of her archery skills, will show them off at the slightest provocation.
- Moves like a dancer, leaping deftly and eagerly through the shadows.
- The adventure so far has left her wary, yet eager for more.

Background Having decided to dedicate their lives to the pursuit of adventure, Janice and her older brother [Jareth](#) have been poking around town all month trying to find one. They finally spotted Tara heading out of town on her latest foray and followed her to the ruins, only to run afoul of the skeletons in [room 25 on level 1](#). Jareth fled SE to [room 27](#) while Janice fled NW, ultimately arriving in [room 22 on level 2](#).

Key Info *Given freely*

- Grew up in town, so knows quite a bit about that.
 - Wants to find her brother.
-

Rakept Ilkept

Amateur dragon cultist.

Appearance Tall and thin, with sallow skin and sunken eyes. She wears a deeply cowled, sour-smelling robe.

Roleplaying

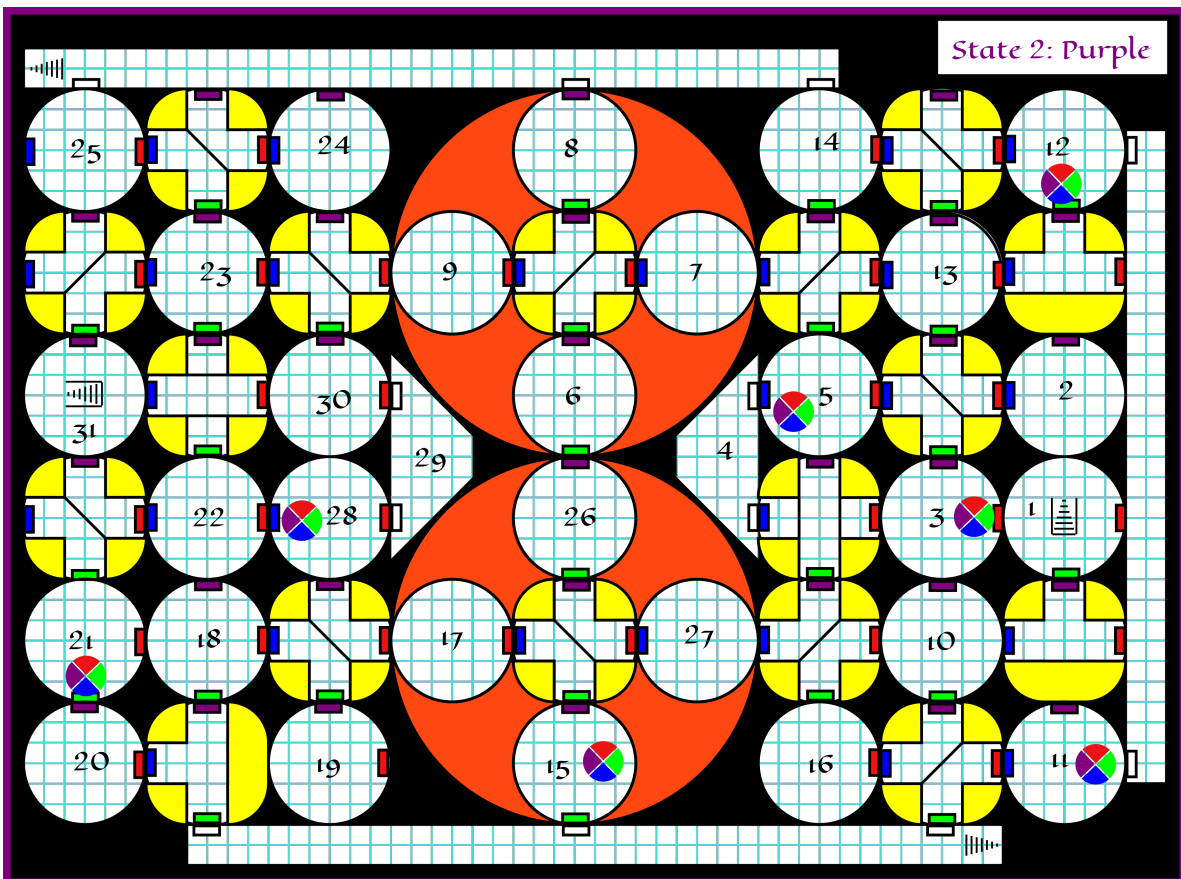
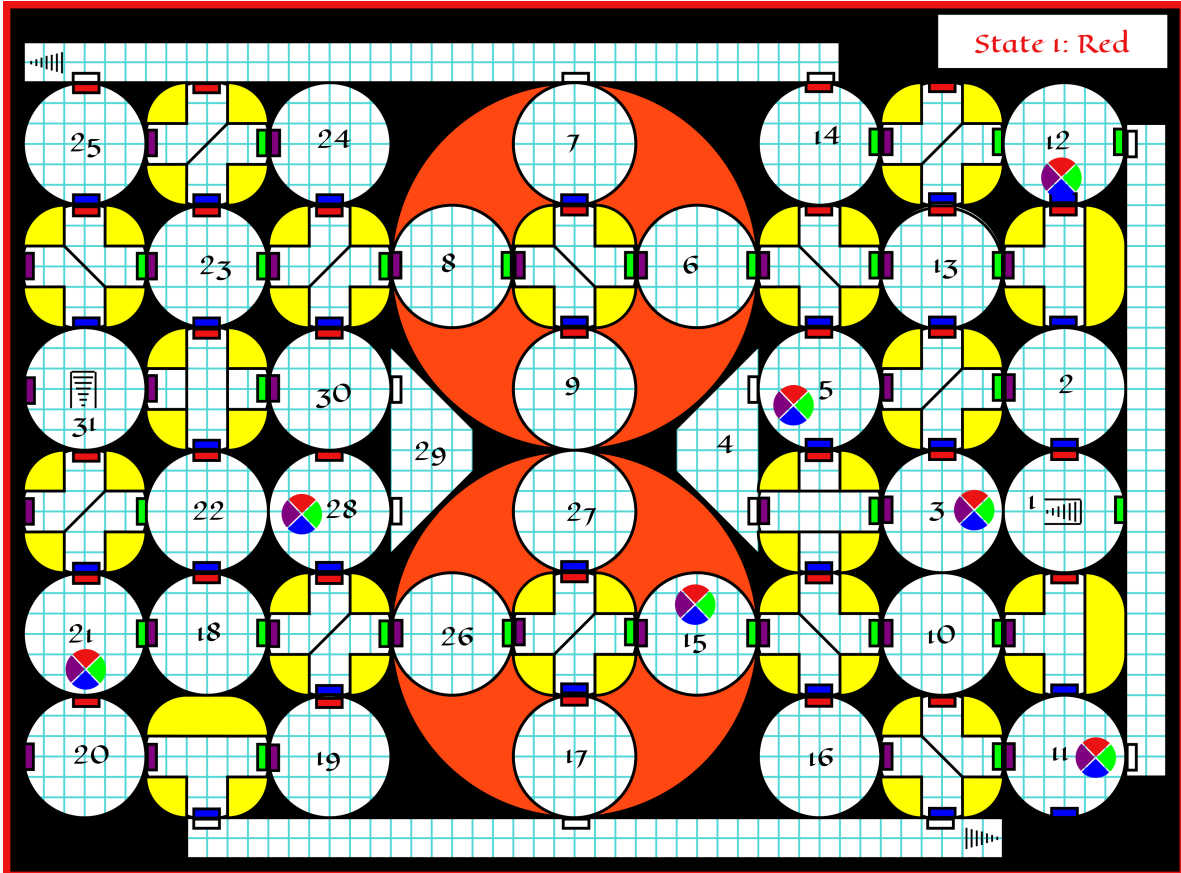
- Nervous and overwrought, perpetually distracted by her obsession with contacting the dragon spirit.
- Attempts at nonchalant chit-chat result in inappropriate nonsequiters: “No time to stand around juggling rat’s heads – let’s get down to business!”
- Nervous tic of surreptitiously counting to 13 on her fingers.

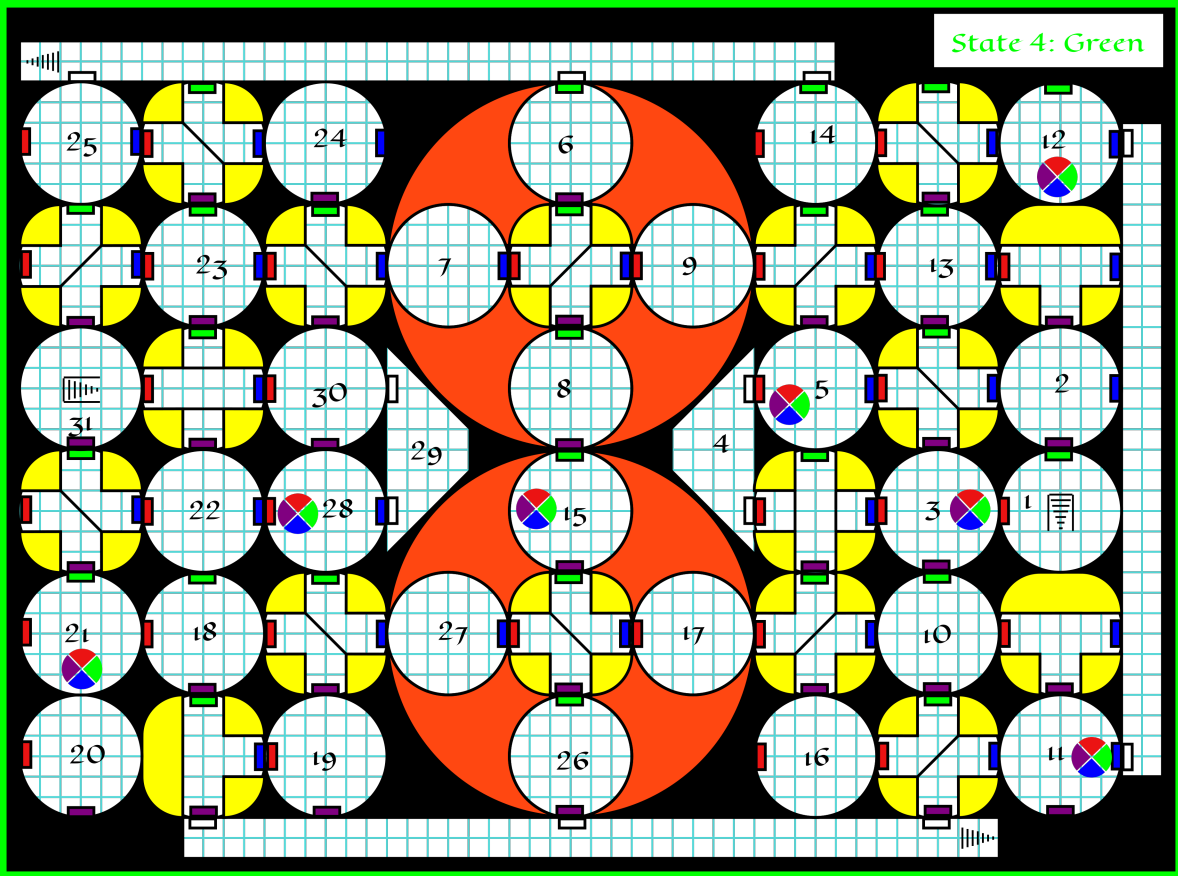
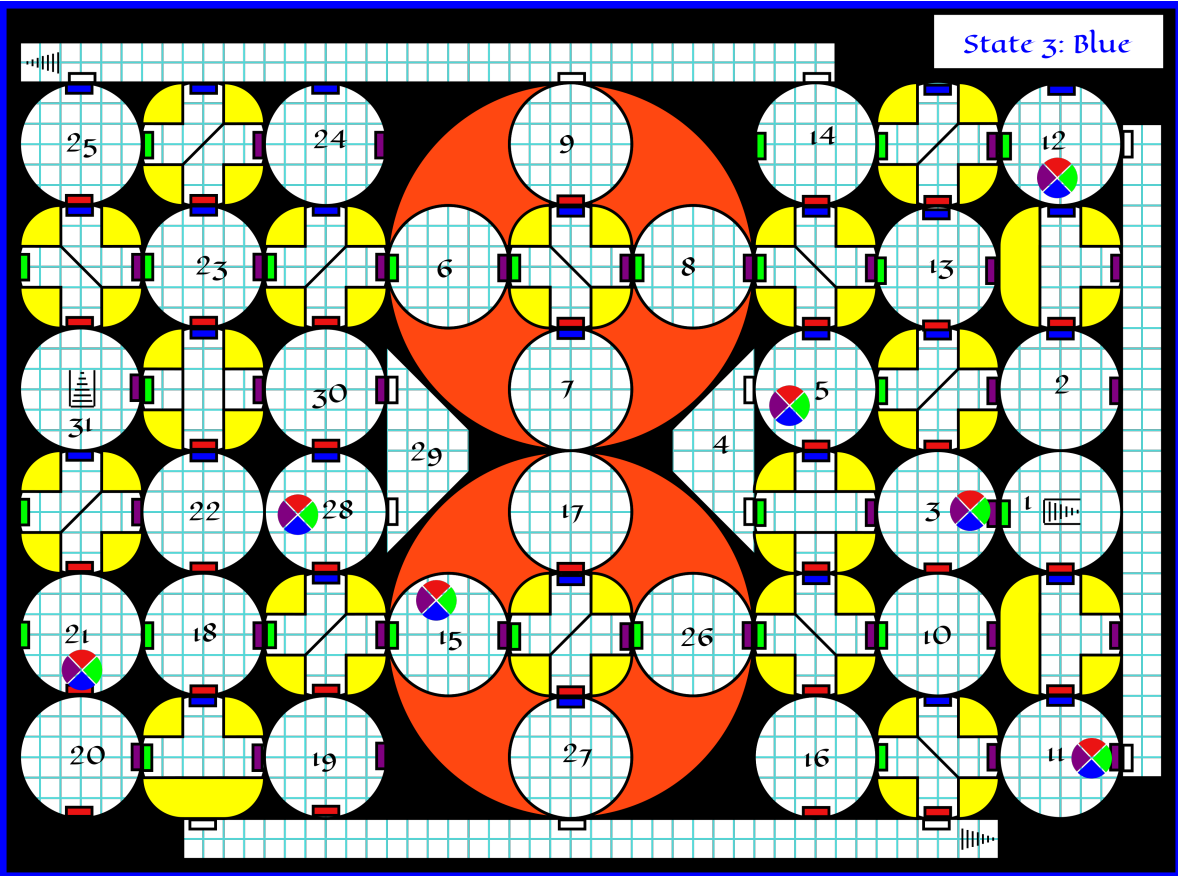
Background Obsessed with dragons from a young age, Rakept absorbed dragon lore anywhere she could find it, slowly piecing together an idiosyncratic, bizarre, and surprisingly effective set of rituals. Three months ago, she tracked the origin of the Berbalkor myths to Infstatten and set off immediately, intent on finally contacting a powerful dragon spirit.

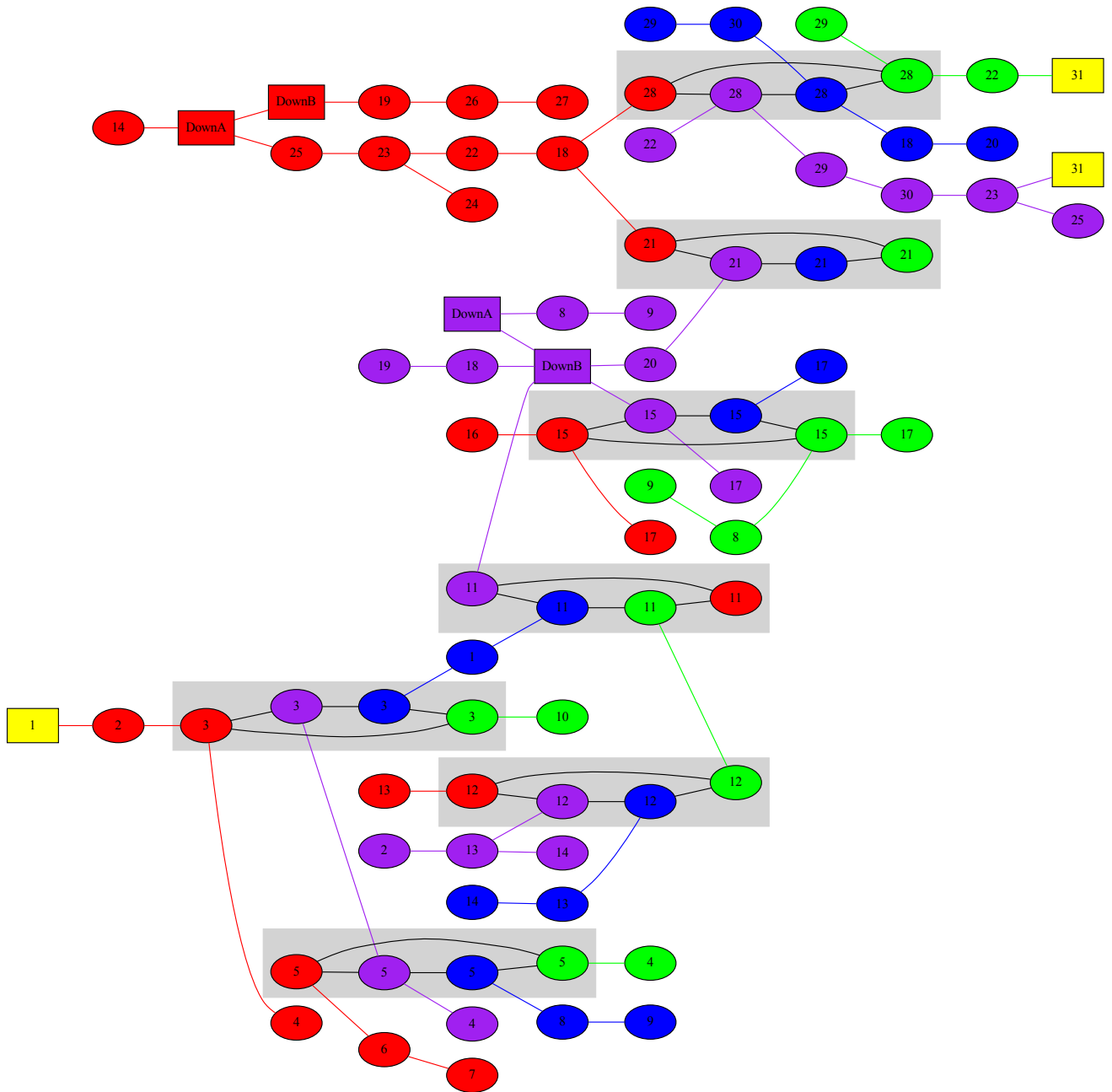
Key Info *Given grudgingly and only with the intent of manipulation*

- She knows that Berbalkor was imprisoned by Lithcraver, whom she believes to be a villain.
- If she completes the ritual in **room 28**, she will know how to open the fourth seal.
- Much general lore of dragons and chaotic rituals.

