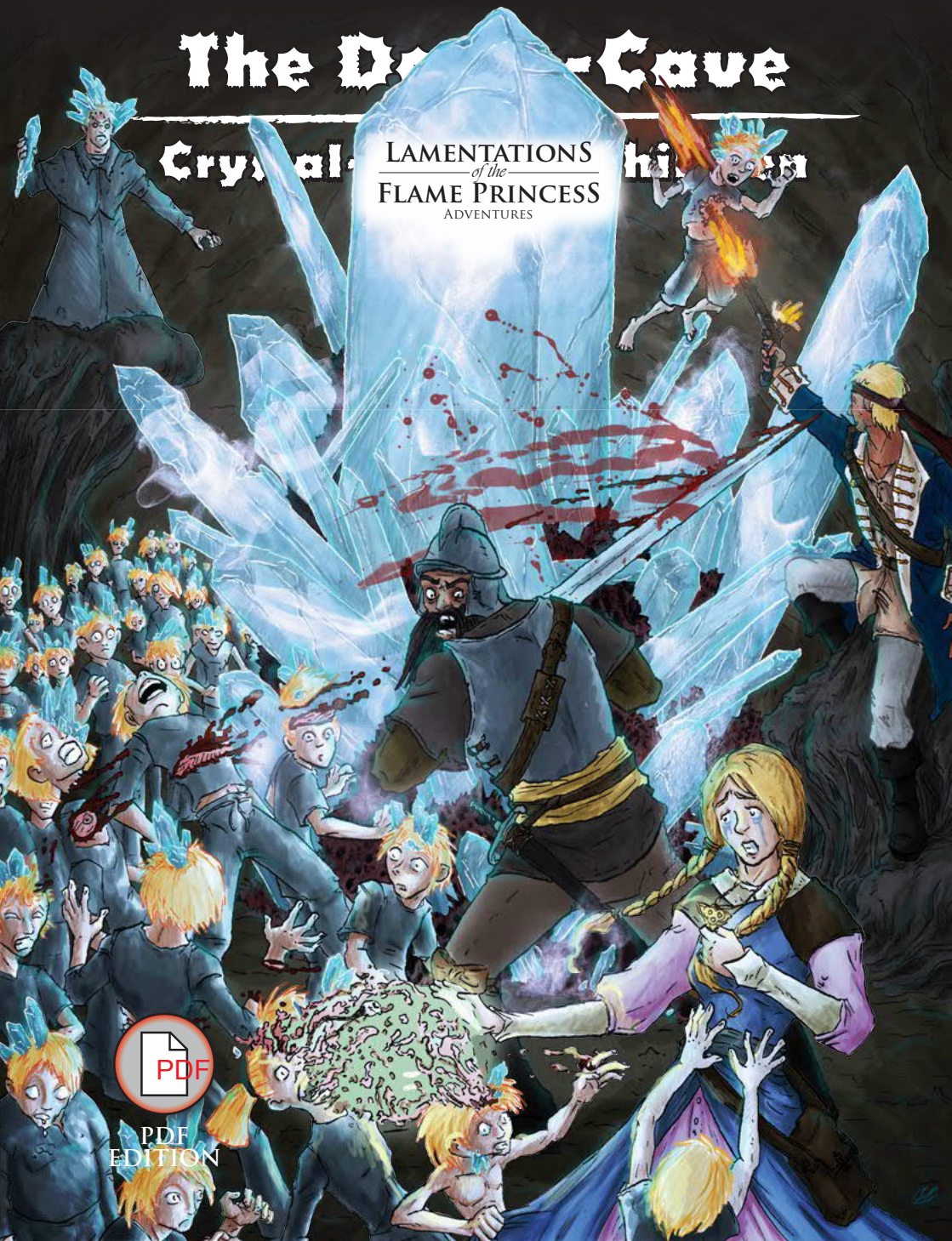


The Dr...-Cave

Crystal... h...n

LAMENTATIONS
—of the—
FLAME PRINCESS
ADVENTURES



PDF
EDITION



LotFP's 2013 Free RPG Day adventure, *Better Than Any Man*, was banned by many game stores around the world. The adventure was even accused by one participating store as being about "killing children."

It wasn't; but people see what they want to see, and because LotFP wants to work with retailers and be a publisher that produces what retailers want to see, we have decided that per that store's wishes, this year's Free RPG Day adventure should be about the killing of children.

Not to worry though—they are freaky crystal-headed children. Inhuman RPG cannon-fodder. 'Monsters.' So it's okay. They deserve it. So you can have fun carving them up. Right?

The Doom-Cave of the Crystal-Headed Children

A strange little adventure of large cosmic entanglement

A *LotFP Weird Fantasy Role-Playing* adventure for characters of any level. As the title indicates, it is a dungeon crawl.

Lamentations of the Flame Princess Weird Fantasy Role-Playing is the horrific adventure RPG out of Finland that holds nothing back. It is part of the **Old School Renaissance** family of games, which makes this adventure broadly compatible with dozens of other old school games.

If you find *The Doom-Cave of the Crystal-Headed Children* a sufficiently guilty pleasure, look for other LotFP adventures and supplements from your retailer of choice!

For further weirdness, download [the free LotFP rules](#) and last year's FRPGD adventure [Better than Any Man!](#)

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LAMENTATIONS
of the
FLAME PRINCESS

www.lotfp.com

LAMENTATIONS *of the* FLAME PRINCESS ADVENTURES

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Welcome to this year's LotFP adventure for Free RPG Day!

