

Den Of The Dreamers

In a secluded back alley in the sprawling, corrupt city of Korrnegrum, there is a pair of double doors on a building with no signage. Inside, past the curtains, patrons loll on rough mats or inside cushioned booths, spending their hours half-dreaming under the weighty, soul-numbing influence of questionable narcotics.

But beyond this "Den of the Dreamers" there is an illegal casino that excites wealthy youths and attracts those who seek to prove their cool to the world by venturing inside....

And unbeknownst to all involved (visitors and operators alike), deep below the casino a race of strange subterranean creatures has drawn near, feeding on the brain waves of those far above in their withering narcotic stupor....

DEN KEY

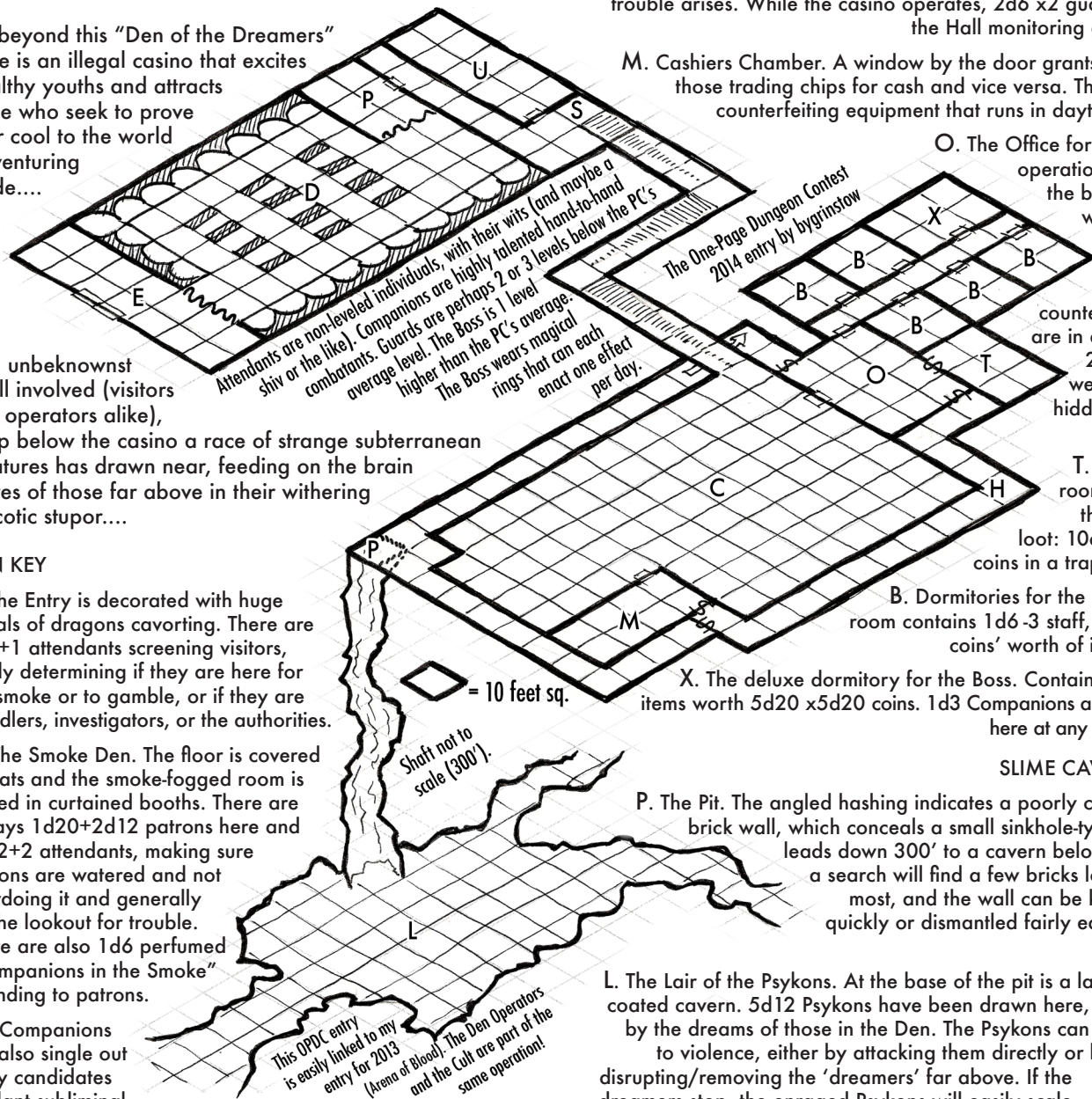
E. The Entry is decorated with huge murals of dragons cavorting. There are 1d3+1 attendants screening visitors, subtly determining if they are here for the smoke or to gamble, or if they are meddlers, investigators, or the authorities.