Level 3: Wheels Within Wheels







This is the mechanical labyrinth of the Cogenti. It has four configurations: red, purple, blue, and green (see maps) related by 90 degree clockwise rotation of the circular rooms (note that the rooms in the two orange circles rotate as single units). This rotation is controlled by pedestals in each of 7 button rooms (marked by four color circles on the maps). The pedestals are brass, waist high, and topped with wedge-shaped buttons in the four color circles. Pressing any of the buttons other than the level's current state causes all of the rooms to swiftly rotate to that button's state. The doors of the rotating rooms

are color coded, such the the northern doors match the current state of the level. The level is initially in the red state.

For ease of running the level, the four state maps are followed by a graph showing the connections between each room in each state. *E.g.*, room 13 in the *red* state is only connected to room 12 whereas room 13 in the *purple* state is connected to rooms 2, 14, and 12. Room 12, as a button room, can access any of its states by pressing the appropriate button. Paths through this graph therefore correspond to paths through the level. In particular,

this should help to visualize the two possible paths from the stairs up to level 2 (in [room 1](#)) to the stairs down to the ritual chamber (in [room 31](#)).

The level is populated with the Cogenti automata, which are programmed not to touch the buttons, and with ratfolk, to whom the buttons are sacred altars not to be touched. Therefore, the level has been in the red state since the end of the [third age](#), 250 years ago.

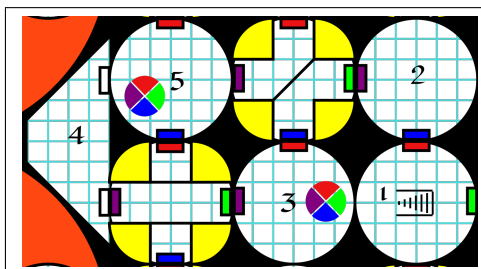
Ceilings are 8' except for the two central hubs (rooms 6,7,8,9 and 15,17,26,27) where the ceilings are 16'. There are no wandering monsters on this level – actively play the adversary roster instead.

Adversary Roster

Who	Room	Page	notes
Noxious Leftovers (ratfolk)	14	30	frightened
Mime bot	17	31	at rest
10 ratfolk	18	31	various – may be in adjacent rooms
Pungent Rinds (ratfolk)	19	31	caught in web
6 ratfolk	23	32	preparing to fight automata
Fragrant Pine (ratfolk)	24	32	meditating
spider automata	26	32	hunting ratfolk
2 ratfolk	28	33	tending altar
Galatea	30	33	at rest

1-4: Entrance

Four rooms available from the entrance stairs before any button is pressed. The first three are encountered in a linear sequence. These rooms have been unvisited since the burial of Fedjian and are covered in a thick layer of dust.



1: Star Room

- The staircase ends six inches above the floor.
- The walls are black, decorated with reflective brass nails that trace out constellations.

2: Simple Automaton

- Empty except for a wound-down brass automaton.
- Its body is a 2' diameter sphere, with a 1' diameter head with glass eyes.
- There is a large key on the back of the body. Winding it fully (10 turns) animates the automaton for 10 minutes.
- Four multi-jointed limbs with articulated fingers are folded up against the body. When it animates, they unfurl and can be used as arms or legs.
- The automaton understands and obeys single word commands in Cogenti.

3: Button Room

A bright white room, empty save for the brass pedestal with four wedge-shaped buttons. *C.f. level description.*

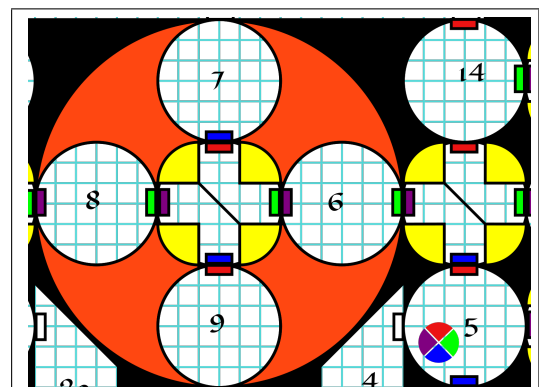
4: Workshop

- Benches along the SW, W, and SE walls are cluttered with many projects in various states of disrepair, most of them incomprehensible jumbles of brass hoops and springs.
 - The may be cannibalized for spare parts.
 - Amongst the projects are a pair of pliers, a wrench, and a **wand of welding**
- On the eastern bench is a heavy brass box, 2' on each side, with a clock-faced 24 hour timer inset into the inside of its lid.
 - The timer may only be set in hour increments.
 - Setting the timer and closing the box locks it.
 - The box springs open at the set time.

5-9: Sideroute 1

Available by pressing the purple button in 3, then the red or blue buttons in 5. Except for room 5, all of these rooms are also available later.

This area feels cool and damp and smells of stale water.



5: Button Room

A bright white room, empty save for the brass pedestal with four wedge-shaped buttons. *C.f. level description.*

6: Mood Organ

- A massive organ console with four curved tiers of keys and levers takes up the wall to the right of the purple door.
- An equally massive array of brass pipes, wind instruments, and robotic arms welding assorted percussion consumes the wall to the left of the purple door.
- Initially, the organ is playing an incredibly lush, sleep inducing lullaby.
- In the center of the console is a five slotted carousel containing four brass cylinders and one empty slot. The innermost cylinder is rotating. Pulling a large lever to the right of the carousel choosing another slot with corresponding music and effect:

Lullaby Sleep. *This is the initially playing cylinder*

Waltz Compels listeners to dance

Fugue An incredibly intricate piece. Temporarily boosts intelligence and grants spontaneous insight into nearly forgotten puzzles.

Music Concrete Complex percussive piece with alien and unlikely sounds. Causes nausea in anyone with average or lower intelligence.

Empty Silences the organ, which may be played by manipulating the remaining controls. Boosts any existing music based magic.

7: Red gated

- This room is dominated by a massive oak desk with a large leather chair.
- The desk is covered with complex sheet music.
- Beneath the desk is a leather bagpipe with three brass pipes.
 - Significant constitution is required to play the pipes without passing out.
 - Anyone hearing the pipes other than their player requires an extreme act of will to do anything but stagger away from the sound.

8: Pump Room

- The room is packed with large brass pipes and pistons, slightly corroded.
- There is a large wheel on one of the pipes.

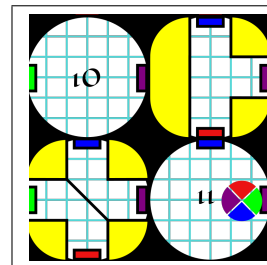
- Turning it clockwise causes the room to fill with water at a foot per minute until it reaches 9'.
- Turning it counterclockwise causes the room to drain at a foot per minute.

- The green door will not open unless both this room and **room 9** are at the same water level (*room 9 initially has 9' of water*).

9: Submarine

- The room is filled with 9' of water.
- In the center of the room is a cylindrical, steam powered submarine, 25' long and 10' wide.
 - The submarine can be entered through a 5' hatch center top.
 - If the controls can be deciphered, it has a speed of 100'/round in water.
 - The engine converts water to breathable air plus heat.
- The floor is not connected to the walls, and does not rotate with the room.
- A rubber ring runs along the bottom of the wall, keeping the wall/floor junction watertight.
 - In the red state, a thin crack runs west/east along the length of the floor, with a flat key at the east end.
 - Turning the key causes the entire floor to fall open as two semicircular trap doors, dropping the submarine and any water in the room into **room 12 of level 4** or, if the 3rd seal is open, **room 30 of level 5**.

10-11: Chokepoint 1



10: Fan room

- The walls of this room are criss-crossed with large gashes containing small flecks of brass.
- There is a long workbench on which rests:
 - A heavy box, filled with gears, with a crank on top and a slot in the side.
 - a sharp, brass, 4-bladed fan, 4' in diameter.
 - * On the top of the fan is a heavily coiled spring and a large winding key.

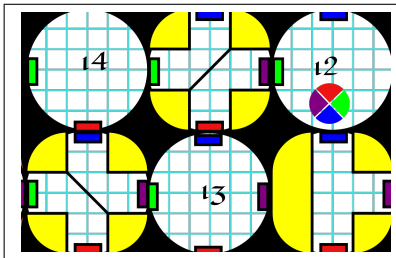
- * Disturbing the fan with anything but the lightest touch triggers the spring, causing it to carom wildly about the room, slicing anyone in its path.
- * Re-winding the fan with the key requires great strength, but it can easily be wound with the gearbox.
- * If one holds the back of the fan while winding it and then sets off the spring, then the spinning fan may be controlled with only moderate strength.

11: Button Room

A bright white room, empty save for the brass pedestal with four wedge-shaped buttons. *C.f. level description.*

12-14: Sideroute 2

Accessible via green button from room 11, with the button in room 12 giving access to one room that has already been seen (2), one uniquely available on this side route (13) and one that will be available much later, via the upper hall (14).



12: Button room

A bright white room, empty save for the brass pedestal with four wedge-shaped buttons. *C.f. level description.*

13: Mask room

- The walls of this room are lined with neat rows of artfully displayed, lightweight brass masks of many kinds:
 - Human faces with exaggerated expressions
 - Animals, real and imagined
 - * There *is* a rat mask. Whether **ratfolk** are amused or offended by it is circumstantial.
- On a pedestal in the center of the room is a brass helm.
 - The faceplate is a mask of a mechanical man with exaggerated brass eyebrows, nose, chin, and enormous teeth. When worn:
 - * The eyes glow red and the features exaggerate every facial tic of the wearer.

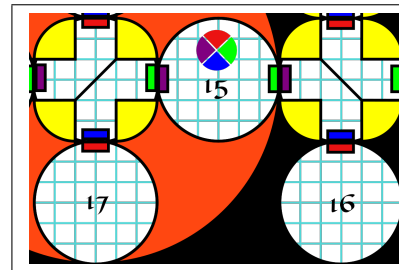
- * Likewise, the wearer's voice is amplified and takes on a grating mechanical quality.
- * Intimidation is enhanced, friendly reactions are diminished, particularly from the enemies of the automata (*e.g., the ratfolk*).

14: Cheese room

- **Noxious Leftovers** (Noxie), a young **ratfolk**, is here clutching a spear.
 - Noxie is terrified by the rotating rooms and easily provoked to attack, especially by someone wearing the mechanical helm from **room 13**
- The walls are lined with shelves filled with wheels of cheese, 3' diameter, in various stages of ripening.

15-17: Sideroute 3

These three rooms are uniquely accessible from the bottom corridor in the purple state, but are connected to each other in the red state. This means none of the three has been accessed since the rooms stopped rotating.



15: Button room

A bright white room, empty save for the brass pedestal with four wedge-shaped buttons. *C.f. level description.*

16: Copy Cat

- This is a cozy room, full of mildewed overstuffed chairs and couches, the floor covered in thick, rotting rug.
- The largest couch is covered in leather-bound books on language, opera, and the anatomy of speech.
- Buried under the books is a heavy brass cat with hollow needles for canines.
 - If the needles touch living flesh, the jaws of the cat clamp down and it draws a few ounces of blood, animating the cat for five minutes.
 - While animated, the cats eyes open and glow red. It speaks in the voice of the bitten subject and speaks the subjects opinions about anything it sees.

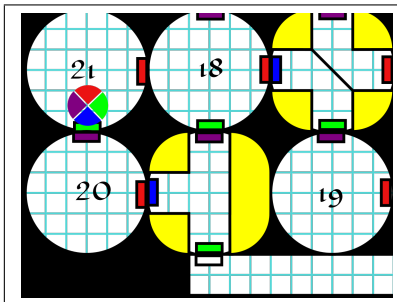
- If questioned directly, it will answer questions on anything known by the subject.
- The cat has no sense or knowledge of self.

17: Mime Bot

- The walls are slate, covered in detailed anatomical chalk sketches.
- A brass, humanoid automaton, dressed in black with a painted white face, stands in the center.
 - The automaton’s index finger ends in a hollow needle.
 - If the needle pricks humanoid flesh, it draws a pint of blood, animating the automaton for an hour.
 - While animated, the automaton follows the pricked subject, imitating their actions with embellishment.

18-21: Chokepoint 2

Accessed via purple button in **room 5**. Gives first access to the ratfolk of level 4 who have annexed the western side of level 3. When first encountered, they are likely to be distressed over the sudden rotation of the rooms, which will have cut them off from the main part of the **rat warrens**.



18: Ratfolk Temple

- The walls and ceiling are painted with an intricate maze.
 - At the center of the maze, which is the center of the ceiling, is a luminescent wedge of swiss cheese (*representing salvation*).
 - Hundreds of painted rats are shown exploring the maze. Those closest to the center depict the various rat virtues (*tunneling, weaving, collecting, sculpture, ...*) while those closest to the periphery (*floor*) depict the vices (*fasting, lack of hygiene, inventing automata*).
- At any given time, there are 2d8 ratfolk here engaged in:
 - 1 Singing hymns
 - 2 Silent meditation

- 3 A complex maypole dance with myriad silks
- 4 Listening to stories of the rat father (*Pizzetti*).

19: Spider’s Web

- This room is filled with brass lamps, on short and tall poles, and hanging from the ceiling, each magically incandescent in a different color, such that the room is filled with a dizzying array of multi-hued shadows.
- **Pungent Rinds** (*Punge*), a **ratfolk**, hovers mid-air, unconscious and bloody.
 - Punge is tangled in a monofilament web which fills most of the middle of the room, its sharp, strong, and nearly invisible strands soldered to the more stable lamps.
 - * Anyone moving through the room is likely to be cut and/or tangled by the web.
 - * The web was spun by the **spider automaton** in **room 26**.
 - * Motion of the web results in a very high pitched chime which, in the red state, alerts the spider.

20: Aviary

- The room is filled with a forest of delicate brass trees on which perch 20 mechanical birds, all covered in a thick layer of dust.
- Pushing any of the branches, an inevitable consequence of moving through the room with anything but extreme care, causes the birds to start flapping their wings (*filling the room with sneeze-inducing dust*) and burst into song.
 - The resulting cacophony alerts any **ratfolk** in **room 18**.

21: Sanctum of the Rat Mother

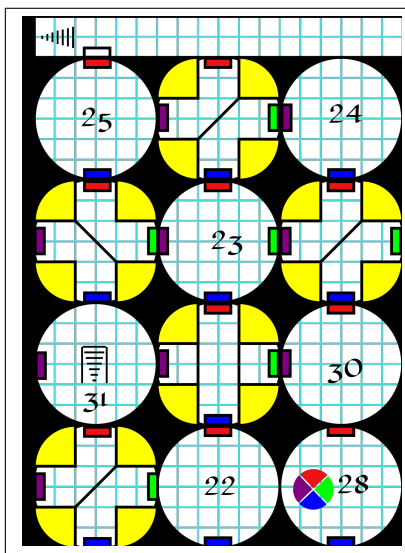
- On top of the button pedestal, blocking access to the buttons, is a brass wire sculpture of a rat standing on her hind legs. She is wearing a small pair of goggles and brightly colored, freshly woven clothing: a bright purple shawl and an intricately dyed dress.
 - The goggles give infravision and protection from blindness.
 - The ratfolk will be gravely offended if they see anyone carrying the goggles or, *worse*, wearing them.
- The pedestal is surrounded with votive candles. They will be burning unless the ratfolk have been cut off from this room (*i.e., the complex has been out of the red state*) for more than 24 hours.

- The pedestal is a sacred altar of the ratfolk, and they will object to anyone touching the buttons without very good cause.

22-28: The Rat Warrens

The most open part of the level and also the part that has been connected to level 4 for the hundreds of years in which the buttons remained inactive. Two of the rooms (18 and 19) may have been encountered already, and one of the button rooms (21) provides the only access to this region. The remaining rooms are available for the first time.

19, 26, and 27 are only recently accessible, as they depend on crossing level 4 through the acid etched caves. They are occupied by a rodent-hunting spider automaton.



22: Kitchen

- This is a Cogenti kitchen that is now being used by the ratfolk.
- 10% chance that Aromatic Giblets (*Romy*), the ratfolk cook, is here (rather than foraging on level 4).
- To the right of the red door, a long bronze counter is covered with loaves of crusty bread, crude chopping boards and cutlery, as well as a Cogenti spring powered veg-o-matic.
- In the center of the room is an enormous brass pressure-cooker full of fondue.
 - If the pressure-cooker is opened before it is ready, whether by force or lock-picking, it splatters the room with boiling hot cheese.
- To the right of the blue door is a thick-walled stone crock with a heavy lid.
 - In the crock is a **gray ooze**.

- Romy trapped it recently and is trying to figure out what he can do with it.
- If released, it will slowly fill the room, feeding on food scraps and any passing ratfolk or adventurers.

23: Armory

- d6 Ratfolk warriors are here, girding themselves against the new automata threat.
- Racks on the wall display crude weapons and a few repurposed Cogenti devices:
 - A cross between a crossbow and a trampoline. One round to wind, amplifying the next jump on the trampoline ten fold.
 - A lantern that projects a double sized, 3D image of its bearer 20' away.

24: Ratfolk Guru

- Fragrant Pine, the elder leader of the ratfolk is here.
- He is less dogmatic than many of the younger ratfolk and can be persuaded to help the party break the seal, especially in return for something of long term benefit to the colony
- In fact, he will be very interested in access to the upper levels, particularly the books in **level 1 room 29**.
- A shelf holds several books, Fragrant Pine's journal, and a glass terrarium with four turtles.

25: The Weaving Room

- This room holds the looms of the ratfolk and many bolts of scavenged raw materials.
- The looms and spinning wheels are repurposed Cogenti devices.
- 25% chance that 1d4 ratfolk are here spinning and/or weaving.