For those not yet on board, *Lamentations of the Flame Princess Weird Fantasy Role-Playing* (LotFP) is a dark fantasy/horror/screwed-up adventure game built on the back of traditional RPG rules. It proudly winds up on the far side of the ‘tasteful’ boundary fairly often. You can flex your imagination and enjoy creating or you can worry about what other people are going to think of what you do, but you can’t do both. Or at least I can’t. Because really, if you want wicked fun, you don’t worry about being ‘mature’ or ‘professional,’ you take your fever dreams and personal tragedy and reactions to current events and every dirty joke that ever made you really laugh and you combine it all in strange ways and then crank that shit up to 11 and you release it back to the world and laugh when the grannies and prudes cry. Fuck ‘em.

Because wicked fun is the important thing here—and we pursue it relentlessly. This year we’ve got a dungeon that’ll work as a totally mental one-shot just as well as a completely disruptive part of an ongoing campaign. And if you’re not wanting disruptive, then what’s the point? “Oh let’s have an adventure that doesn’t look like it’ll rock the boat, I’m sure that’ll have a better chance of getting the players excited and of being something we all remember later on with fondness.” Pfffft. You want carefully considered, scientifically tested, carefully balanced adventures that are constructed to have beginnings, middles, and ends, all of which can be slotted into your pre-plotted campaign without changing it? I call those types of adventures ‘fillers’ and once a regular progression of events becomes evident, once the outcomes of an adventure are discovered and known, that adventure becomes boring, and I’d never publish what I’d come to think of as boring.

This adventure has been played just enough to confirm that it *can* work, not beaten down to blandness so that it always *will* work. And if you and your players play around with possibilities and combinations of situations I never ‘tested’ or even considered, then I salute you and am envious for having adventures with my creation than I didn’t, and I am proud of having made an adventure that allows for you to have excitement that I didn’t get to have. And if a certain combination of rolls and events completely tanks the adventure as written, you’ll just have to improvise. A Referee doesn’t get a day off just because today’s adventure was written by somebody else.

If you like what you see, a great many LotFP books should be available from the very place that you got this book from. Support your game store of choice! Show them that stocking the strange and unusual helps their business. If you don’t like what you see, buy more LotFP stuff from your local vendor anyway just to see if that stuff is any better. You can also pop over to www.lotfp.com to find links for a no-art free PDF of the core LotFP rules (as a teaser for the hardcover version!), as well as a free PDF of LotFP’s 2013 Free RPG Day adventure *Better Than Any Man*.

We also have our own message board, a handy G+ account and community for day-to-day postings and online drama, and other fun. Stop on by.

James Edward Raggi IV

February 1, 2014

Helsinki, Finland

Soundtrack to the writing of this adventure (all experienced on glorious Compact Disc): [Mansion](#) *We Shall Live*, [Blood Ceremony](#) *The Eldritch Dark*, [Orne](#) *The Conjuraton by the Fire*, [Rush](#) *2112*, [Age of Taurus](#) *Desperate Souls of Tortured Times*, [Hell](#) *Curse & Chapter*, [Reverend Bizarre](#) *III: So Long Suckers*, and [Magister Templi](#) *Lucifer Leviathan Logos*. The devil does indeed have all the best tunes.

Adventure Introduction

If you are using this adventure as a one-shot, this is just exposition to recite and you can start the party in front of the dungeon entrance. If you plan to use this adventure in campaign play, pick a small town for this all to happen in, introduce the strangeness the next time that the characters pass through, and make them investigate a little bit to get all of this information.

There is this small town of no more than 1000 people along the road between two larger cities. It has a problem. A couple weeks ago, women of the town began to freak out. They wanted to know where Andrew was—and nobody had ever heard of Andrew.

There were a hundred of these women, and they all told the same story. Exactly four years previous (give a specific date appropriate for your campaign), each woman claims to have given birth to a boy named Andrew. The boy grew up to be a normal blond haired, blue-eyed child, but when the woman woke on the morning of Andrew's fourth birthday, the child was gone. Worse, nobody remembered her child ever having existed.

Well, when one hundred women, from every social class, ranging in age from 14 to 48, all claim to have given birth on the same day to a child of the same description, each with the same name, people are going to think something is wrong. Most of these women have families, husbands and other children (that are present and that everyone remembers being present), who have never heard of any of the boys named Andrew. None of their friends, associates, or acquaintances (who are not one of the hundred women) remember these Andrew children. There is no physical evidence, no beds, no clothes, and no birth records in the church registry, nothing to indicate that these Andrews ever existed.

Yet the women are insistent, each one being able to give many details of life with Andrew over the past four years. Stranger still,

each of these women remember all of the other Andrews born to the other women, and have given independent accounts of interacting with the other Andrews and other Andrews' mothers, and these independent accounts line up perfectly. None of them seem to notice that there are one hundred children of identical appearance with the same name born on the same day. It is simply taken as one of those odd coincidences, and bringing it up with any of the mothers will enrage her and make her demand that everyone stop wasting time on trivia and take action in finding her son!

The town is quite shaken at this mass hysteria. Times being as benighted as they are, the business of the town proceeds more or less normally, as women hold no crucial offices, but the disruption of isolating these women from passing travelers and merchants is not an enjoyable task, and the town is facing the possibility of the functional loss of most of its women of child-bearing age because things cannot continue as they are.

They need help.

As chance would have it, just when the player characters have been introduced to the situation and are scratching their heads as to what to do, a shepherd's son arrives in town, saying that he has spotted a child that matches Andrew's description in the nearby hills to the east. The local authorities, wary of the conflicts of interest involved, wish for these curious, impartial outsiders to investigate and find the truth of the matter. As a reward, they will get a mule laden with as much rations as it can hold. If the characters want to haggle, officials will agree to anything reasonable. If the characters ask for unreasonable things, there are two options. If this is a one-shot, the officials will refuse, and the characters should encounter nothing interesting for the entire game. (Well, if they are going to waste your time...) If this is a campaign, no problem, move on to the next adventure, but should the characters pass this way again, they will find that the

Andrews have taken over and the characters will be marked for death by the subjected townsfolk whom they would not help.