D. The Smoke Den. The floor is covered in mats and the smoke-fogged room is ringed in curtained booths. There are always 1d20+2d12 patrons here and 1d12+2 attendants, making sure patrons are watered and not overdoing it and generally on the lookout for trouble. There are also 1d6 perfumed "Companions in the Smoke" attending to patrons.

The Companions will also single out likely candidates to plant subliminal suggestions in their minds while they are under the influence of the smoke. Suggestions include: 1) entice others to visit, 2) join the gambling games, 3) seek out info, 4) reveal info, 5) plant evidence, 6) assassinate targets.

P. Preparation Area. The narcotic substances are mixed here, and 2d6 capable guards stand by for possible trouble. The Companions also rest here when not working on the floor.

U. Utility Space. This is storage for general items and includes a kitchen to make simple, bland food for the Den and exotic finger foods for the Casino. 2d3 exhausted attendants are present at any given time.



- DIAMOND DRAGON CASINO KEY**
- S.** Stairs — made to look precarious, grimy and disused (which thrills the wealthy partiers), but they are perfectly safe. The bottom-most section flips up for access to and from the Hall.
 - C.** The Casino floor contains numerous games of chance. The casino (which does not pay taxes to the city) only operates at night, and reaches peak occupancy shortly after midnight (generally 10x 1d20+30 partiers at peak any given night).
 - H.** A Secret Hall surrounds the casino floor, with numerous secret viewing ports and ways to burst onto the floor and intercede if trouble arises. While the casino operates, 2d6 x2 guards are in the Hall monitoring goings on.

M. Cashiers Chamber. A window by the door grants access to those trading chips for cash and vice versa. There is also counterfeiting equipment that runs in daytime hours.

O. The Office for the whole operation is where the boss works, with 1d8+2 guards. 5d20 x500 counterfeit coins are in a safe and 2d20 small weapons are hidden around the room.

T. This secret room contains the genuine loot: 10d20 x 750 coins in a trapped safe.

B. Dormitories for the staff; each room contains 1d6-3 staff, plus 2d12 coins' worth of items/loot.

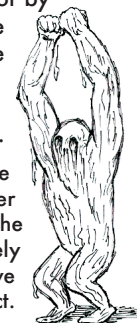
X. The deluxe dormitory for the Boss. Contains valuable items worth 5d20 x5d20 coins. 1d3 Companions are sleeping here at any given time.

SLIME CAVERN KEY

P. The Pit. The angled hashing indicates a poorly constructed brick wall, which conceals a small sinkhole-type pit that leads down 300' to a cavern below. A bit of a search will find a few bricks looser than most, and the wall can be knocked in quickly or dismantled fairly easily, if not quickly.

L. The Lair of the Psykons. At the base of the pit is a large, slime-coated cavern. 5d12 Psykons have been drawn here, entranced by the dreams of those in the Den. The Psykons can be roused to violence, either by attacking them directly or by disrupting/removing the 'dreamers' far above. If the dreamers stop, the enraged Psykons will easily scale the shaft and rampage upon the surface world, starting with the Casino, trying to find again the dreamers' sweet psychic song.

Game-statistically, the Psykons are as orcs or similar base creatures. However, their slimy touch causes the transfer of a psychotropic chemical they secrete, which causes the target to experience extreme hallucinations, effectively paralyzed for 1d4 rounds unless he or she can save against the effect.



Psykons and other monsters: appendixm.blogspot.com