26: Spider's Lair

- This room is trapped with a thin wire web, as in **room 19**.
- A rat-hunting spider automaton hides near the ceiling.
 - It attacks rats or rat-like creatures on sight.
 - It is animated by drinking blood.
 - * It recently drank its fill from Punge, giving it enough energy to fight or run for 20 rounds.
 - 25% chance that it will attack non-rats if unprovoked. 75% if it is down to 5 rounds of energy.

27: Mecha Suit

- An eight foot tall, ratfolk-shaped suit of spring-powered, mechanical armor is here.
 - There is a large key on the back, which can be wound to power the armor with 10 charges, but can only be wound if someone is strapped into the armor.
 - The cunning design of the armor grants protection with no loss of dexterity.
 - When the charges run out, the wearer is immobilized.
 - Charges may be expended by the wearer of the armor in the following ways:

Mighty Leap The wearer may jump three times further/higher than normal (*1 charge*)

Mighty Swing Attacks with fists or a melee weapon have greater reach and strength (*1 charge*)

Mighty Tail Shaking the posterior causes the suit's tail to extend and arc overhead, wrapping itself around a target within 10' (*2 charges*)

Mighty Wings Fully extending the arms sideways causes 20' leather wings to unfold and the legs of the suit to extend violently, propelling it into the air at 100' per round. (*5 charges. Catastrophic in tight spaces*)

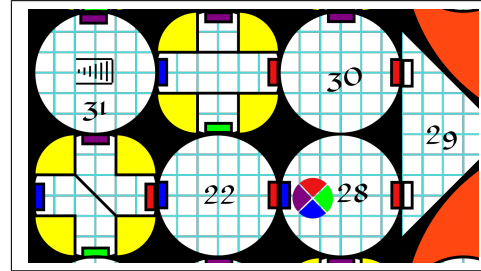
- There is a chalkboard on the wall with rough drawings illustrating the movements required to activate the suit's abilities, but not their consequences.

28: Sanctum of the Rat Father

- On top of the button pedestal, blocking access to the buttons, is a brass wire sculpture of an old man (*Pizzetti*). He is wearing a pair of goggles and brightly colored, freshly woven clothing: a bright green lab coat.
 - The left eye of the goggles is magnifying, making it easier to inspect objects and writing.
 - The right eye of the goggles is telescopic, allowing the wearer to see great distances.
 - Looking through both goggles at once for any length of time causes the wearer to become nauseated. This can be avoided by closing one eye, sacrificing dexterity.
 - The ratfolk will be gravely offended if they see anyone carrying the goggles or, *worse*, wearing them.
- The pedestal is surrounded with burning votive candles.

- The pedestal is a sacred altar of the ratfolk, and they will object to anyone touching the buttons without very good cause.
- 2 ratfolk are here, tending to the altar.

29-31: Exit



29: Stasis Room

- This room is full of brass pumps and coils, many dripping with condensation and warm to the touch.
- Three large (3' x 3' x 8'), opaque blocks of ice, the sides slowly melting, stand on brass pedestals, each with a knob at its base.
- Occasionally, the pumps make a terrific racket and cold steam vents around the sides of the ice, re-freezing it.
- Turning one of the knobs causes the corresponding block of ice to crack and thaw over the course of a minute, releasing:

100 rats they swarm around the room and run out the nearest door (*activating the automata in room 3 if they get close enough*).

A half dissected ogre corpse it spills to the floor in pieces.

A shark it flops around biting at anything within reach and dies if not submerged in water within 10 minutes.

30: Galatea

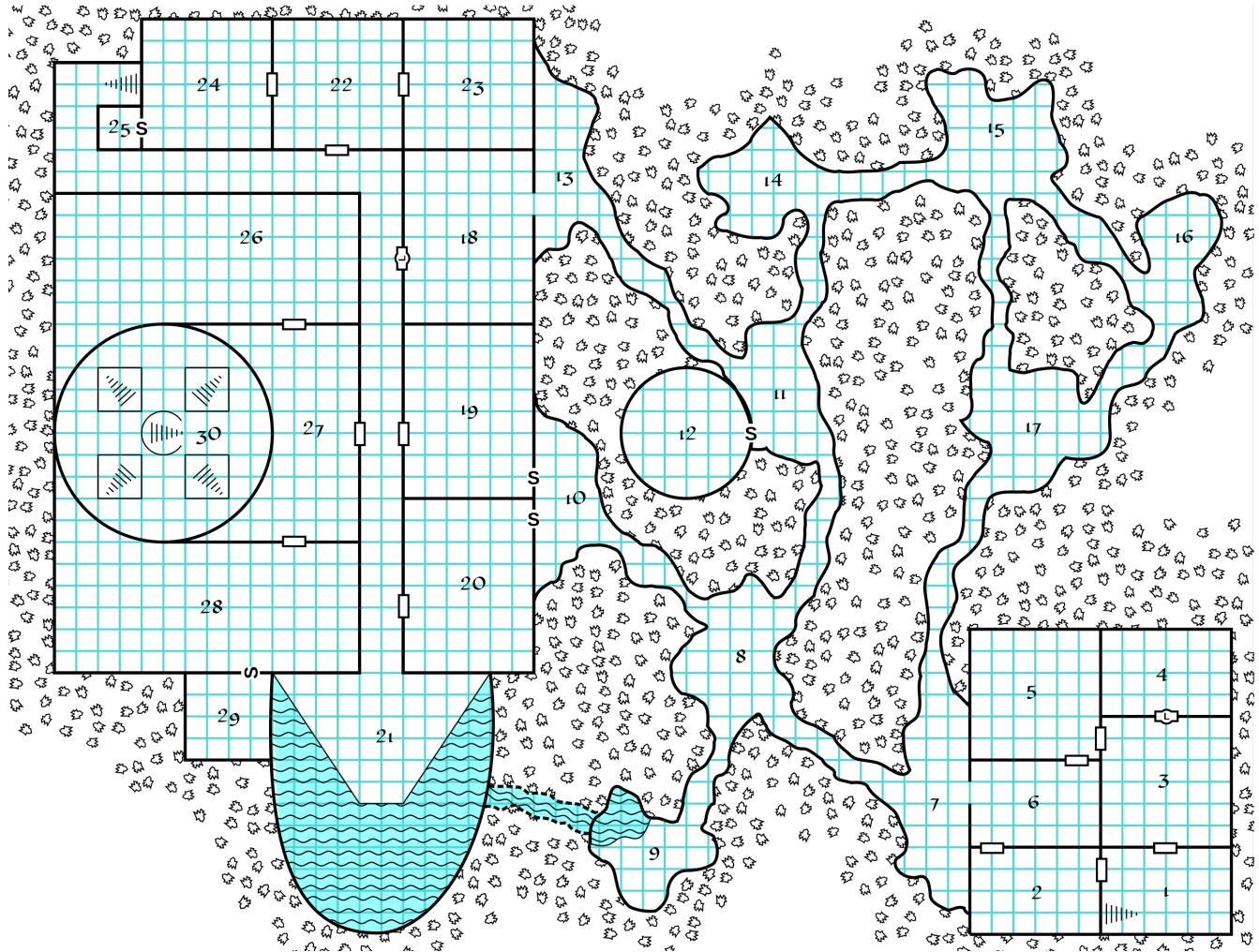
- A desk is covered with figure studies of a beautiful woman.
- On an adjacent workbench is a half-finished bronze statue of the woman from the sketches (**Galatea**), completed only from the waist up.
 - There is a delicate brass key in the back of her neck. If wound fully, it will animate her for an hour.
 - Galatea is able to converse about many of the Cogenti, particularly her creator, Pygmalion. Pygmalion and Galatea had fallen in love, but he was killed instantly before completing her, when the pyroclastic flow swept over Senduomo.

- If motivated to leave the room, Galatea can walk on her hands.
- She can also outfit herself with better locomotion (wheels, legs, etc.) given proper tools and materials.

31: Pizzetti's Study

- From the ceiling hang delicate brass mobiles – an eagle, an angel, and a dragon – more finely crafted and elegant than anything yet seen on this floor. The slightest breeze, as from someone walking in the room, sets them into motion in a stately dance.
- Shelves line the walls, full of books of forgotten lore.
- Tucked into the corner of a high shelf are Pizzetti's notes on the third seal.

Level 4: Underneath Senduomo



This is divided into three sections: The residence and Pizzetti's ritual chambers, the acid etched caves, and the undercellars. The ritual chambers contain the third seal.

Note that the gray oozes on this floor can dissolve metals, organics, *and lava rock*, but not other stone.

Wandering Monsters

Roll d10 every turn (10 minutes). 1 gives encounter, 2 gives omen. Loud noises/etc. give an encounter for 1 on 1d6.

d20	What
1-6	d4 ratfolk
7-13	1 ooze
14-20	1 automata

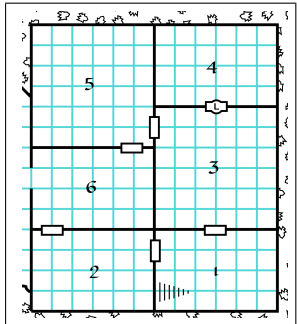
Adversary Roster

Who	Room	Page	notes
Roombot (automaton)	1	36	inactive
4 spider automata	3	36	hibernating
Fire key	4	36	hiding
Gray ooze	6/7	37	
Green slime	8	37	hiding
Gray ooze	10	37	hiding
Gray ooze	15	38	
Gray ooze	17	38	trap
Acid key	18	39	hiding
Ice key	21	39	hiding
Ratfolk	23	40	likely sleeping
Bruno	24	40	
Librarian automaton	26	40	guarding
Butler automaton	28	41	guarding

1-6: The Undercellars

This is Guillermo's janitorial basement, housing the inventions needed to contain and clean up after the inventions of the main laboratories.

Ceilings are 8'.



1: Janitor's Basement

- This room is cluttered with mops, push brooms, and buckets.
- In one corner is a clockwork roombot:
 - 3' diameter, 1' high, a skirt of solvent-soaked scrub brushes along the rim hides a set of wheels at the center.
 - Turning the large crank in its center activates it for an hour.
 - When activated, the roombot careens around randomly (*30' per round, roll d8 for random direction each round or whenever it collides with an immobile obstacle*) leaving a trail of cleanliness in its wake.

2: Spring Shop

- This room is dedicated to rewinding and otherwise fixing broken springs from the Cogenti's clockwork contraptions.
- Various broken clockwork devices litter the room, bent and unwound springs protruding from their guts.
- There is a pile of metal wires and strips of various lengths and materials on a workbench in the SW corner.
- There is a large vice with a crank in the center of the room.
 - There is a large, tightly wound spring in the vice. Any nearby vibration, including footsteps within 3' of the vice, is enough to violently release the spring.

3: Spider Lab

- Four hibernating spider automata are collapsed in the corners of the room.
 - They have just enough energy to pounce on a rat that comes within 5'.
 - Each normal size rat is enough to power a spider for five minutes.
 - If fully powered with no rats around, they will seek a new location to spin a web.
- A workbench on the eastern wall contains two half-assembled spider automata and a lab notebook, with much marginalia complaining about the proclivities of *certain* Cogenti *vis-a-vis* the creation of unspeakable mutant rats.

4: Cleaning supplies

- A spring closes the door to this room if it is not held open.
- The room is full of shelves of corked glass flasks, about a tenth of which are broken.
- The air here smells strange and makes one feel dizzy.
 - The smell is due to a volatile gas, which explodes upon any contact with fire.
 - Airing the room out for ten minutes is enough to disperse the gas.
- The unbroken flasks contain a selection of caustic and/or flammable liquids and poisonous and/or explosive gases.
- Nestled between two flasks on a top shelf is a two foot high red automaton with a black hat and a little welding torch.
 - If anyone attempts to take it, it runs away, using its welding torch if anyone approaches too closely.
 - It has enough power for an hour of running.
 - Each activation of the torch costs 5 minutes of running time.
 - This is the fire key the seal in **room 30**

5: Guillermo's Workroom

- This is a pristine room with floors, walls, and ceiling covered in smooth, dust-proof white tiles.
- A bronze-plated table is covered in meticulously drafted plans for complex cleaning devices.
- In the center of the room is a steam-powered sump-pump.
 - The sump-pump is a cylinder, 6' high and 3' diameter, with brass casters for wheeling it around.

- There is a hole on top for pouring water into a 10 gallon tank, and a coal-filled brazier that may be accessed through a grill on the side. In this way, the pump can be powered for 10 hours.
- A 10' long, 3" diameter bronze-reinforced wyvern-hide tube extends from the side of the pump.
 - * When the pump is on, the tube is a powerful vacuum for cleaning up water, oozes, etc.
 - * Vacuumed liquid is kept in a 20 gallon holding tank by virtue of an ooze-proof valve.

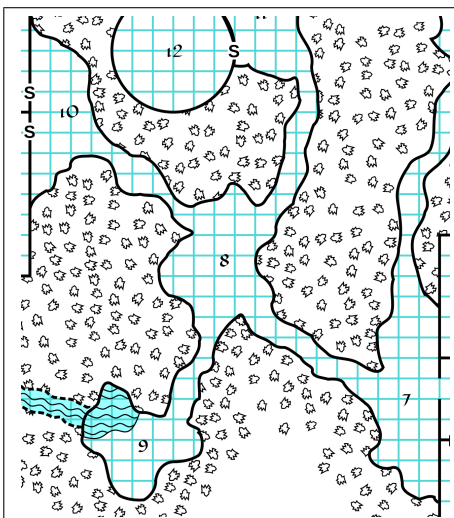
6: Ooze

- A 5' semicircle has been dissolved in the western wall
- The hole was made by a **gray ooze**, which spans the hole, extending between rooms 6 and 7. At first glance, it appears to be a sludgy puddle.
- There are a few high shelves with brass knick-knacks, but everything below 5' has been dissolved by the ooze.

7-10: The Southern Caves

Several decades ago, a **gray ooze** escaped from the lab in **room 18** and ate itself through the surrounding pumice, replicating as it went and carving a set of tunnels and caverns that met up with the undercellars via **room 7** five years ago (*and to the pool in room 21 at about the same time*).

The tunnels are cramped, 3' to 4' in diameter, but unnaturally smooth, and open to wide but low caverns, with ceilings 5' to 6'.



7: Ooze

- An acid-etched cavern, housing the other half of the gray ooze from room 6.
- The walls are smooth, cool to the touch, and slightly moist.
- A faint smell of vinegar pervades the cavern.

8: Ooze

- Another acid-etched cavern.
- A **green slime** clings to the ceiling, waiting to drop on the rear guard of any procession.

9: Pool

- The tunnel from room 8 slopes down into this room, which is damper than the acid-etched caves.
- It smells of stagnant water mixed with something metallic.
- Gray stalagtites, flecked with copper, hang from the ceiling.
- In the NE is a pool of brackish water, 8' deep, with a 3' high tunnel at the bottom connected to the pool in **room 21**.

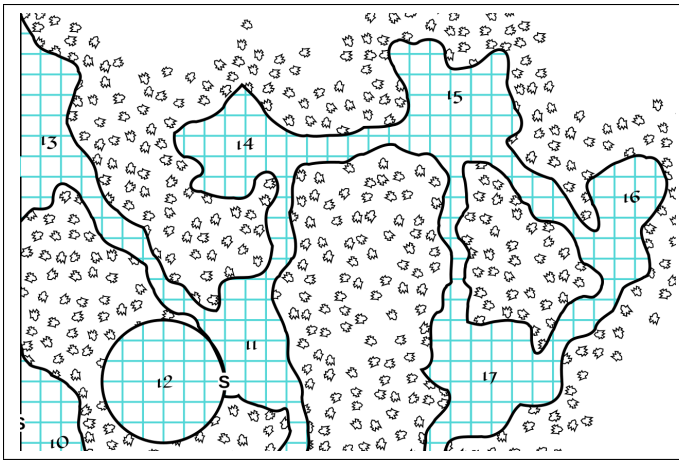
10: Ooze

- A gray ooze clings to the western wall, looking like shiny rock.
- The sections of wall marked as secret doors have been thinned enough by the ooze that they are easily broken, opening passages to rooms **19** and **20**.

11-17: The Northern Caves

These caves are relatively older than the Southern Caves, the floor slightly dustier and bearing faint footprints of ratfolk explorations.

As in the Southern Caves, the tunnels are 3' to 4' in diameter and the caverns have ceilings 5' to 6'.



11: Crossway

- This room is cooler than the rest of the caves, and the oddly curved western wall glistens with moisture (*much like the gray oozes elsewhere*).
- A narrow cleft in the SW, hidden in shadow, is just wide enough to squeeze through.

12: Submarine shaft

- This is a wide shaft, lined with thick metal walls, extending 30' down and 30' up relative to the entrance in the eastern wall.
- A ladder is set into the western wall.
- The floor is an invisible force field (*an extension of the 3rd seal*), and dark water is visible 10' below it.
- The entire ceiling is a trap door.
 - Releasing a clasp at the top of the ladder causes the trap door to fall open, two semi-circles swinging to either side of the ladder.
 - If level 3 is in the red state, this causes the submarine from **room 9** to fall into the shaft.

13: Egress

- This room is empty and worn smoother than the other caves.
- The floor curves up a few feet on the western side to meet a 5' hole.
- An oleo of acrid and stagnant smells wafts from the west.

14: Ooze Trap

- This room contains one of Romy's ooze traps – the same kind that caught the ooze in **level 3, room 22**.
 - A 5'x5'x3' stone box is suspended, open end down, from the ceiling by a rope.

- The rope is threaded through a hole in the ceiling, its other end pinned to the floor by an iron spike.
- An ooze, encountering the rope and spike, will dissolve them and be trapped by the falling box.

15: Rat Etching

- There is a **gray ooze** in the SW corner of the room.
- The floor of the room drops about 1' from the entrances, except in the center where it is raised about 4" in the shape of a ratfolk.
 - The relief formed as the pumice was temporarily protected from the ooze while it digested the ratfolk.
 - A necklace of lapis-lazul, worth 50gp, is draped across the upper torso of the relief.
 - The large, center stone of the necklace is an **amulet of reflection**.
 - Other ratfolk will recognize the necklace as belonging to Cinnibar Potroast, an elder sage who went missing months ago. They will be grateful to know of her fate.