We will discuss what happened soon enough (see "How the Great Crystal Works" on [p. 20](#) for details), but before we start describing the dungeon, we need to describe some of the major players in these events.

Wiki Dot Pod

Wiki Dot Pod, formerly known as Arthur Presterton Stuart-Lethbridge, is a former member of the clergy who was seduced by the power of sorcery. Leaving his parish, he went into seclusion studying the dark arts, and then traveled around the continent in search of further knowledge and understanding.

One day, Stuart-Lethbridge stumbled upon a rarely-explored cave housing giant crystals. Instead of having his memory wiped and being sent on his way by the telepathic defense systems, Lethbridge's mystic understanding allowed him to wander around unmolested. He found a neural interface that allowed him knowledge of the cave's secrets, and that was the last of his sanity.

Twenty-two centuries of knowledge slammed into his head at once; more knowledge failed to take hold than any one human had ever known. He was left with a faint memory of his old urges and motivations (obscure knowledge!), a head full of meaningless cultural trivia from an alien civilization (Pop stars! Internet! Brand-name fashion labels!), and an understanding of what the crystal apparatus in the cave was designed to do (genetic experimentation!).

Deciding that he was more than human, he took the name Wiki Dot Pod, thinking that this was an amalgamation of several entities worshiped by the aliens; and while he knew the crystals in the cave were a type of machinery, and that they had to do with generating offspring, he did not understand any of the knowledge he gained concerning DNA, genetics, eugenics, scientific method, hygiene, or proper procedure. He just fucked the input valve, because how else would it work?

When his children started to appear, fully formed, he was ecstatic, for what man does not treasure healthy sons? When he realized that he had complete and total mental power over them, he began plotting various ways to use them to gain the

riches he had never had in his old life. When he realized that the children were going to keep coming, he began plotting WORLD DOMINATION.

He is taking a break at the moment—he is sore, but 1d4 days after the point at which the adventure begins, if left undisturbed, Pod will begin to generate 1d6 new DNA samples per day, taking a break from this process every 1d10+10 days.

Pod spends most of his time in the Crystal Chamber (location #2), doing what he believes is maintaining a state of communion with the Crystal. (In actuality, all that he is doing is just staring at it. He does not bore easily.) Otherwise, he is in his chambers (location #4) performing research and resting.

Of course, anyone coming into contact with Pod will realize that he is loony tunes. He has been exposed to the sum knowledge of an advanced alien race, and understands so little of it, that most of what he retains is future Earth pop culture and infamous dictator mannerisms, because that is how he thinks royalty and pontiffs behave in his own time, and if you want to be powerful, you must act like the powerful! So he will speak in clichés and non-sequiturs straight out of the mouths of Hitler, Mussolini, Stalin, Ming the Merciless, Dick Jones, David Lo Pan, General Zod, Gordon Gekko, and other megalomaniacs and cliché villains.

Yet he will not actually be mean, cruel, or violent. He does not care if people enter the cave. He does not care if people want to wander around most of the complex—although he will warn them that he has never gone into the back area, since “caves are dangerous and all the good stuff is right here.” (While he has been to locations #5 and #7—he is responsible for shutting in the inhabitants in #7—he has not been past that area). He will be somewhat courteous, while making it clear that the visitors are disturbing his important, important work—which has to do with all his “faithful minions” clearing the way to making himself the most powerful ruler EVER! (Sprinkle “mwahahaha!” laughs

into his monologues liberally.) None of this involves the massacre of the population (you cannot rule over dead people, and unhappy subjects generate less tax income!) or mass murder of any sort, just a couple years of building up a cute child army (well, they are his sons, of course he would think that they are cute) which would be unopposed! After all, who would fight a child?

Wiki Dot Pod has no idea that anyone in the nearby town thinks the children are theirs. Hell, he is so out of touch that he does not even know that there is a nearby town. He thinks he lives in the deep wilderness, many leagues from any settlement. If informed of the women's claims, he will demand that the women claiming kinship with his children be brought to him, and if they are, he will call them liars to their faces. After all, none of them have been in contact with the machine, and there is no way that the children of so many different mothers would look alike, right? Once he has denounced each of the women to their faces, he will demand that they be removed from his home.

Wiki Dot Pod will turn violent only under certain conditions. If he is attacked or someone attempts to abduct him; if any of the crystal-headed children are attacked (not counting those in location #7) or someone attempts to take one or more of them away, anyone tries to go into his private chambers (location #4); or if the Crystal (location #2) is interfered with (including attempting to use its genetic generation mechanism). Even then, he will give offenders a warning that he will attack then if they do not desist in their actions. He is not really into violence for the sake of it. Blood is sticky and smelly and unpleasant, after all.

If anyone insists on exploring the dungeon beyond location #5, Pod will assign five crystal-headed children to escort them. These children will not interfere with the explorers' actions, will not speak to them, will not help them, or obey their orders. They will merely follow behind and observe in creepy, creepy silence. Pod will read their minds to discover what they have

seen once they return. If they do not return, well, Pod will not be happy and there had better be a *fabulous* explanation.

He has fashioned his own dress after that of his children. The crystals on his head are not embedded; they are a hat.

Wiki Dot Pod, Armor 13 (12 without the crystal hat), Movement 120', 5th level Magic-User, 1 crystal shard attack doing 1d6 damage, Morale 7.

Upon first meeting, Pod will have two 1st level spells, two 2nd level spells, and a 3rd level spell prepared at random (he is not expecting trouble). He will have appropriate spells prepared if met at a later date. His spellbook contains 8 1st level, 5 2nd level, and 2 3rd level spells, to be determined at random. One of the 1st level spells will be:

Black Light

Magic-User Level 1

Duration: 1 Turn/level

Range: Self

All light within 30' of the caster changes to a black-light effect, causing everything in that area to only be visible in fluorescent colors. This will trigger an immediate Morale check from 0-level characters, who will flee if they fail. All who remain in the area, allies and enemies alike, suffer a -1 to all rolls while the spell is in effect.