16: Crystal Fountain

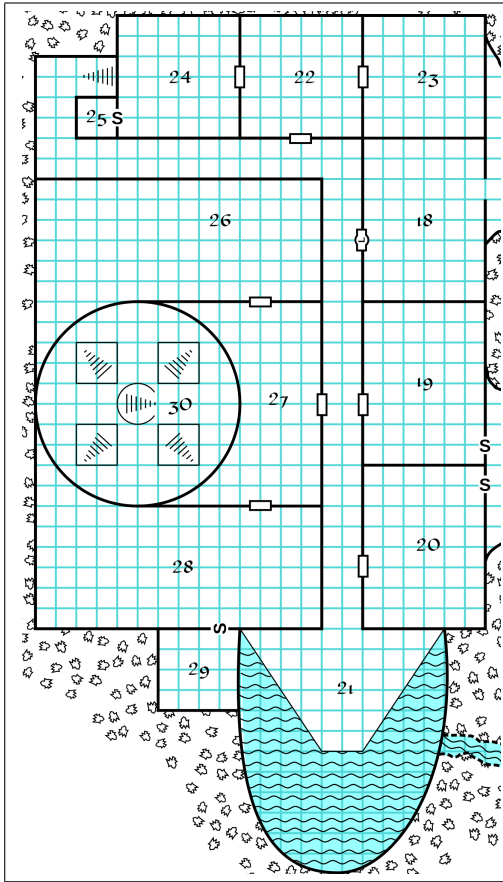
- A cluster of blood red spinel crystals erupts from the floor, giving the impression a frozen fountain.
 - The crystals formed in the cooling magma of the eruption that buried Senduomo and have been liberated by oozes dissolving the lava rock that surrounded them.
 - With effort, crystal shards worth 500gp may be broken off of the main mass.

17: Ooze Pool

- What appears to be a 10' wide, shallow puddle in the eastern side of the room is actually an ooze.
 - It hides a pit, 5' wide and 20' deep, with three oozes filling the bottom 10'.
 - Beneath the oozes is a diamond worth 2000gp.
 - Stepping on or being absorbed by the "puddle ooze" results in falling into the pit.

18-25: The Residence

Here is the buried residence and laboratories of the Cogenti, spanning the eastern side of the crater lake (now the buried lake of level 5) and supporting the western side of the mechanical labyrinth (the eastern side having been built into the adjacent mountainside). The floors and walls are tiled and inset with art and curios, the ceilings are 10' high.



18: Ooze Lab

- Benches along each of the walls contain thick glass jars with various oozes.
- There is a shattered jar on the eastern bench, next to the hole in the wall eaten by the escaped ooze.
- A journal on the northern bench describes work on grayish oozes – a gray ooze variant that can eat through lava rock.
 - A collection of lava rocks and other minerals are also on this bench.
- Under one of the benches is a one foot high green clockwork snail that leaves a caustic trail of acid.
 - If taken, it creeps away slowly, its acid eating through any non-stone container it is put in.
 - It moves very slowly, but has enough power for a week of sliding.
 - This is the acid key to the seal in [room 30](#)

19: Cloning Labs

- This room houses Pizetti's original rat colonies, venerated ancestors of the ratfolk.
- Pizetti's original cages, already ornate, have been augmented with finely crafted accoutrements and interconnected with a fine maze of tunnels that dominates the room.
- 25% chance a ratfolk is here:
 - 1 Feeding the rats
 - 2 Grooming the rats
 - 3 Meditating with the rats
 - 4 Consulting the rats on a personal matter

20: Electric Lab

- There is a 25% chance that two juvenile ratfolk are here, taking turns shocking themselves.
- The room is lit by a small automaton grasping a ring set into the ceiling, its head an incandescent bulb.
 - Touching the ring or the automaton releases an electric shock.
 - The automaton will flee anyone who attempts to take it.
 - Touching the ring fully charges the automaton for an hour of running. It loses 5 minutes of running time each time it releases a shock.
 - This is the electric key to the seal in [room 30](#)

21: Meditation Chamber

- A large deck of blue tiles overlooks a 15' deep pool of clear water.
- The walls and ceiling are covered in small tiles in varying shades of very dark blue.
 - If contemplated at length, in very low light, an intricate pattern of constellations is visible in the tiles.
- The water flows in from [room 9](#) and out through a grate to [room 29](#).
- A carp automaton, about 2' long, swims in the pool.
 - It is very cold to the touch, and covered by a quarter inch of ice.
 - A clever mechanism allows the carp to draw energy from the heat of its surroundings.
 - This is the ice key to the seal in [room 30](#)

22: Common Room

- 25% chance that d4 ratfolk are here.
- There are four low tables, surrounded by large sewn sitting pillows.
- Etched brass mirrors in the four corners of the room bear holographic portraits of Pizetti, Guillermo, Galatea, and Nicolai. Their eyes appear to follow the viewer.
- Low pitched growls and squeeks can be heard to the east.

23: Dorms

- This room belonged to Pizetti and his brother, Guillermo.
- There are d8 ratfolk here, each with 90% chance of being asleep.
- Four-poster canopy beds in the NW and SE corners have been converted into 6-ratfolk bunkbeds (3 in the bed, 3 in the canopy). A line strung between the canopies is bedecked with ratfolk laundry.
- The southern wall has large wardrobes in either corner, filled with ratfolk clothing.
 - The SE wardrobe has a false bottom (*careful observers will note that the bottom of this wardrobe is 1' higher than that of the SW wardrobe*).
 - Lifting the bottom without holding down a brass stud at the back of the wardrobe triggers a poison needle trap.
 - The secret compartment contains:
 - * A brass locket (50gp), on the outside: a crest of pliers crossed with a screwdriver, on the inside: an etched cameo of a father and mother and two young boys.
 - * A scrawled note that reads: "From the observatory: down RPB blue PRR purple BG3BP red GGR green RRG down"
- The ceiling is decorated with phosphorescent nails in the shapes of constellations.

24: Bruno

- This was Nicolai and Galatea's room.
- It is now occupied by **Bruno**. An enormous, feral mutant rat who has grown too big to leave the room.
- A large four-poster bed in the NW has been converted to a nest.

- A wardrobe in the SW holds a collection of light yet strong brass mesh gowns (*which may be worn as chain armor*)
 - The false back of the wardrobe is the secret door to room 25.

25: Galatea's secret closet

- Another set of gowns brass mesh gowns, these with special properties:

Red fireproof

Green acidproof

Cyan (*with a tight, barbed collar*) d4 piercing damage when put on. Allows water breathing by extracting oxygen from water and passing it to the wearer via the barbs (*which, on inspection, are hollow*).

26-30: Pizzetti's Ritual Chambers

These chambers were originally constructed as a library and meeting rooms ringing an underwater observatory. When Pizetti began work on the ritual, he closed them off and repurposed them, setting locks and traps to keep out his fellow Cogenti. Decor is similar to the residence with 8' ceilings.

26: Ritual Library

- Guarded by a **librarian automaton**.
 - 8' tall and powered by a massive, tightly wound spring.
 - * So, not going to run down any time soon.
 - * On death or a critical hit, 50% chance of the spring unwinding explosively.
 - Exceptionally keen hearing.
 - Attacks anyone who enters the library, but won't pursue outside.
- The east north and west walls lined with floor to ceiling bookshelves.
 - The books cover rituals, histories of the Litholappen and Flamfilk, and a few scraps of Ayortay's notebooks.

27: Ritual Annex

- A large, yet mostly empty room, its dark walls drawing focus to its few decorations.
- A bronze wire sculpture of a dragon trapped in a globe hangs from the ceiling.
- A pair of large metal mosaic portraits inlaid in the wall on either side of the eastern door (*both are Pizetti's conceptions, as he had no reference*):

- To the north, a plump woman with a heart-shaped face and an ornate dress summoning a magestic flock of flamingos (*Ayortay of Vor Cravok*).
- To the south, a muscular woman in furs, wearing a large amulet, summoning a stone labyrinth (*Lithcraver of Lappenberg*).
- Brass doors with large, single handles to the north and south, and *false* brass double doors to the west, with a pair of large handles.
 - The handles are all initially vertical.
 - The handles of the false doors require effort to turn. If *both* handles are touched when they are horizontal, they release an electric charge (*which is restored by the action of turning the handles*).
 - Turning the northern handle when the right false handle is horizontal opens the door. Otherwise, the turner is showered with acid (*this may be triggered five times before the trap is exhausted*).
 - Turning the southern handle when the left false handle is horizontal opens the door. Otherwise, a rotary trap door activates, dropping the turner into a 10' deep spiked pit and closing it above them.

28: Ritual Workshop

- Guarded by a **butler automaton**
 - 8' tall and powered by a massive, tightly wound spring.
 - * So, not going to run down any time soon.
 - * On death or a critical hit, 50% chance of the spring unwinding explosively.
 - Incredibly fastidious. Sprays anything that looks dirty with a stream of acid, then attempts to polish it.
 - Attacks anyone who enters the workshop, but won't pursue outside.
- The floor is covered in scratched patterns – a prototype of the final ritual engravings in **room 30**.
- On the walls hang thick, tattered parchment diagrams of various aspects of the ritual.
- The least tattered parchment, a poster of an Escheresque tower of Babylon surrounded by dragons, hides a secret door.
- In the narrow NW corner is a **staff of etching**

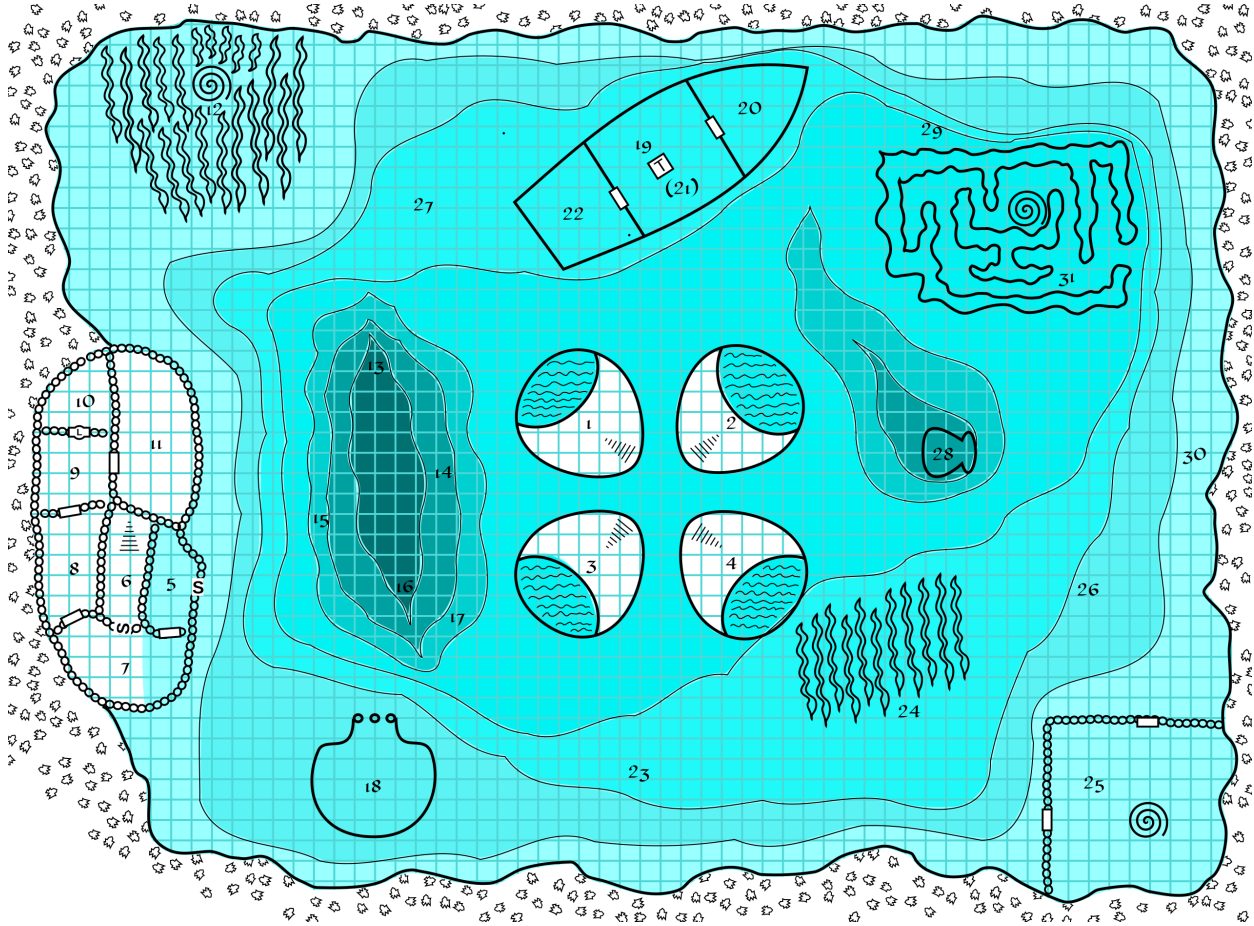
29: Panic Room

- In the SE corner is a cot and supplies for a protracted siege:
 - A **flask of perpetual water**
 - Three months worth of freeze dried rations.
 - Four simple robes.
 - A shelf of light novels.
- Along the western wall is a rack *holding Pizetti's defenses against the Cogenti creations*:
 - A heavy crossbow with:
 - * Ten **restraining quarrels**. *The quarrels are very sharp, piercing any metal, and release a quick-setting foam on impact, which will disable any clockwork device.*
 - * Ten tranquilizer quarrels *coated with a sleep-inducing toxin*
 - A helm of water breathing.
 - Ten bronze **web traps**.

30: Ritual Chamber

- The rotary staircase from the third floor stops a foot above the floor of this room.
- Immediately below the staircase, and extending across the room, hovers the third seal, an iridescently shimmering layer of air on which lies an intricate design of concentric circles in molten red brass, glowing brightly enough to illuminate the room, but not hot to the touch.
- Four staircases descend from the center of the room. The pattern of the seal passes over the staircase, and the seal hardens the air here and blocks passage.
- In four places, the brass arcs up 3' from the pattern, ending in 3' diameter wire spheres, roughly N/S/E/W of the center.
 - The spheres are hinged and may be opened by turning a latch. Locking the key automata in these spheres (N: **lighting**, E: **ice**, S: **acid**, W: **fire**) breaks the seal.
 - Removing the automata *does not* restore the seal, unless done via the proper ritual of binding.

Level 5: The Underground Lake



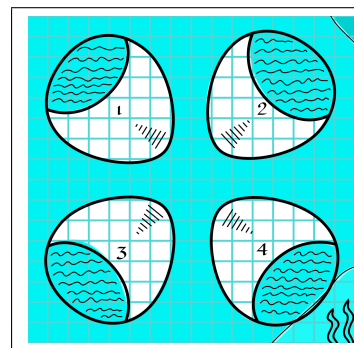
The entire level is underwater.

Wandering Monsters

Roll d10 every turn (10 minutes). 1 gives encounter, 2 gives omen. If the level is cleared, instead roll 1d20. Loud noises/etc. give an encounter for 1 on 1d6.

d20	What
1-4	3d4 merfolk
5-8	1 undead first mate+ 2 undead pirates
9-10	2d4 stingrays
11-12	1d4 octopi
13-15	1d3 sharks
16	1 wereshark
17-18	1d3 electric eels
19	1 great white shark
20	1 giant moray eel

1-4 Observation Pods



1: Meditation Chamber

Meditation chamber

2: Music Room

Music room

3: Banquet Room

Banquet room

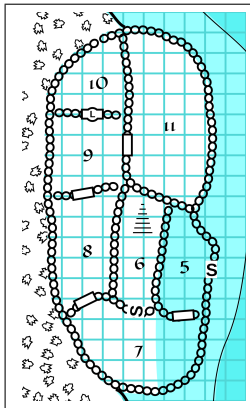
4: Airlock

Airlock (allowing entrance to the lake)

5-11 Wereshark Fortress

The top story of the wereshark fortress rises fifteen feet from the bottom of the lake and curves to meet the lava rock of the lake side. The fortress is built of large lava rocks sealed with a mortar magically amalgamated from seaweed and fish blood. Crude bas reliefs of squat, sharp-toothed humanoids wielding tridents are spaced every ten feet along the side of the fortress.

The interior of the fortress is cold and damp. It is slightly smokey from the seaweed torches set into the walls, though the smoke mostly collects above and seeps into the pores of the lava rock in the 13' ceilings. It smells of wet stone, dried fish, and burnt seaweed.



5: Entrance Chamber

- The outside door of the wereshark fortress is disguised as a bas relief wereshark with a missing tooth.
 - Pressing a shark tooth into the missing space opens the door.
- The inner door is a rusty iron gate, which can be locked from room 7.

6: Stairs

- Tridents line this short hallway, four on either side.

7: Gradient Field

- Multicolored shells arranged in complex glyphs form a path through this room.
 - The western side of the room is full of seawater, the eastern side is fresh air, and the two phases change slowly through a gradient of mist in the middle.
 - The gradient starts to waver if a few shells are moved out of place. Moving more than five shells completely disrupts the magic, flooding the fortress.
 - Restoring the gradient field requires an hour long ritual by a wereshark shaman.

8: Map Room

- The walls are hung with partial maps of levels 5, 6, and 7
 - The maps detail the campaign currently being carried out by the weresharks against the merfolk (on levels 5 and 6) and the boggarts (on levels 6 and 7)

9: Larder

- Large, salt-encrusted, dried fish hang in rows from the ceiling.
- The northern door is locked.

10: Cell

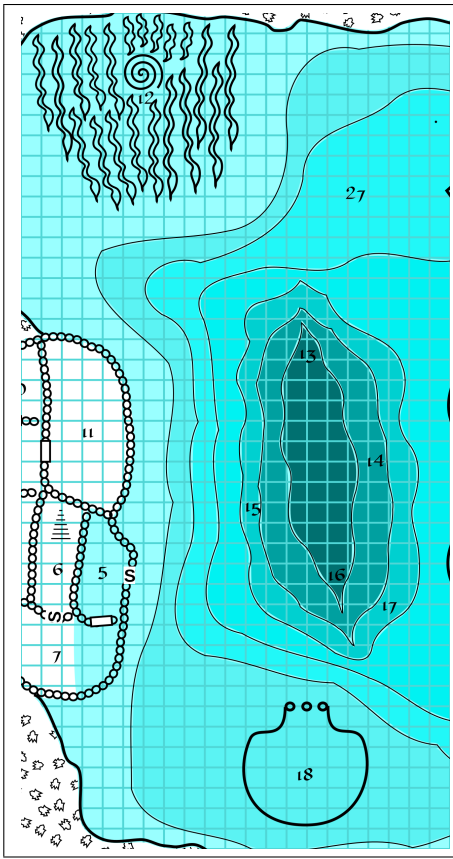
- Dagnabit, a **boggart** prisoner, is here shackled to the wall.
 - He has been bitten and is being held until he turns into a wereshark and can be conscripted.
 - He will attempt to use his illusory magic to escape.