The Crystal-Headed Children

The crystal-headed children are a genetic combination of the wizard Wiki Dot Pod and the amalgamated ‘average’ of all of the genetic material of the hundred women from the town. A byproduct of the process that created them is that they have large, bright blue crystals sticking out of their heads.

A head’s worth of crystals, if removed intact and cleaned (not even the most amoral fence, let alone any reputable jeweler, is going to buy crystals covered in brains), would be worth about 50sp. The crystals are somewhat fragile, and merely yanking them out of the head will break them, rendering them worthless. Carefully removing organic matter from the crystals would be a delicate and time consuming process—the crystals grow deep into the head, to the base of the neck—taking 1d6 Turns per head, so perhaps not something to be done in the dungeon. This must be done without severing the head to avoid other unpleasant effects (see next page).

The crystal-headed children do not blink, and they do not speak while the crystals are intact. In fact, they make no sound at all (count as having Stealth 4). Because of how the crystals are embedded, the children cannot turn their heads or nod them up or down. They travel within the Underhallways (location #8, [p. 29](#)) at the normal rate no matter what happens with the grid (see location #9, [p. 30](#)).

Should they enter combat (...and do you have any doubt that they will?), their basic stats are as follows:

Armor 12, Move 60’, (see below) Hit Dice, 1 punch and kick attack for (see below) damage, Morale 12.

However, the energy that created them is divided between all of them, and as each individual is killed, the energy concentrates in the remaining living crystal-headed children, making them more powerful. The chart (the ‘power ladder’) details what

the stats of each child changes depending on how many of them there are left.

If decapitated (however would that happen?), even after death, a crystal-headed child's head will begin screaming, "THE VOID! I CAN SEE THE VOID! SAVE ME, MOMMY!" The Referee is encouraged to scream this as loud as he can in order to startle the players. Rest assured, this will be great fun if you are running this as an in-store game for Free RPG Day. The screaming will not cease until the head is physically destroyed.

If the mother of the child comforts this head at this point, it will regrow its body with stats matching the current number of children, without increasing again the effective number of 'Alive' crystal-headed children.

Each child has one specific mother it is keyed to; even from the time the first Andrew was created and the hundred women thought they had sons, that one Andrew would only recognize one of them as its mother. The adventure just happens to begin as the number of Andrews matches the number of mothers.

If the father gets the head—in this case Pod for all the existing crystal-headed children—he can make it moan or scream in the exact tone he wishes.

# Alive	HD Each	Hit Points	Mêlée Damage
100+	0	1hp total	1hp
95		2hp total	
90		3hp total	d2
85	1	3hp/die	
80			d4
75	2		
70		4hp/die	
65			d6
60	3		
55			
50	4		d8
45		5hp/die	
40	5		
35			
30	6		d10
25		6hp/die	
20	7		
15	8	7hp/die	
10	9		d12
5			
1	10	8hp/die	d20

The crystal-headed children power ladder; start from the top and modify the stats as the number of children decreases.

If someone who is not a parent of the crystal-headed child attempts to comfort or question a decapitated crystal-headed child, it will continue to scream. If the head is touched during this attempt, the crystal will explode, doing 1d8 damage to all within 15' (a save versus Breath Weapon will half this damage). The exploding crystal shards will automatically miss any other crystal-headed children.

The crystal-headed children will obey their parents without question, and will defend (or avenge) their parents using any means necessary. They are quite intelligent, and will use advanced tactics. They also know that they grow stronger as they suffer casualties and will use this to their advantage (but they will not kill each other). They will use swarm tactics if necessary as they know that although their first attack wave will be slaughtered, it will reduce their numbers and increase their combat strength.



1. The Entrance

The entrance to the dungeon is a cave located about halfway up a small wooded hill. The cave entrance was formerly protected by a telepathic blind spot which prevented it from being seen by Earthlings. With that mechanism destroyed, the cave is now exposed and open to all.

With Pod's occupation of the cave, the area around the cave mouth has become both the toilet and garbage dump (there is a massive pile of feces here; the crystal-headed children come out here to relieve themselves, and although Pod uses a bedpan, he has the children empty it for him) and the cooking area (once Pod realized he could have the children perform somewhat complicated tasks, he no longer had to deal with this anymore). Pod would be somewhat dismayed to find out that the

cooking area is right next to the feces pile (he would instruct the crystal-headed children to dig a pit), but he has not been outside in weeks, so he does not yet know.

At any particular time, there are 1d10 crystal-headed children out in front of the cave entrance, either relieving themselves, cooking squirrels over a fire (since they are silent, the crystal-headed children can sneak right up on animals...), collecting water in pails from a nearby creek, and doing other mundane chores.

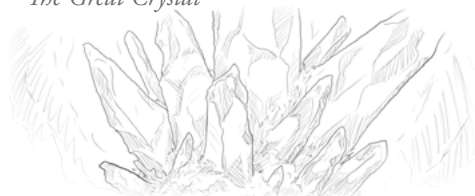
The children will stop what they are doing when they notice the player characters and stare at them, but will not approach them, nor speak, even when spoken to. They will simply stand and stare. If attacked, they will flee into the cave.

2. The Great Crystal

This natural cave, with a great big 50' ceiling, has a 10' deep pit set in the center of it. The pit is home to a great blue crystal formation, the Great Crystal (see [p. 20](#) for details), which nearly reaches the ceiling. Near the floor of the pit is a perfectly round tube flawlessly cut into the Great Crystal. The opening of this tube is stained with semen.

It is here that Pod spends most of his time, either somehow expecting new and alien knowledge to appear in his head through meditation, entering into 'communion' with the Great Crystal, or reading his children's thoughts. The children, aside from ones assigned to chores, spend all of their time here standing silently and motionlessly before the crystal.