11: Barracks

- Four beds
- d4 weresharks, 50% chance each of sleeping

12-18 Dead Man's Gully

A long underwater canyon riddled with caves. The undead pirates like it for hiding booty while the weresharks use it to ambush merfolk scouting parties.



12: Kelp forest w/ whirlpool

- 50' vines of kelp are packed tightly here, blocking the passage of any large vehicles or animals and slowing anyone smaller.
- Hidden amongst the kelp are choking vines.
- The whirlpool hidden in the forest is known to the weresharks – they use it as an escape route.

13: False Treasure

- A large pile of gold glitters at the bottom of a deep and narrow trench.
- In fact, it is an enormous hunk of iron pyrite half floating in the middle of a **black pudding**.
- There is a 10% chance of encountering d4 **undead pirates** trawling for undigested treasure with a long fishing line of mixed and matched fossilized vertebrae.

14: Davy Jones's Locker

- A narrow shaft extends from the 200' bottom of the trench into a cave.
 - The cave is filled with piles of doubloons and treasure chests – the hoard of the undead pirates.
 - The chests are locked and may be opened with the undead pirate captain's skeleton key.

- Opening them in any other manner triggers a rock slide which seals the shaft.
- The tremors from the rock fall will summon the pirate captain and his crew.

15: Eye of the Shark

- A 40' wide corral reef grows along this side of the trench.
 - The reef hides a cave 20' down from the lip of the trench.
 - A pair of **weresharks** watch from inside the cave. They carry:
 - * A **sonar conch** with which they can hear and identify creatures up to 300' away.
 - * A **shark whistle** which they will use to summon d4 **sharks** to distract any intruders while one of them fetches reinforcements from the wereshark fortress.

16: Cave of Resurrection

- A thick cloud of green glitter obscures the entrance to a narrow cave that extends 30 feet into the fissure.
- The cave itself is likewise thick with green glitter.
- At the back of the cave is a thick slab of jade engraved with bone-like runes.
 - Bones placed on the slab reanimate as skeletons in d20 hours.
 - The pirates skeletons scavenge fallen companions after battle and bring them here.

17: Moray Eel Cave

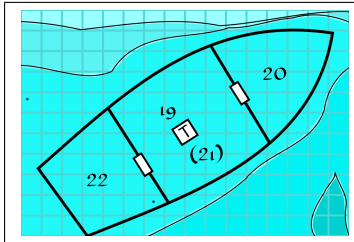
Gaint eel watches for pray from hole in rock.

18: Skull

- An enormous monkey skull, 30 feet across.
- A pair of **anglerfish** reside in the skull, their lamps making the eyes appear to blink on and off from a distance.
- **Squib**, a traitorous **wereshark**, has been using this as a rendezvous point to leak the wereshark plans to **Alana**, his merfolk contact.
 - 10% chance of encountering Squib and Alana in the skull.
 - A locked metal box hidden under a pile of shells holds a dozen black pearls (*Squib's payment*) and a rough copy of the weresharks' plan of attack on the merfolk temple from **room 8**.

19-22: Sunken Ship

The literal skeleton crew of the Scurvy Albatross remains on their sunken galleon, making forays across the lake floor in search of booty, which they hide in the hold of the Albatross and a remote cave (room 14).



19: Deck

- An **undead pirate** in the crow's nest keeps watch with an **infravision telescope**.
- On the deck are a **mate** and d8 **pirates**.
 - An ambush party may be sent after groups that pass without engaging the ship.
 - If attacked, the crew will defend the ship but will not bother the captain (*in room room 20*).
- A staircase leads to a deck on top of the **crew's quarters** on which is the ship's wheel.
 - If helmed by the captain, the ship becomes enshrouded by a ghostly green fire, rises 15' above the lake floor, and sails where he directs it.
 - The fire disappears and the ship crashes to the lake floor if his hands are removed from the wheel.

20: Captain's Quarters

- Skeleton pirate captain
 - Big pirate hat, ornate clothes, longsword, flaming green beard
 - Sitting at a desk where he has been writing in a **fractal journal** for centuries.
 - * If disturbed, he will rise and attack the interlopers.
 - * Having defeated or driven them off, he will go to the **deck** and helm the ship
- Fractal journal records the details of a whaler in almost infinite detail
 - Pondering any sentence for more than a moment causes it to expand into a more detailed paragraph, and so on.
 - Anyone reading the journal must save to avoid becoming completely engrossed in the narrative

- Two magically trapped chests, one containing magic navigational tools, the other magic vestments

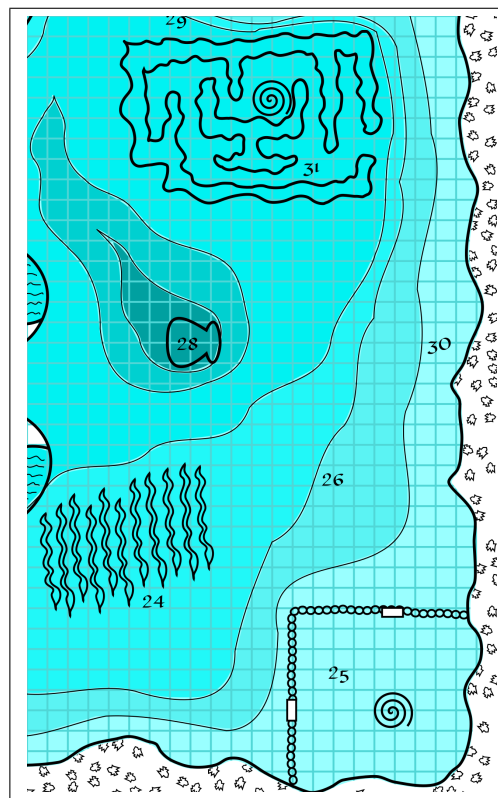
21: Hold

Treasure guarded by a giant octopus

22: Crew's Quarters

- Undead crew of 2d8 normal skeletons and 2d4 mates
- There are three cannon balls and an enchanted cannon here
 - The cannon can be ignited by placing a skeleton finger at the rear, where it will immediately ignite with a greenish glow and burn down as a fuse
 - If the ship is under attack, the mates will wheel the cannon on deck and fire
 - After running out of cannon balls, they will begin using the skulls of fallen crew

23-30: Mermaid Territory



23: Teleportation Vent

- A column of inky black water, 10' wide, rises from the lake floor to the surface
 - Anyone passing through the column is teleported to a random location in the lake, 50' above the lake floor.

24: Kelp Forest

- 50' vines of kelp are packed tightly here, blocking the passage of any large vehicles or animals and slowing anyone smaller.
- Hidden amongst the kelp are choking vines.
- Entangled in the vines is Lomphar, a wereshark scout
 - Lomphar was sneaking through the vines to spy on the merfolk and was attacked by an eel. Though she managed to defeat the eel, she was lamed and therefore unable to avoid the vines.
 - Lomphar is distrustful of anyone allied to the merfolk, but will otherwise be grateful for rescue

25: Temple

4d8 merfolk, including their leader

26: Healing Vent

- A column of warm water, 10' wide, rises from the lake floor to the surface
 - It may be noticed by its mirage like distortion of the water, or the greater density of glittering blue diatoms around it
 - Swimming in the column has a healing effect
 - The merfolk know of this column, but it is as yet undiscovered by the weresharks

27: Jelly Fish Forest

- A dense patch of stunning jelly fish, 40' wide, 100' long, 80' high

28: Cerebral Scallop

- This giant shell is open
- At the very back is a 2' diameter crenulated pearl
- If a sentient being enters the back half of the shell, it slams shut
 - and the pearl begins to drain the being's memories into itself, eventually resulting in complete amnesia, after which the shell re-opens
 - any being strongly resisting the pearl will instead begin to absorb the trapped memories, including d4 spells

29: Novelist's nook

- A 5' x 5' hidey-hole at the top of the corral maze contains a bottle of waterproof ink and a long, waterproof scroll containing a half-written novel
- 50% chance of finding Gravenkelp the mermaid here.
 - Gravenkelp spends her days watching the pirates and writing an epic novel about a band of heroic merfolk soldiers, cursed with legs instead of tails, who built a magic ship to compensate for their lack of proper aquatic propulsion, and their ensuing adventures

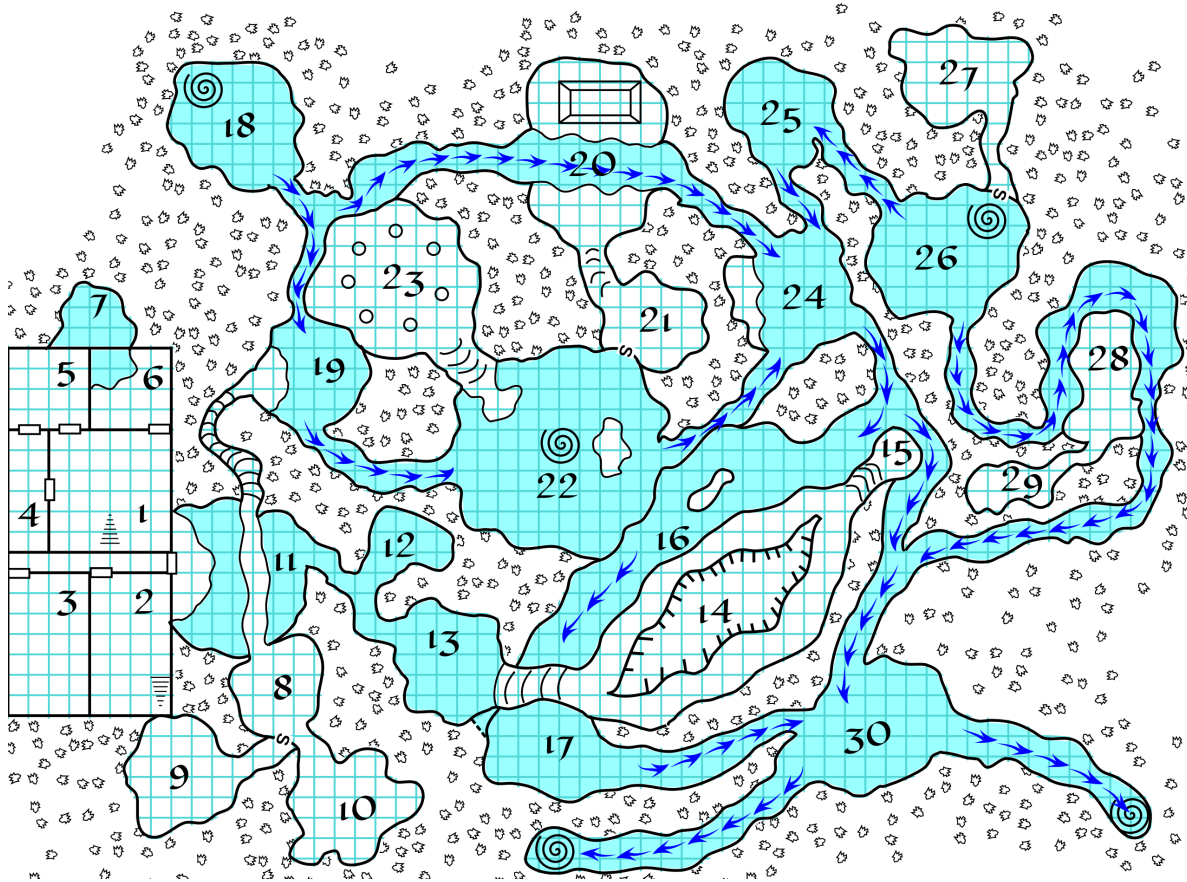
30: Splashdown Zone

This is the location where the submarine from [level 3 room 9](#) will fall when the floor is unlocked and in the proper alignment.

31: Corral Maze

- Whirlpool leading to the waterfall in [level 6, room 24](#).

Level 6: The Grottos

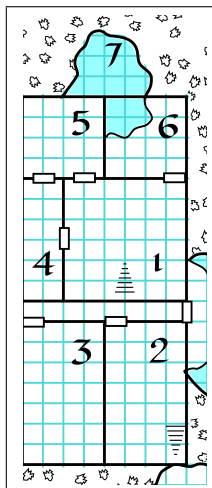


A series of caves and grottos fed by the underground lake.

Wandering Monsters

TODO: Wandering monster frequency and table
Fish, merfolk, fey, and fungi

1-7: Wereshark Fortress



1: Common room

- 2d6 weresharks

2: Trophy room

- Shark king's treasures.
- Trap near stairs alerts him to intruders.

3: Wereshark Shaman

- Shaman responsible for the gradient field and other incidental magic.
- Also, maintains the rituals and traditions of the weresharks.
- Reluctantly loyal to the shark king, whom she feels has gone astray.
 - Willing to ally with anyone she thinks has a realistic chance of deposing the king and putting her in charge
 - But distrustful of merfolk

4: Dry Goods

- Barrels of seaweed derived cooking supplies:
 - Agar
 - Vinegar
 - Dried herbs

5: Kitchen

- Sheven, wereshark cook. He has a large cleaver and a deadpan sense of humor.

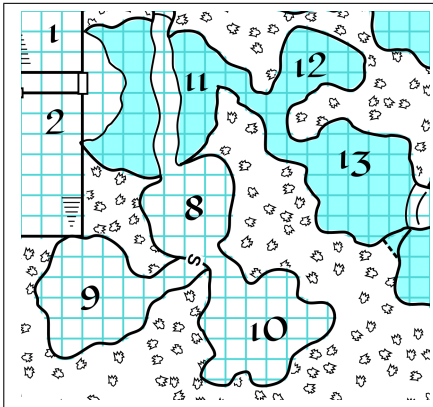
6: Armory

Racks of tridents, chain nets, and harpoon guns. 2 magical tridents.

7: Healing Pool

A pool with regenerative powers. 25% chance that it contains a sleeping wereshark patient.

8-13: Stagnant pools and crossover caverns



8: Kappa guards

- d4 Kappa guard the entrance to their cave.
 - They have a pot of oil, which they will use to douse the bridge in **room 11** in the event of intruders
- The walls are covered in thick, slimy algae, a curtain of which conceals the entrance to **room 9**

9: Kappa living quarters

- 2d4 kappa
- Treasure: gems worth 500gp

10: Tar trap

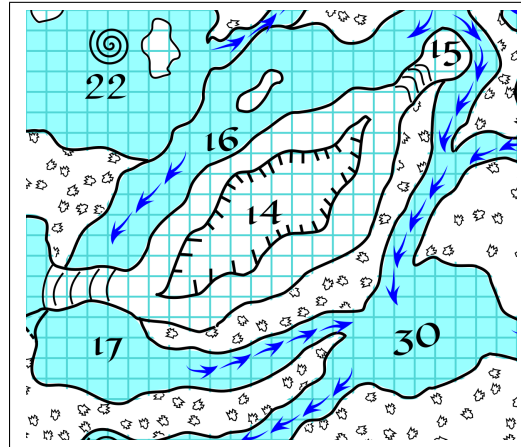
- The floor of this room is covered in very slippery algae
- In the center, concealed by a layer of algae, is a 10' diameter, 2' deep pool of sticky tar
- In the SE corner is a pile of enchanted iron pyrite, which shrieks loudly when touched