The Great Crystal



The Undercrystal

3. The Birthing Chamber

This spherical room has indistinct and immaterial, yet still opaque, surfaces. Touching the ‘surface’ gives a tingling sensation. Attempting to push through gives the sensation of sinking into a sponge, but one will not actually get anywhere.

If anyone is in this room when a new being is generated, the being will form melded into their body, but each with their individual consciousness intact. Think conjoined twins.

4. Pod's Chamber

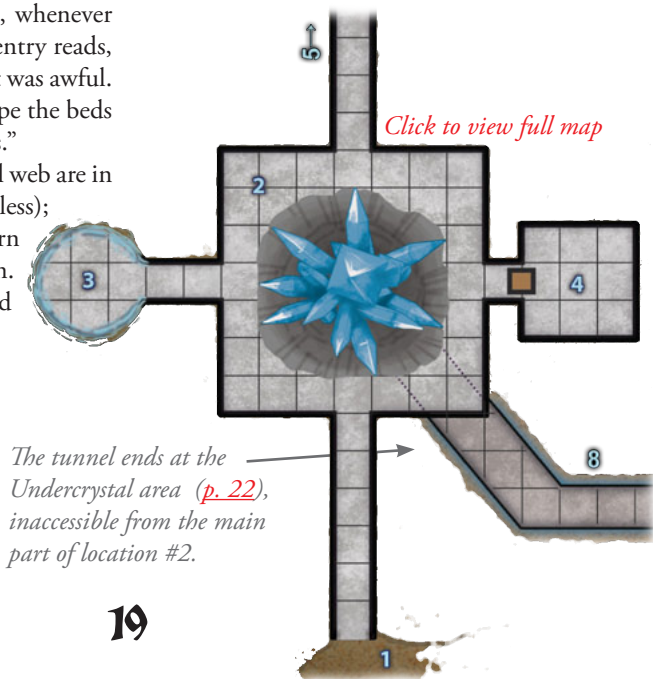
This is Pod's personal chamber, with a straw bed and a desk made out of a wooden board on top of some supporting rocks.

Pod's spellbook is here, as is his diary, which he wrote in once five years ago and never again, but he keeps it because he swears that he is going to get into it and seriously starting next week. Or the week after that, whenever he has some free time. The single entry reads, “August the Fifth—Ate porridge. It was awful. The barmaid was ugly as well. I hope the beds in this inn aren't infested with fleas.”

The smashed remains of a crystal web are in one corner (now worthless and useless); this was the device Pod used to learn about the Great Crystal's function. He smashed it so no one else could ever learn its secrets.

A note about crystals throughout this adventure: There are instances of ‘giant crystals’ or ‘small crystals lining the surfaces’ in various rooms, and characters may inquire about their value. They are worthless and even give off a telepathic “We are worthless!” subliminal message. Even if the player characters could work around this message, those they would sell these crystals to would not. Unless the potential purchasers are robots or something, in which case you need to come up with some price. However, the crystals in this adventure would be useful as part of a Magic-User's laboratory, and would be worth 50sp per encumbrance slot in that context.

However, some crystals do have a value listed. It can be assumed that whatever function these particular crystals have conflicts with the ‘valueless’ program running in the crystals.



How the Great Crystal Works

The entities that created this Crystal were telepathic in nature and did not possess physical form. They were alone in the universe (...or not, really, but different species of non-physical creatures do not necessarily use the same communications 'frequencies' so how would they sense each other?). A universe filled with physical life across innumerable planets. And there is no planet more diverse and exceptional than Earth.

After figuring out how physical reproduction works, they decided to experiment with how it could work. Just as humans dream of having super powers in life or being disembodied souls after death, so do telepathic beings dream of having physical form, but choosing from the limited options evolution had come up with was not appealing.

Thus, the Crystal Machine.

The telepathic computer inside the Great Crystal is powerful interpretive reconstruction software, analyzing reproductive material placed in its input tubes in order to come up with the most efficient and effective ways to combine that DNA to produce new beings. It requires specifically reproductive material; merely throwing blood or fingers or saliva or other sources of DNA will not activate the machine. It is biased towards some norms—it will only combine male and female reproductive material, for example. Yet the reproductive material of any creatures may be combined, even if the parents are otherwise genetically incompatible. A sparrow and an octopus. A human and an ant. A cobra and a hippopotamus. An owl and a bear. Any ridiculous combination.

Male reproduction material may be used in any state of freshness; dry semen, or even a severed testicle, is enough for the machine to use. On the female side, extracted eggs and even menstrual fluid will work. So would stuffing in extracted ovaries... (but for fuck's sake, if you have players that end up chopping off balls and cutting out ovaries to stick in this thing,

your players... are proactive, clever, and likely to never give you a boring game, so they are worth some effort to keep around so long as you can deal with how weird and gross they are).

Once the material is placed in the receptacle (intended to be done in a hygienic and clinical manner...), it will take 3 Turns to successfully meld and dissolve. Three Turns after that, the resulting offspring will form in the Birthing Chamber (location #3), at a growth point as if it was four years of age. Note that because of how the process works, the reproductive material of the same mother and the same father will always produce the exact same offspring.

More than two samples can be used to create a being, with the Great Crystal outputting a being using all available parentage, as long as at least one male and at least one female sample are included.

If, after thirty minutes, only male or only female samples have been placed in the receptacle, the machine will malfunction, as this possibility was never programmed into it. It will perform a telepathic search. First the search will be in a 5' radius area around the crystal, then a 50' radius, then a 500' radius, then a 5000' radius, etc., until it finds a genetic match (of the same species!) of the opposite sex. It will then take a telepathic DNA sample from every eligible creature in the radius where a match was first found, and combine their sampled DNA into a single sample, and use that to generate offspring with their physical sample. Once the offspring is generated, those telepathically sampled will all be implanted with the memories of having this child and raising it for the past four years (and of course, the child is not with them now for reasons unknown!). If multiple sampled 'donors' are affected, they will believe their memories to be of distinct and separate children.