11: Invisible eels

12: Invisibility weed

13: Spore pond

14-17: Around the Cravasse



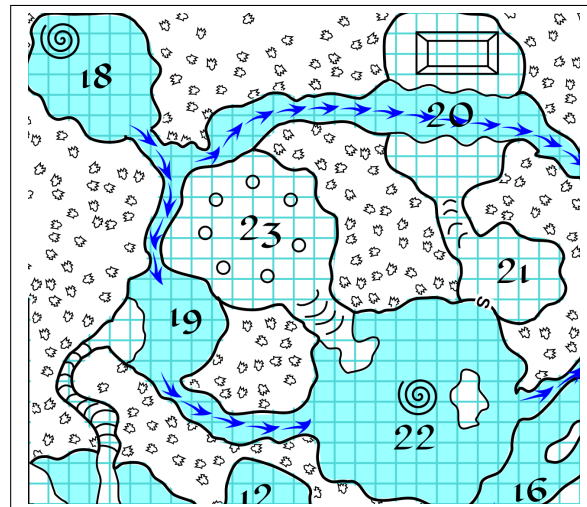
14: Fungal bloom

15: Bone pile

16: Boggart island

17: Ice sword

18-23: Whirlpool Lake



18: TODO

19: Kappa landing

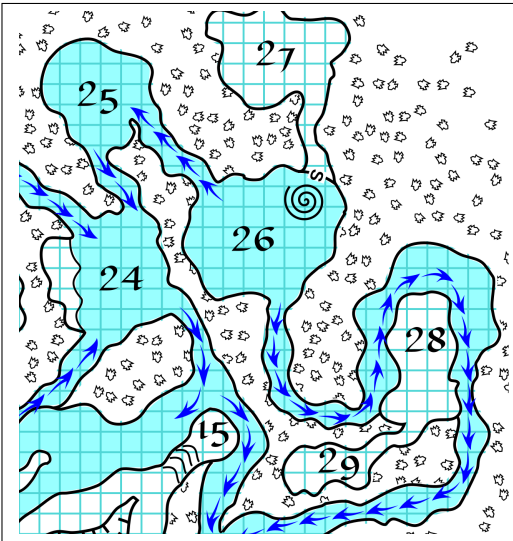
20: Boggart landing

21: Dream cave

22: Hag lagoon

23: Hag shrine

24-29: Merfolk mines



24: Bat cave

25: Grabby vines

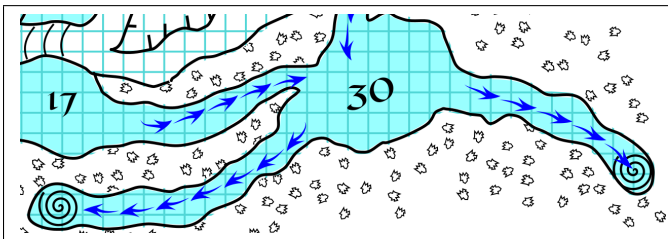
26: Guard pool

27: Treasure cave

28: Guard island

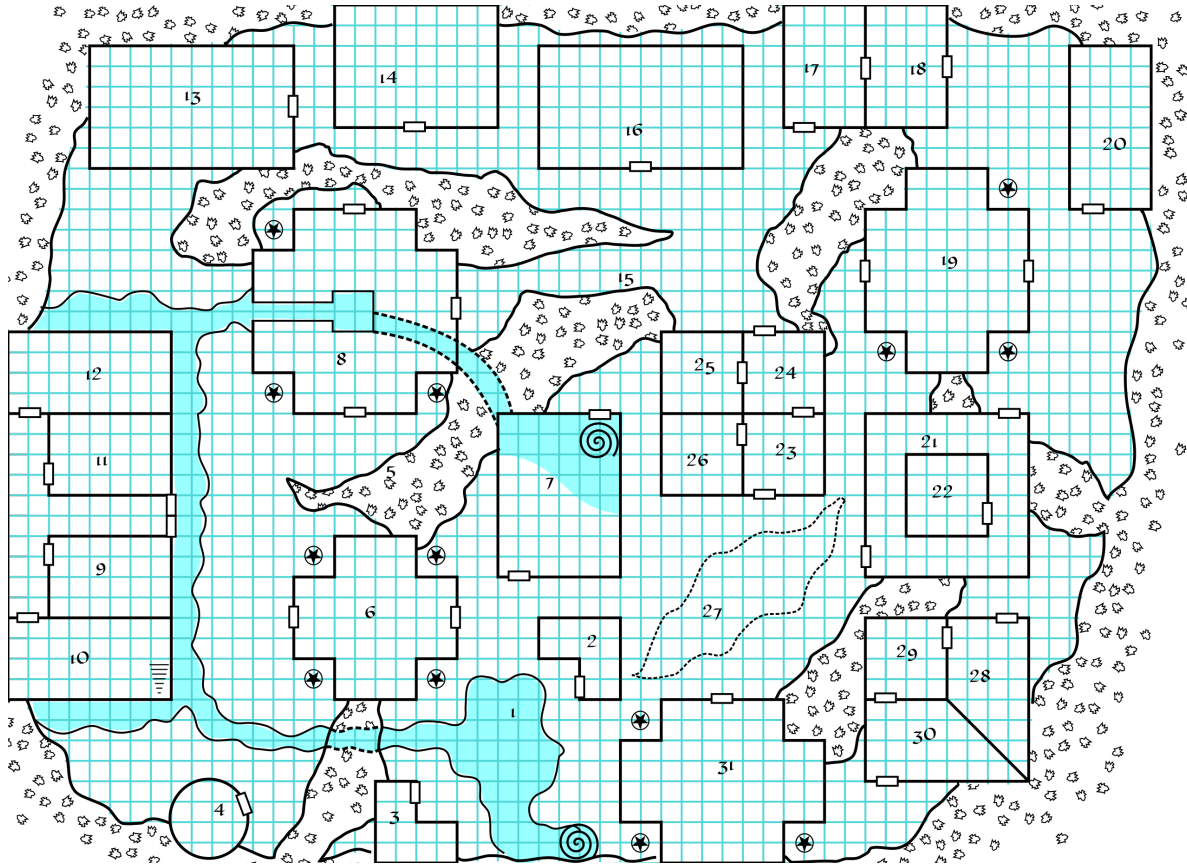
29: Ore room

30: Exits



30: Exits

Level 7: Vor Cravok



The ruins of Vor Cravok, covered in a fungal jungal, fed by the runoff of the grottos.

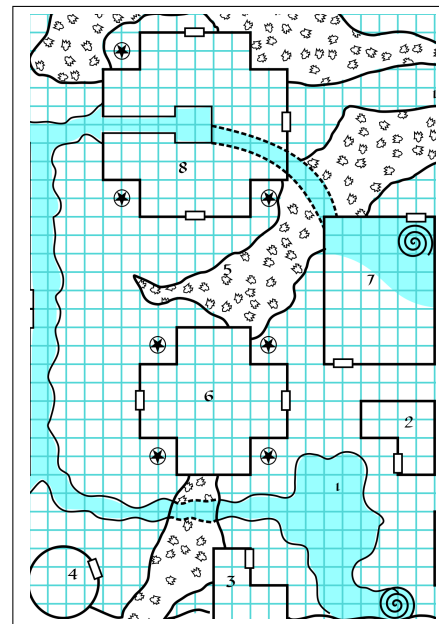
1-8: Temple District

Wandering Monsters

TODO: Wandering monster frequency and table
Fungi, vampires, and ?

Adversary Roster

TODO: Adversary roster



1:
Jul 1

2:
Jul 2

3:

Jul 3

4:

Jul 4

5:

Jul 5

6:

Jul 6

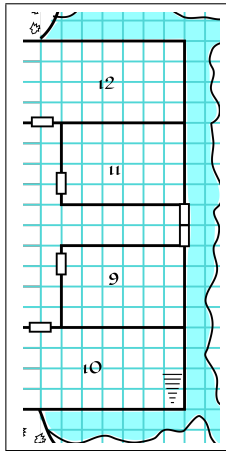
7:

Jul 7

8:

Jul 8

9-12: Wereshark Fortress



9:

Jul 9

10:

Jul 10

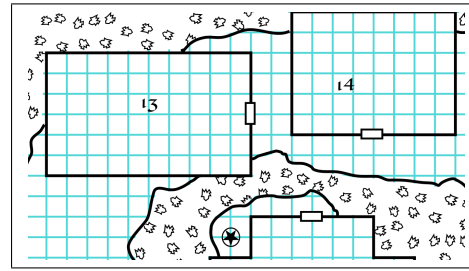
11:

Jul 11

12:

Jul 12

13-14: Warehouse District



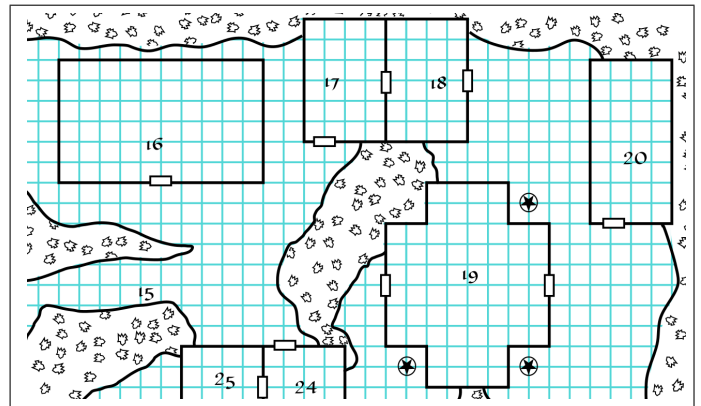
13:

Jul 13

14:

Jul 14

16-20: University Quarter



15:

Jul 15

16:

Jul 16

17:

Jul 17

18:

Jul 18

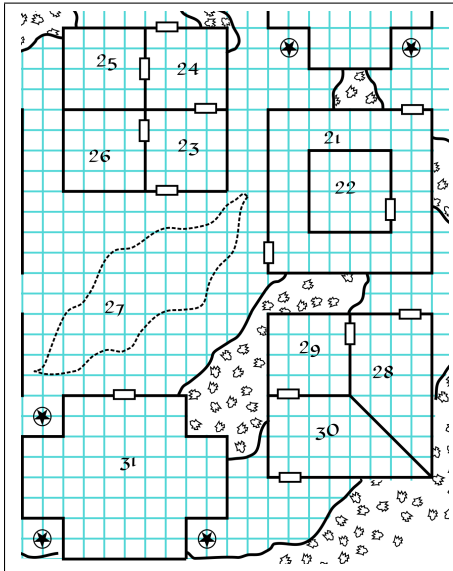
19:

Jul 19

20:

Jul 20

21-31: Royal Quarter



31:

Jul 31

21:

Jul 21

22:

Jul 22

23:

Jul 23

24:

Jul 24

25:

Jul 25

26:

Jul 26

27:

Jul 27

28:

Jul 28

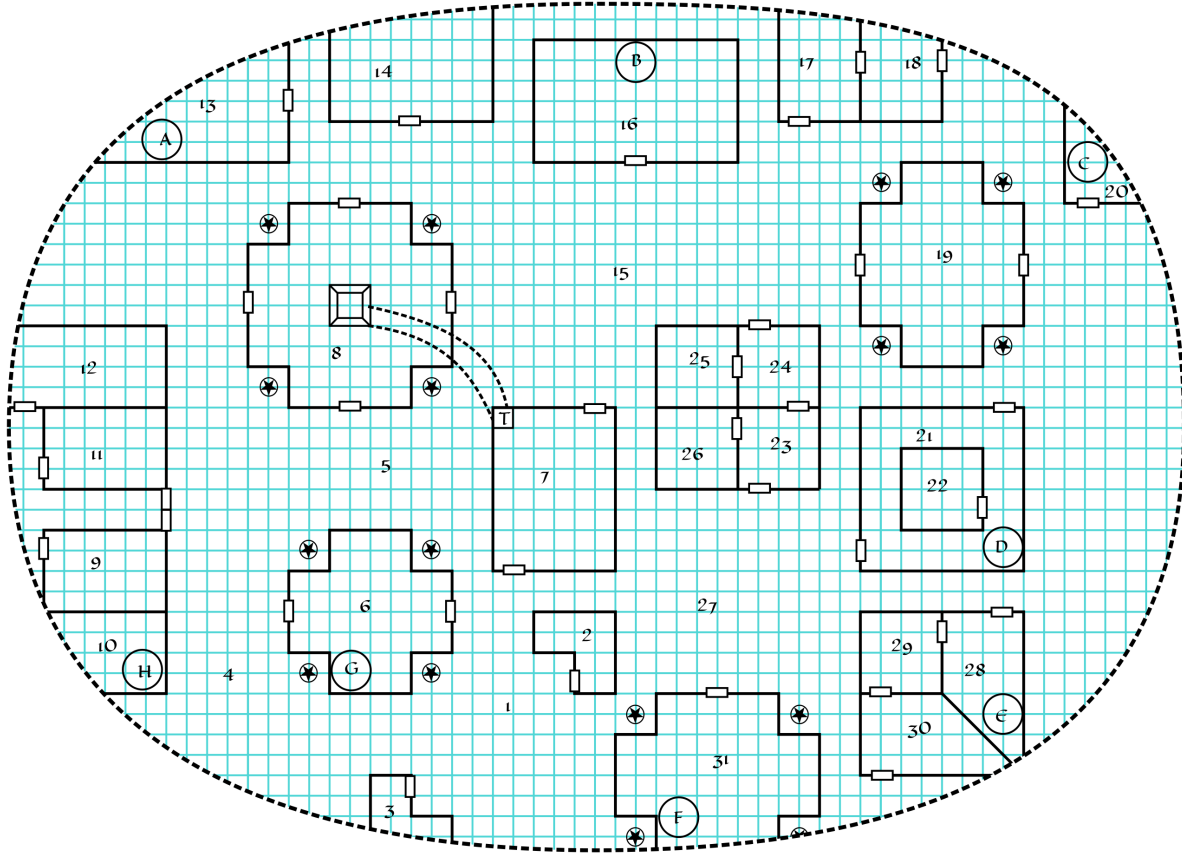
29:

Jul 29

30:

Jul 30

Level 8: The Second Seal



The second seal envelopes this level.

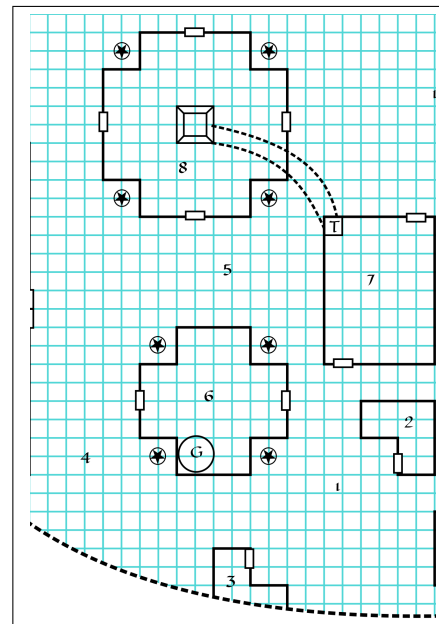
1-8: Temple District

Wandering Monsters

TODO: Wandering monster frequency and table

Adversary Roster

TODO: Adversary roster



1:
Jul 1

2:
Jul 2

3:

Jul 3

4:

Jul 4

5:

Jul 5

6:

Jul 6

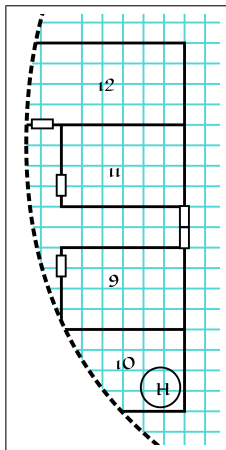
7:

Jul 7

8:

Jul 8

9-12: Palace



9:

Jul 9

10:

Jul 10

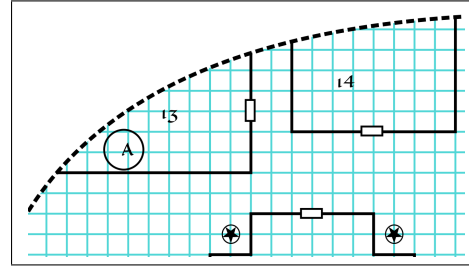
11:

Jul 11

12:

Jul 12

13-14: Warehouse District



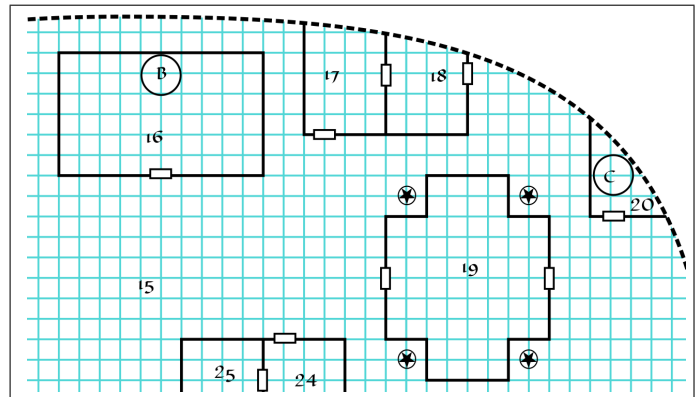
13:

Jul 13

14:

Jul 14

16-20: University Quarter



15:

Jul 15

16:

Jul 16

17:

Jul 17

18:

Jul 18

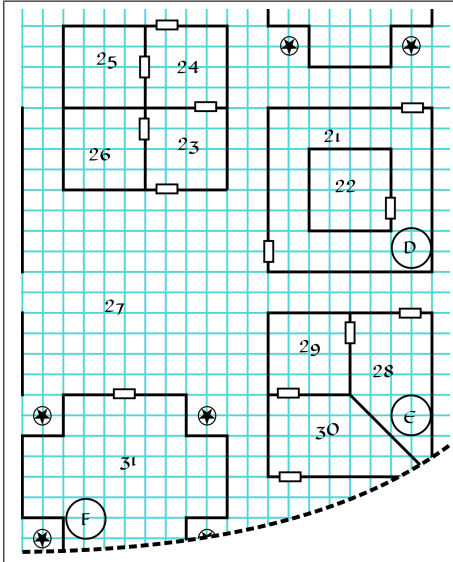
19:

Jul 19

20:

Jul 20

21-31: Royal Quarter



31:

Jul 31

21:

Jul 21

22:

Jul 22

23:

Jul 23

24:

Jul 24

25:

Jul 25

26:

Jul 26

27:

Jul 27

28:

Jul 28

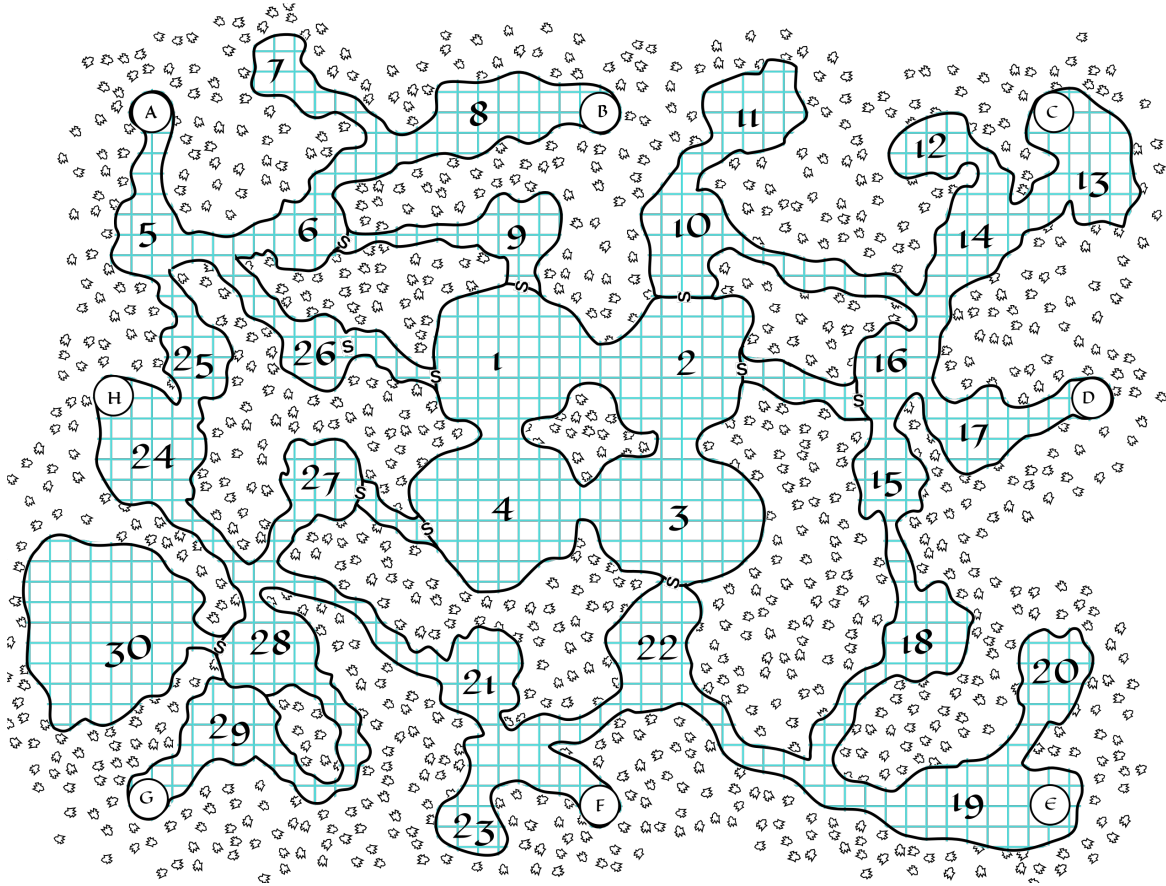
29:

Jul 29

30:

Jul 30

Level 9: The Rabbit Hole



Secret tunnels of the Samurai Bunnies, vassals of Ayortay.