The generated beings have crystals on their heads as a means to readily identify them as generated beings. To make sure these hybrid creatures survive, they are created extremely durable.

Mass production of such beings was never anticipated, so there is another bug. Each additional offspring by the same parents is weaker than previous offspring, and through retro-psionic force, the previous offspring is weakened as well. This is the 'power ladder' described on [p. 15](#). For different parental combinations (especially involving species with natural weapons), the Referee will need to create a new First Creation set of stats, and then decrease as per the current example as more are produced.

Note that the exact same parents creating multiple offspring are necessary to cause multiple generated beings to travel down the 'power ladder'. If the same female genetic material generates six different beings by being paired individually with six different male genetic donations, for example, each of the six resulting offspring would be considered to be absolutely unique for purposes of the 'power ladder.'

Parents of a crystal-headed generated being can read the offspring's mind by spending a full Round looking into the offspring's crystal. Crystal-headed offspring also obey its parents without question.

A generated being may freely reproduce with any species involved in parenting it.

The Undercrystal

Underneath the crystal is a passage, accessible only from the corridor below, but not from the cave above. If the underside of the chamber is approached through the lower passageway, explorers will find a 7' wide hollow glowing blue crystal hanging from the ceiling, giving only 1' clearance from the ground. Sticking out of slots in the bottom of the crystal are ten other crystals, each a different color and marked with a strange rune. They are worth 250sp each. Each of these smaller crystals has a function in the workings of the greater crystal, and removing each crystal will change how the greater crystal works:

Clear: If this crystal is removed, then the providers of each DNA sample each lose one level (dying if already zero level) at the time the being is generated, and the generated being starts with double the usual Hit Dice. If either provider of the DNA sample is dead at the time a new being is generated, it will be quadruple the usual Hit Dice. And undead. And ravenous.

Black: If this crystal is removed, then the providers of each DNA sample have their consciousnesses removed from their original bodies and combined into the generated being. It will have all memories of both, and an amalgam personality. Sentient life forms will need to save (as an unleveld child, mind you) versus Magical Device or have their mental faculties break under the strain of what has happened, going completely catatonic if this happens.

Green: The generated being has no means of healing; all damage inflicted is permanent. On the other hand, there is no maximum hit point ceiling; healing magic simply stacks more hit points on.

Silver: Generated beings do not form in the Birthing Chamber (location #3), but right here inside this lower crystal. They will not be able to escape and additional DNA samples will simply fall on their heads and then form new beings. If the size or number of the generated beings is larger

than the space allowed, the crystal will not break. The generated beings will.

Blue Crystal: Generated beings will not have embedded crystals in their heads if this crystal is removed. The generated beings will also have free will and will not be bound to the will of the parents. They will also not be part of any 'power ladder,' and will have the stats of a usual member of their species at four years of age.

Steel: The being will not be generated at four years of age, but rather come out physically 1d20 years of age.

Gold: If this crystal is removed, then any and all future generated beings will become part of the 'power ladder' (see [p. 15](#)), no matter its parentage. Normally, only beings generated from the same DNA samples will be part of the 'power ladder.'

Red: The generated being is stillborn, but perfectly suitable for examination and dissection.

Yellow: The crystal will not do remote scans for DNA; only physical samples will do. If DNA samples from only one being are used (or only one sex), the resulting creatures will be perfect clones of the donor (or genetic combinations of multiple donors).

Purple: If this crystal is removed, generated beings' physical forms will be unregulated, with organs, limbs, etc. randomly distributed around the physical form.

Effects are only triggered if a deposit is made into the input receptacle while the particular crystals have been removed. Replacing the crystals after a being has been generated does not reverse any effects which have already occurred, but do prevent them from happening again if they are in place when a new being is generated.

5. The Multi-lingual Chamber

Note: This room requires the Referee to have done some preparation; namely having a list of languages natively spoken (in the present or in the past) in the campaign world (at least on/ in the current continent or region), and by the characters present.

The room is lined with many small green crystals on floors, wall, doors, and ceiling. The center of the room has a larger (6' diameter, 6' high) formation with about half a dozen long crystals sticking out of the floor. These crystals are obviously loosely inserted into slots. They seem different than all the other crystals, valuable (worth about 100sp each) and can be easily removed...

If a crystal is removed, the crystal-computer's telepathic capabilities suffer a glitch, possibly introducing bugs into the firmware of its end-users—the player characters, and perhaps being recovered imperfectly. When a crystal is removed, roll 1d6 for every character in the room (so three characters would mean rolling 3d6, for example) to determine the effects on the *Confusion of Tongues* chart on the facing page. Those with crystal heads do not count for the purposes of this roll, and they are not subject to these effects.

Removing additional crystals after the first has no further effect. Replacing the crystals does not reverse the effect, but then removing crystal(s) again after all crystals are in place triggers a new effect.

If using the LotFP language rules, note that languages that become unknown due to this effect should be specifically noted under languages the character does not know; there

is no chance they will just happen to know it when coming into contact with it later.

Oh bloody hell, LotFP doesn't have rules for learning languages in play (it has rules to retroactively discover which languages a character already knows as they are encountered). Okay then, rules: a character is considered conversant in a language after 6 months of full immersion, fluent after two years. A language can be taught by a tutor, but that takes two years of at least five lessons a week (at 3sp a lesson!) to become comfortably conversant, and fluency does not come until being immersed in the language.

Also, over here in LotFP-land we adventure in 17th century Europe. Here is a random language table with that in mind:

1.	Basque	16.	Italian
2.	Breton	17.	Latin
3.	Catalan	18.	Maltese
4.	Cornish	19.	Manx
5.	Danish	20.	Occitan
6.	Dutch	21.	Polish
7.	English	22.	Portuguese
8.	Finnish	23.	Romansh
9.	French	24.	Romany
10.	Frisian	25.	Sardinian
11.	German	26.	Scottish Gaelic
12.	Greek	27.	Spanish
13.	Hebrew	28.	Swedish
14.	Icelandic	29.	Welsh
15.	Irish	30.	Yiddish

The Confusion of Tongues

1-5	No effect.	13	All characters' vocabularies go haywire; in any situation where delicacy or courtesy is called for, the speaking character must make a saving throw versus Magical Device or blurt out the most obscene, inappropriate thing that can be said, without realizing it. After doing so, another saving throw is made, and if this is successful, the effect ends for that character.
6	One character loses the ability to speak one known language which is replaced with a random language.	14	Any character that knows more than two languages loses enough of them, randomly determined, to bring them down to two. Then all characters learn two randomly determined languages (the same languages for everyone; if one of these newly learned languages is one a character already still knows, tough. No bonus rolls).
7	One character loses the ability to speak two known languages, which is replaced with only one random language. (If the character only knows one language, it is replaced).	15	Each character loses the ability to speak the next language they hear spoken by someone not presently in this room.
8	One character loses the ability to speak all known languages; only half of them (round down) are replaced with random languages. (If the character only knows one language, it is not replaced.)	16	The ability to speak and understand a random language is captured in each crystal. Every removed crystal must be held at the same time for the character to use the languages.
9	Each character loses the ability to speak a known language, but another character gains the ability to speak that language.	17	The characters all become unable to ever read anything in one random language they know. This does not affect the ability to speak or understand speech.
10	Each character loses the ability to speak a known language, which is replaced with a random language.		
11	Any language that only one character of the group speaks is gone. Any language that a majority of the group speaks is gained by the rest of the group.		
12	Psychic scream! Everyone takes 1d6 damage and if a character knows more than four languages, one of the excess languages is lost.		

Continued on the next page...

Continued from the last page...

18	Each character loses the ability to speak a known language; these languages are all replaced by the same random language.
19	Any language spoken by everyone present is lost to them all.
20	The characters lose all ability to understand, or convey, non-verbal communication. Their facial expressions, body language, gestures, all become random nonsense, but they will not realize it.
21	Psychic feedback loop explosion! One random language ceases to exist in the entire campaign world, and is replaced with nothing.
22	All characters' knowledge of all languages is wiped out, but they can learn any new language (including ones they have lost) at twice the regular speed.
23	Each character loses the ability to speak all known languages, which are each replaced with a random language.
24	The characters all retain knowledge of their native languages, but knowledge of all other languages is wiped out. Furthermore, the capacity to ever learn other languages is lost.
25+	All characters lose all ability to speak or understand any language, but may communicate telepathically with each other, no range, no restrictions.

6. The Door

This door resembles a normal dungeon door, but the rooms it connects (locations #5 and #16) are not next to each other on the map (see next page). Anyone passing through the door will not notice anything unusual and directions for mapping purposes should be described from the perspective of the room they are coming from. (So Location #17 would be to the northeast of the entrance here, #18 southwest, and #19 northwest.)

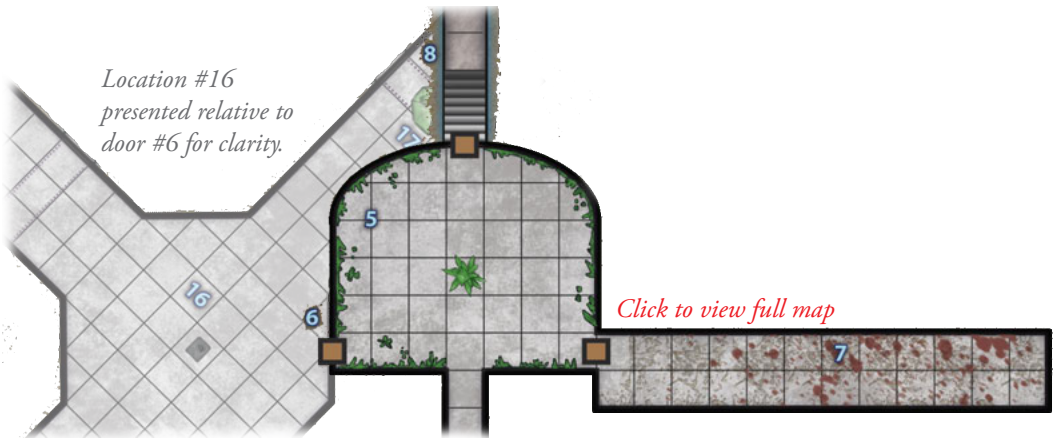
Characters might notice that the walls of the room they came from do not line up correctly with the walls and passages around the chamber they have arrived in, but that is for them to fret about.

7. The Long Chamber of the Motherless

Using remote DNA scanning is not a perfect science, especially with unfamiliar lifeforms and particularly when the physical DNA samples are supplied in such an irresponsible manner. Mistakes were made in putting together several of the first Andrews.

This room is where Pod has decided to put those early 'drafts' with orders to wait until collected. If the door to this room is approached, any crystal-headed children accompanying the characters will step in front of the door in an attempt to block entry. They can be easily moved, and the crystal-headed children will put up no further resistance, but they tried...

Forty-three were put in this room and told to stay here by Pod. They obeyed. And began



Location #16
presented relative to
door #6 for clarity.

Click to view full map

to die of thirst. Then one discovered that it could drink another's blood, and then the place became a slaughterhouse.

Four remain here, the most grotesque and dangerous of the lot, waiting as ordered amongst the gnawed bones of their fellows. When that door opens, introducing a source of fresh air and fresh meat, nothing will keep these things here. They will pursue every living thing to the ends of the Earth.