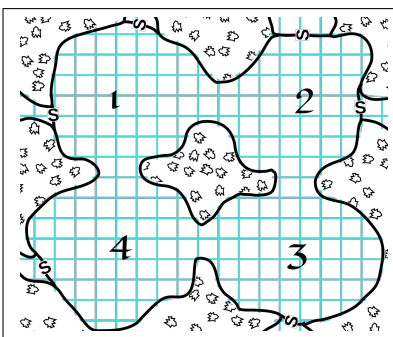
Wandering Monsters

TODO: Wandering monster frequency and table
Piercers, fungi, vampires, outre leftovers of Vor Cravok

Adversary Roster

TODO: Adversary roster

1-4: Central Warren



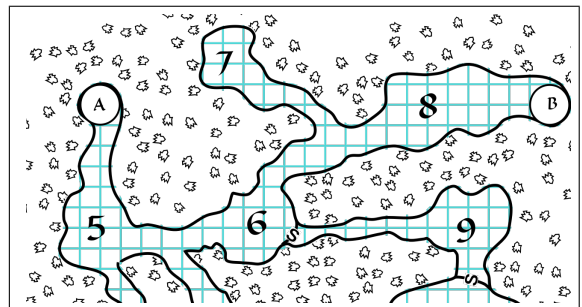
1:
Sep 1

2:
Sep 2

3:
Sep 3

4:
Sep 4

5-9: NW tunnels



5:
Sep 5

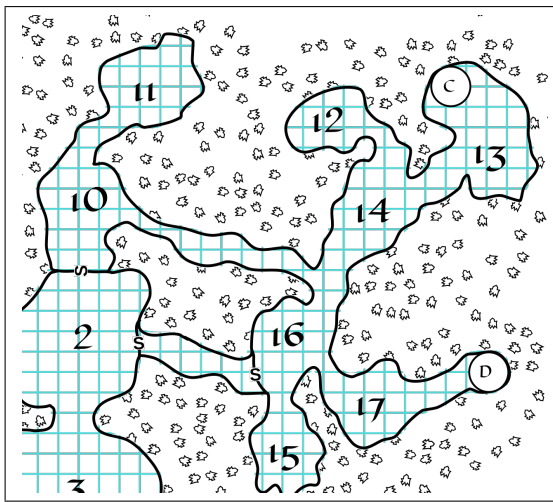
6:
Sep 6

7:
Sep 7

8:
Sep 8

9:
Sep 9

10-17: NE tunnels



10:
Sep 10

11:
Sep 11

12:
Sep 12

13:
Sep 13

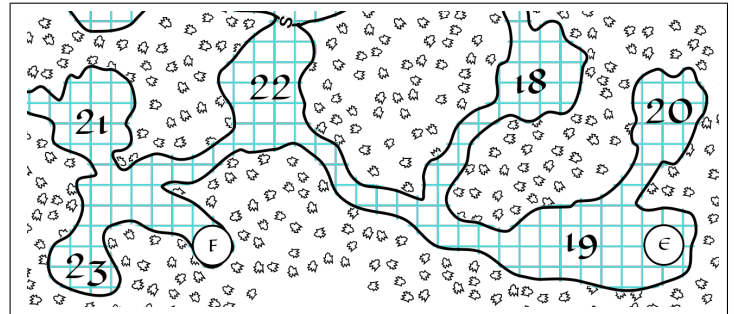
14:
Sep 14

15:
Sep 15

16:
Sep 16

17:
Sep 17

18-22: SE tunnels



18:
Sep 18

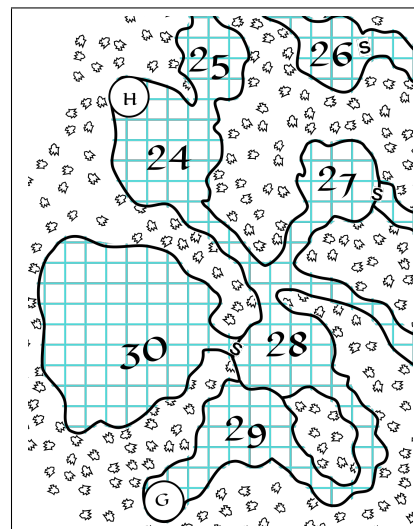
19:
Sep 19

20:
Sep 20

21:
Sep 21

22:
Sep 22

23-30: SW tunnels



23:
Sep 23

24:

Sep 24

25:

Sep 25

26:

Sep 26

27:

Sep 27

28:

Sep 28

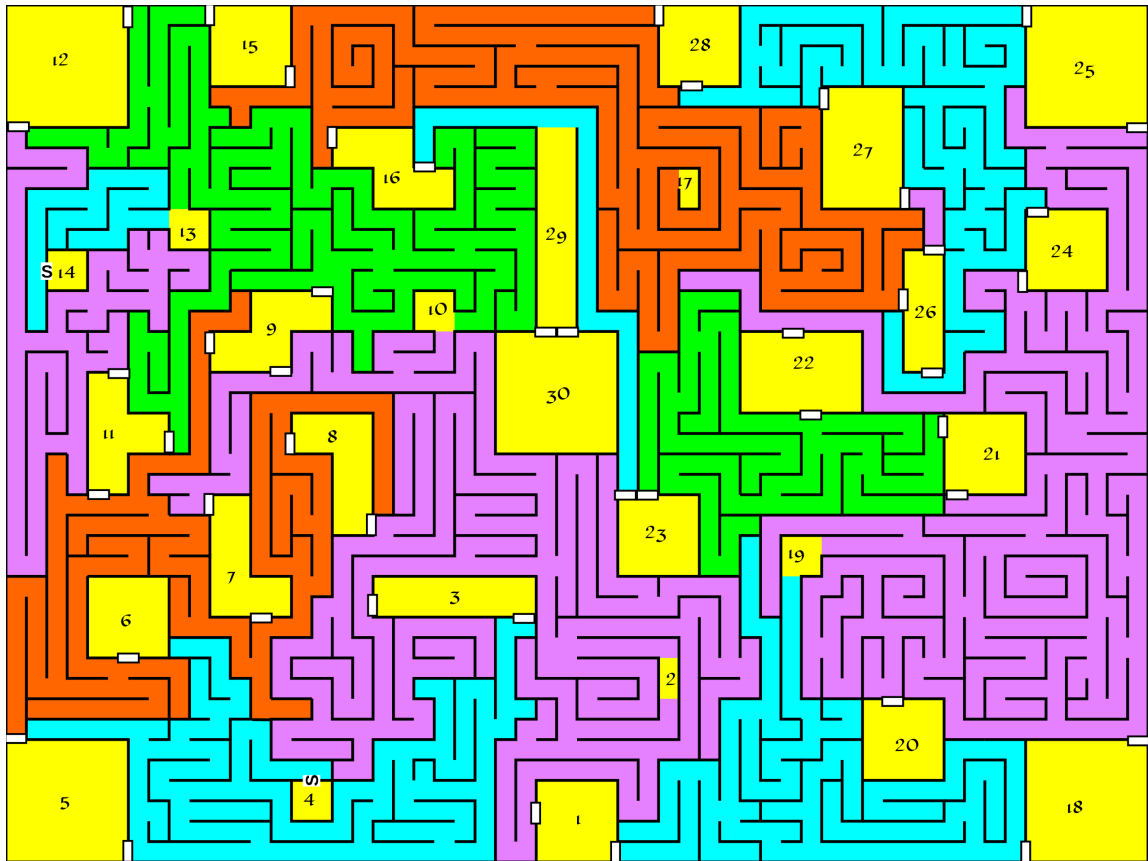
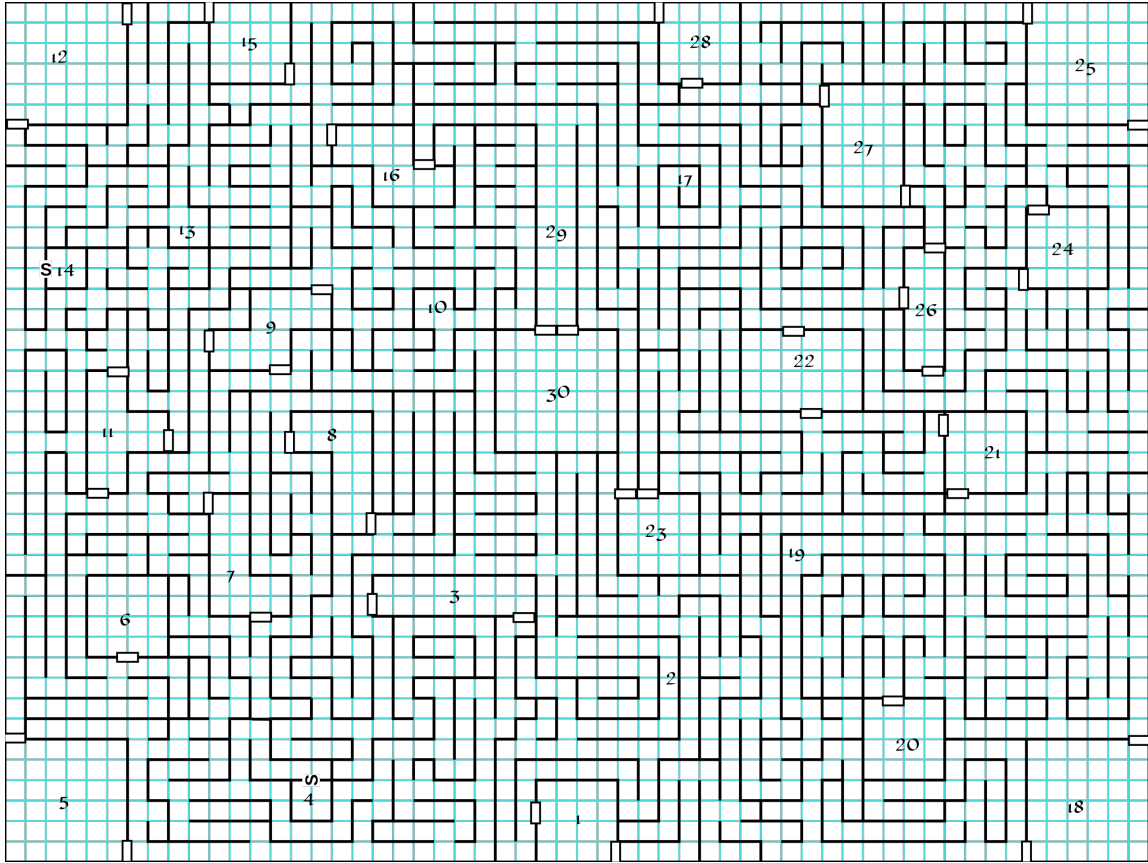
29:

Sep 29

30:

Sep 30

Level 11: The Labyrinth



Lithcraver's labyrinth, in which the first seal is guarded by Lithcraver and her golems. The seal blocks level 13, Berbalkor's lair, but unblocked stairways lead to level 12.

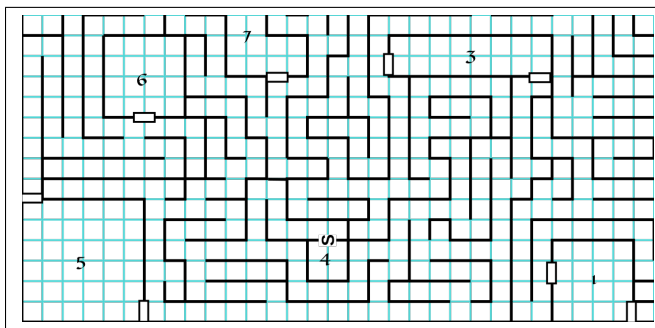
Wandering Monsters

TODO: Wandering monster frequency and table
Golems. And minotaurs. Maybe some stone giants too, just for fun.

Adversary Roster

TODO: Adversary roster

1-6: Digression



1:

Nov 1

2:

Nov 2

3:

Nov 3

4:

Nov 4

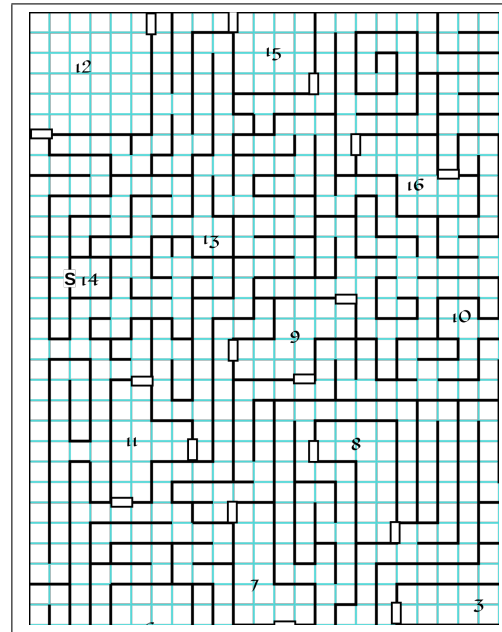
5:

Nov 5

6:

Nov 6

7-16: Western Route



7:

Nov 7

8:

Nov 8

9:

Nov 9

10:

Nov 10

11:

Nov 11

12:

Nov 12

13:

Nov 13

14:

Nov 14

15:

Nov 15

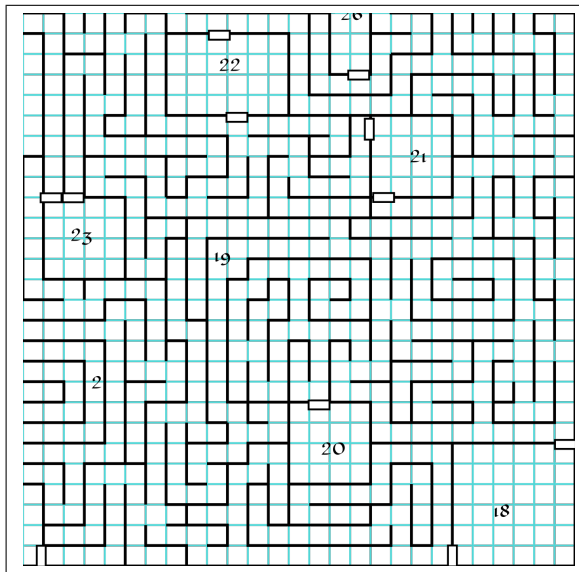
16:

Nov 16

17:

Nov 17

18-23: Central Route



18:

Nov 18

19:

Nov 19

20:

Nov 20

21:

Nov 21

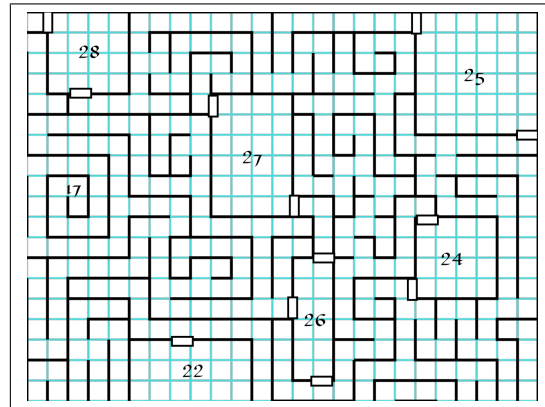
22:

Nov 22

23:

Nov 23

24-28: Eastern Route



24:

Nov 24

25:

Nov 25

26:

Nov 26

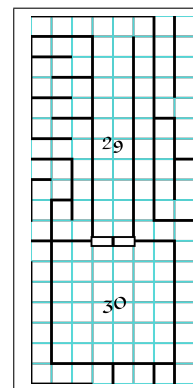
27:

Nov 27

28:

Nov 28

29-30: Exit



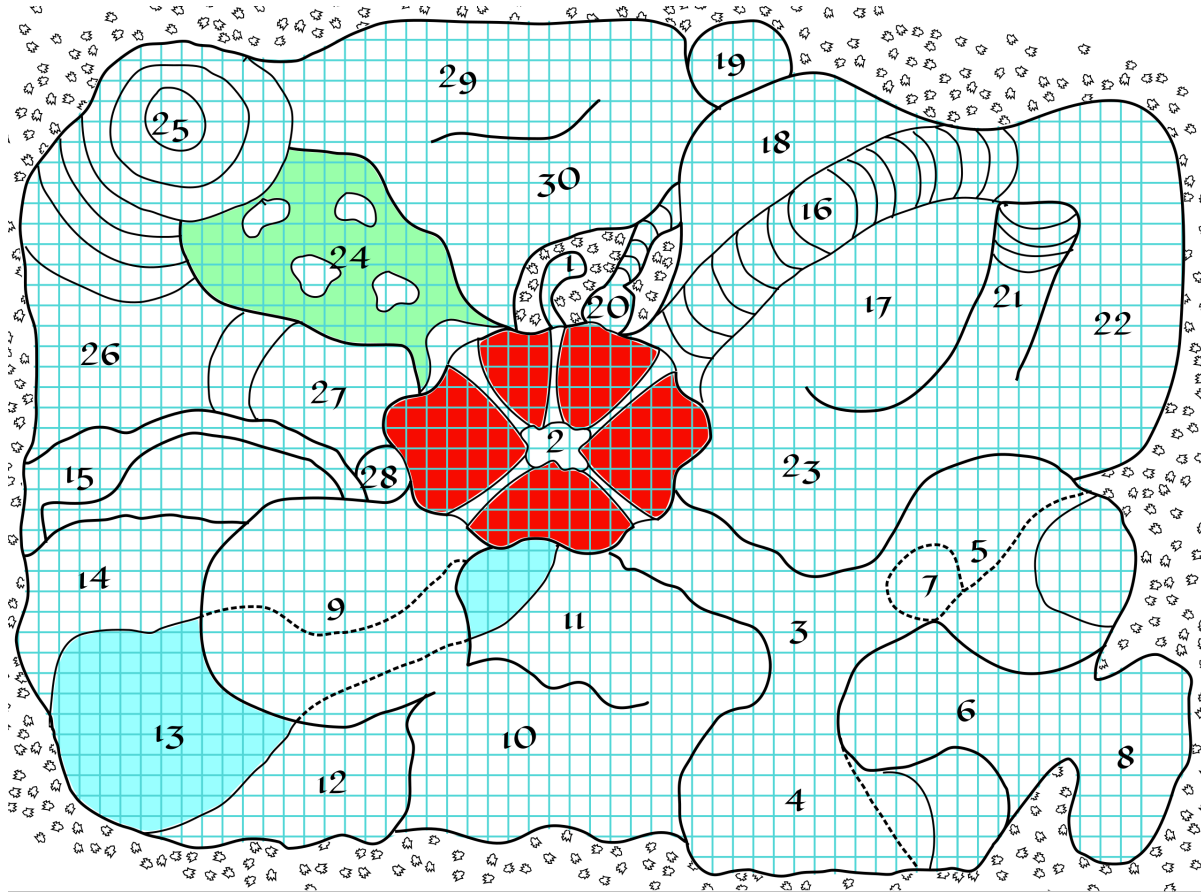
29:

Nov 29

30:

Nov 30

Level 12: The Dragon Keys

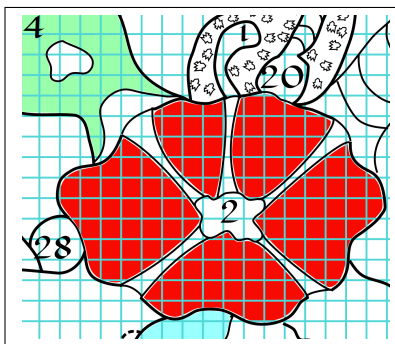


This level houses the four dragons that are the keys to Lithcraver's seal. Lithcraver does not mess around. There are no wandering monsters on this level. Could use wandering monster check for tracking the locations of the dragons though...

Adversary Roster

TODO: Adversary roster

1-2: Entrance and Seal



1: Entrance

The winding staircase from the labyrinth transitions to a set of crude slab steps that terminates abruptly at an

adamantine chain-link bridge above an enormous pit of fire.

2: The first seal

- This cavern is 40' high, with hidden overlooks at the north (room 20) and southwest (room 28) ends of the ceiling.
- The first seal is at the bottom of a pit, 50' across and 30' deep. It burns with an intense fire, the flames licking halfway up the bit and keeping the room above the pit dry and uncomfortably warm.
- A set of 5 chain-link adamantite bridges, 3 feet wide, red hot from the flames below, and swaying unsteadily, link the mouths of 5 tunnels to a central stone pillar that rises from the seal.
- In the pillar are 4 shallow depressions, 5' in diameter, aligned with the NW, NE, SW, and SE bridges.
 - Placing the heads of the four dragons from this level (*alive or dead*) in these depressions breaks the seal.
 - When the seal is broken, the fire is extinguished and the pillar plummets 20', until it is brought short by the bridges.

3-8: Ride the Lightning

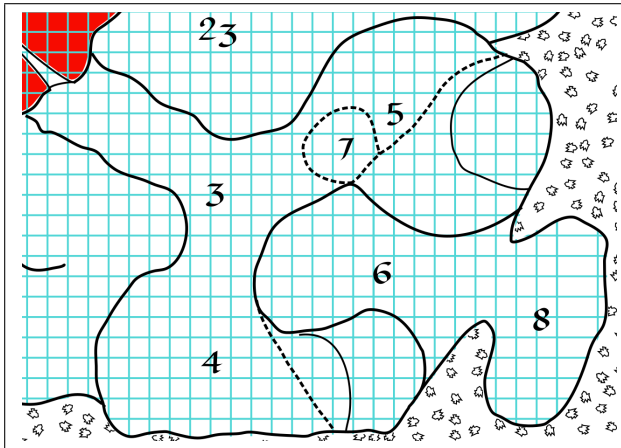
This is the lair of Kal Azral the Blue Dragon. Kal Azral will initially be found in (d10):

1-3 basking in his lightning bath (room 4)

4-6 prowling his main lair (room 6)

7-10 asleep on his hoard (room 8)

If Kal Azral is not actively tracking the PCs, roll d6 every turn (10 minutes). On 1, randomly move him to an adjacent room.



3: Sandstone Stairs

A wide set of sandstone stairs descends into a forked cavern filled with sand dunes.

4: Lightning Bath

- A perpetual lightning storm rages in this cavern, the sand scorched black and fused into patches of obsidian.
- A long shallow depression has been worn into the sand from where Kal Azral basks in his lightning bath.
- A large hole in the east overlooks the **main lair (room 6)**, 30' below.

5: Scorpion Sands

- The sand dunes continue in this cavern, ending in a large hole in the east which overlooks the **main lair (room 6)**, 30' below.
- Hiding in the sand dunes are 4 giant scorpions.
 - Kal Azral treats the scorpions as both pets and snacks.
- A depression on the southern end of the cavern is a sinkhole which drops anyone who steps on it into the scorpion nest in **room 7**.

6: Main Lair

- The air in this wide, sandstone room is dry and staticky and smells of ozone. The floor is scorched and pitted and littered with giant scorpion parts (*the remains of previous meals*).
- A narrow crack in the floor, 1' high and 2' wide, leads to the scorpion nest in **room 7**.

7: Scorpion Nest

- This sandy, cylindrical chamber is filled with giant scorpion eggs – oblong, translucent orbs the size of footballs with two short antennae on one end.
- Any violent disturbance in the chamber (*e.g.*, lightning, fire, loud sounds, etc) results in the eggs hatching into a swarm of (*regular sized*) scorpions.

8: Kal Azral's hoard

- This cavern is lower and than main lair and filled with Kal Azral's hoard:
 - 10,000 copper pieces and 5,000 silver pieces all electrostatically charged.
 - 20 sapphires.
 - 5 tomes of lost wisdom.
 - A Cogenti electro-mech.

The electro-mech is a relic of the Cogenti ancestors from the time of Lithcraver. Incompletely realized, it was completed by Kal Azral, who appreciated its design even though it is of no practical use to him.

TODO: details (similar to the mech on level 3)

9-15: Mouthful of Poison

This is the lair of Kal Vanya the Green Dragon. Kal Vanya will initially be found in (d10):

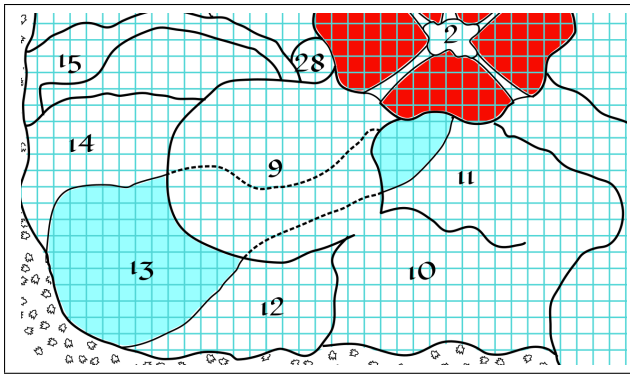
1-3 basking in her mud wallow (room 12)

4-5 cavorting in the snake pit (room 10)

6-8 asleep on her hoard (room 11)

9-10 Swimming in the black lagoon (room 13)

If Kal Vanya is not actively tracking the PCs, roll d6 every turn (10 minutes). On 1, randomly move her to an adjacent room.



9: Poison Cloud Bog

Sinkhole to 13

10: Snake Pit

Just utterly crawling with snakes.

11: Kal Vanya's Hoard

moldering tapestries potions and poisons and antidotes one more major item? – a relic of a completely lost civilization

12: Mud Wallow

Dec 12

13: Black Lagoon

Sinkhole to level 13 after seal is broken. Giant eels

14: Curing Shelf

Shed skin Curing eels Taxidermied beasts in rigor mortis

15: Ancient Smuggler's Cache

Dec 15

16-23: Trapped Under Ice

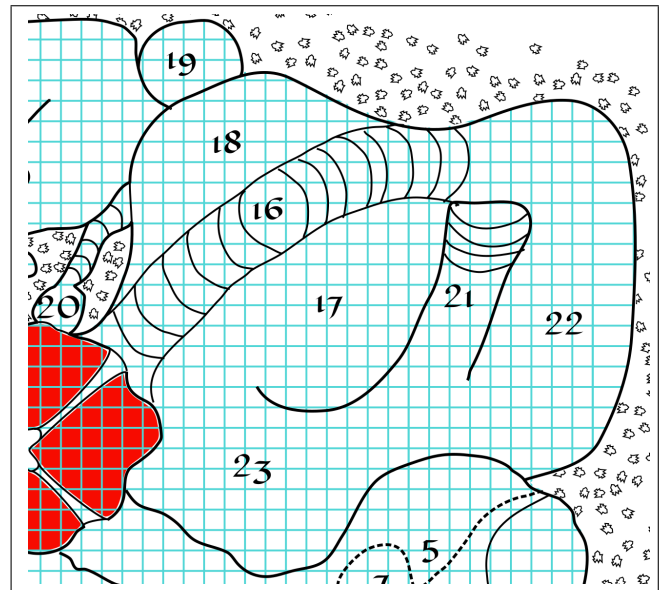
This is the lair of Kal Ba'an the White Dragon. Kal Ba'an will initially be found in (d10):

1-3 working on an ice sculpture (room 18)

4-6 cavorting in the blizzard (room 22)

7-10 asleep on her hoard (room 23)

If Kal Ba'an is not actively tracking the PCs, roll d6 every turn (10 minutes). On 1, randomly move her to an adjacent room.



16: Ice Bridge

- A wide and slippery ice bridge arches over a pair of caverns.
- The bridge is 30' at its apex, just 10' below the cavern ceiling.
- The caverns are joined by a 15' diameter passage at the center of the ice bridge.

17: Ice Piercers

- The ceiling of this cavern is spikey with 30 ice piercers, each 8-12' long, which hurl themselves at anyone passing below.
- The floor is uneven and slippery with the thawed and refrozen corpses of fallen ice piercers.
- Buried 15' deep beneath the ice, its shadow barely visible on the surface, is a perfectly preserved mammoth carcass.
- A narrow ledge, 20' up the western wall, provides access to the passage to room 20.

18: Sculpture Cavern

- This cavern is full of ice sculptures magically wrought by Kal Ba'an: giant squid, sharks, walruses, and a great ship crewed by the ancestors of the Ozgurami.
- The floor is covered in thick, powdery snow.
- A foot thick, opaque sheet of ice hides the entrance to room 19.

19: Polar Bear Den

- The den of a hibernating dire polar bear.
- A good hiding place, provided you don't wake the bear.

20: Northern overlook

- A narrow stone passage ends in a ten foot wide, five foot high cave adjacent to the roof of the entrance cavern.

21: Mirror Hall

- A hill of snow slopes gently up NW, rising 10' over the length of the hallway.
- At the top of the slope is a perfectly flat mirror of ice, creating the illusion that the hall continues beyond the peak of the hill.
 - The grade of the slope is such that climbers will not see their mirror images until they are half way up the hill.

22: Blizzard

- A perpetual snow storm fills this cavern.
- Due to the snow storm, there is virtually no visibility beyond 2'.
- Likewise, the constant howl of the storm masks all other sounds.

23: Kal Ba'an's Hoard

- A heap of quartz crystals, 5' high and 20' wide. Interspersed in the crystals are:
 - 100 diamonds of all sizes
 - 15 ivory figurines
 - 4 masterwork swords
 - 1 +3 sword of fire resistance

24-30: Blackened

This is the lair of Kal Nagano the Black Dragon. Kal Nagano will initially be found in (d10):

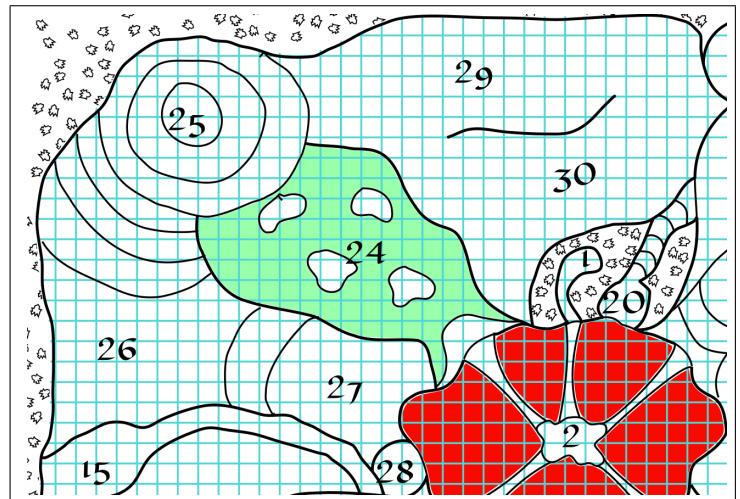
1-3 Keeping watch from the dias (room 25)

4-6 Adding detail to the etched city (room 30))

7-8 Keeping watch from her hoard (room 27)

9-10 Asleep on her hoard (room 27)

Kal Nagano has many vantage points from which to start actively tracking the PCs. In the event that she is not, roll d6 every turn (10 minutes). On 1, randomly move her to an adjacent room.



24: Acid Pool

- The acid etched path in the SE descends 15' to a wide pool of opaque black acid, 20' deep.
- The pool is fed by a waterfall in the NE.
- Four stone islands form a widely spaced path across the pool.
- A series of stone terraces, each 5' high lead up from the NW side.
- The ceiling of the cavern is 30' above the pool.
- 20' above the pool, to the SW, a cliff overlooks the pool from Kal Nagano's hoard (room 27).

25: Etched Dias

- Concentric stone slabs rise to an acid etched dias, from which Kal Nagano likes to survey her domain.

26: Black Puddings

- The tiered slabs of the dias descend to a 30' high cavern full of black puddings.
- The room slopes down to the SE, ending in a 15' cliff at the top of which is Kal Nagano's Hoard.

27: Kal Nagano's Hoard

- A heap of hundreds of crowns, corroded to the point of worthlessness and in many places intercalated or fused together, intermixed with 1,000 platinum coins as well as:
 - 15 obsidian figurines
 - 20 black opals
 - 4 magic rings, each bearing the sigil of one of the Flamfilk scales
- **River** (*Freygish*) – ring of gaseous form

Raven (*Mi Sheberakh*) – ring of speak with
dead

Ram (*Adonoy Molokh*) – ring of mighty fist

Rock (*Mogen Ovos*) – ring of stone skin

- Acid-etched rivulets criss-cross the floor. In the SE corner, an acid etched hole 2' in diameter leads to room 28.

28: Acid Etched Overlook

- Over centuries, the acid drool of the sleeping Kal Nagano has eroded this small cave, 3' high, overlooking the entrance cavern.

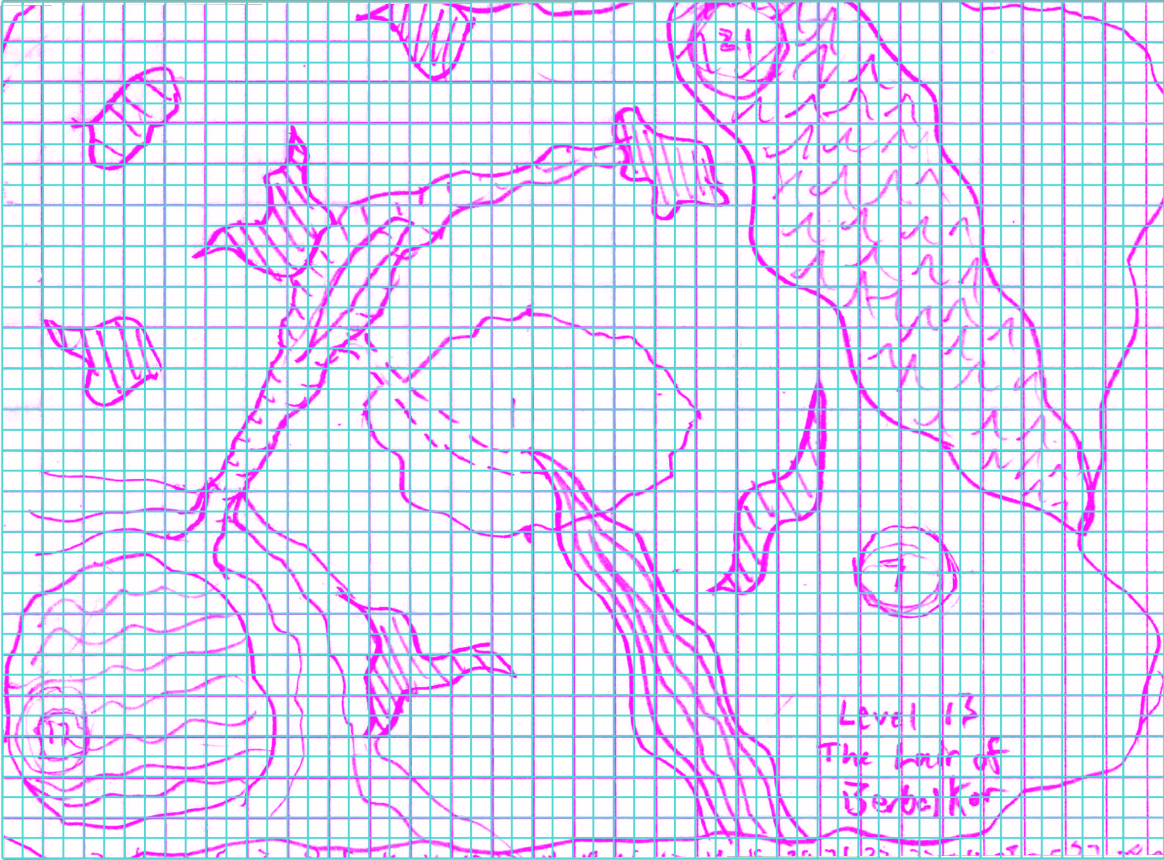
29: Acid Rain

- A perpetual rain of black acid falls in this room, running down the sloped floor to the west, where it feeds the waterfall to the pool in [room 24](#).

30: Etched City

- The floor of this cavern is a 3' thick vein of copper.
- The copper has been meticulously etched to form an elaborate city carved from a mountain range: the ancient dragon city of Ak'kal'zanith.

Level 13: The Inferno



This one is special – one massive room for the lair of Berbalkor.
Dec 31