These children have broken off their crystals so that they do not extend out of their heads (even though the portion of the crystal inside the head and neck remains) and do not affect and are not affected by the number of other children or the 'power ladder.'

Eighteen of the dead children's crystals are intact and worth full value, all others are broken and therefore worthless.



The Fast One:

Armor 22 (14 if slowed or grappled or similarly restricted in movement), Movement 240', 4 Hit Dice, 20hp, 1 rending attack doing 1d6 damage, Morale 12.

The count of survivors continues on the next page...

The Smart One:

Armor 12, Movement 120', 4 Hit Dice (but an additional +4 to hit), 20hp, 1 rending attack doing 1d6 damage, Morale 12.



The Bony One:

Armor 18, Movement 90', 4 Hit Dice, 20hp, 1 bone shard attack doing 1d8 damage, Morale 12.



The Phlegmy One:

Armor 14, Movement 60', 4 Hit Dice, 20hp, 1 rending attack doing 1d6 damage plus phlegm!, Morale 12.

Phlegm: When in mêlée, it attacks by flinging around so much phlegm that the character being attacked must make a saving throw versus Paralyzation or either:

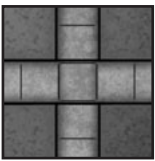
- 1-4 be blinded for 1d6 Rounds
- 5-8 slip on it and fall down
- 9 have body parts stuck together, halving movement rate and -3 to Dex modifier
- 10 all of the above

8. The Underhallways

Even though these halls are visually distinct on the map with the blue glowing outline, they will appear no different to the characters than any other part of the dungeon. The distinction is made to clarify which areas are the ‘underhallways’ and which are not. To be specific, areas #8–15 and the crystal underworks of areas #2 and #17–19 are in the Underhallways.

There are two important distinctions between these halls and everywhere else:

- 1) The grid size begins as one square equaling 10’, but the effects of some of the buttons at #9 may change this. Those changes, and indeed any change listed as affecting the Underhallways or things within them, do not affect the non-Underhallways areas of the dungeon or the greater campaign world.
- 2) There are a number of hallways that seem to run through each other. In these cases, characters traveling down one hallway are not aware of the other, and cannot cross over.



Here characters traveling on the east-west corridor will simply continue on their way, unaware of the north-south hallway altogether.

Similarly, characters traveling the north-south corridor will not encounter the east-west passage at all, there is no wall, no fork; characters will merely continue on their way. Other areas of the map may look more complicated, but the corridors are handled the same way; corridors presented this way simply do not obstruct or cross each other.

There is no secret door between them, and they are not passing over or under the other one. They exist in the same space at the same time; characters only have awareness of one at a time. If somehow there are player characters in both passages at their ‘intersection’ at the same time, they will still have no awareness of the other passage or the characters in them.

Spells or effects which see through illusions will allow awareness of the cross-hallways, but will not allow passage into them. Spells or effects which destroy illusions have no effect. (Or, if you want to be cruel, they can cancel out the hallways altogether, leaving the characters stuck in a transdimensional space unable to move, breath, see, etc., as if they were embedded in rock. This ‘illusion’ is what is allowing them to move through this space at all.)

The twisting, random nature of these passages is a byproduct of a malfunction. Locations #16–19 do physically exist in a pocket dimension, with the door between them and the real world (location #6) being the primary conduit. These passages were supposed to be simple maintenance tunnels to service the statues in locations #17–19, but wires (and crystals) got crossed, and the decay of time is pretty brutal, and here we are, all spread out and inefficient.

Random encounters do happen within the Underhallways, a byproduct of a broken Visitor Assistance Program and broken Loitering Avoidance Protocol software. Whenever anyone loiters in the actual hallways (not in any of the keyed locations; that is where the system expects delay and conversation), roll on the table ([p. 55](#)) to see what happens.

9. The Buttons

Each of these dead-ends has a button in the middle of the wall. Each button will be a different color; roll 1d10 on the *Button Table* to determine what color each button is when it is first encountered.

When the button is pressed, it activates the indicated power (with most colors having a subtable you should access on the following pages). Note that the mechanism is intelligent and telepathically aware; using tools or other trickery to press the button will still result in the person utilizing the tool or trick being considered the person pressing the button.

When this effect happens, the button will reset and change color; roll 1d10 to determine its new color.

The extent of the Underhallways is described in location #8. When an effect applies to things in the Underhallways, it affects every character and everything they carry and possess equivalently.

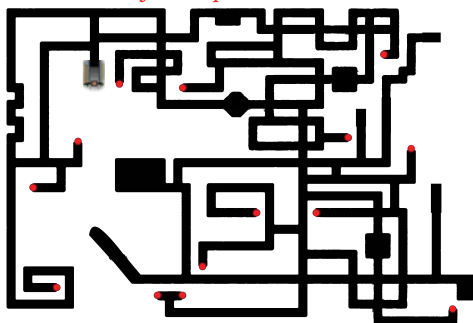
Because the button colors are persistent and adventurers might develop complex theories reliant upon them, the referee should track the colors as they are established (see [p. 35](#) for notes space).



Button Table – start here

1	Clear , see subtable on p. 32
2	Black , see subtable on p. 32
3	Green , see subtable on p. 33
4	Silver , see subtable on p. 33
5	Blue Crystal , see subtable on p. 34
6	Steel , see subtable on p. 34
7	Gold , see subtable on p. 35
8	Red , see subtable on p. 35
9	Yellow: The character pressing the button is implanted with a small glowing button just below his right ear. It can be seen in the dark, but is not bright enough to spoil stealth attempts nor can it illuminate enough to see by. See the "Alien Implant" sidebar.
10	Purple: The character pressing the button is dosed with radiation and develops cancer. The character's maximum hit points will decrease by 1 every month until the character is dead.

Click to view full map



The Alien Implant

The implant bestowed by the yellow button at #9 is an alien tracer device; there is a 1 in 100 cumulative chance at the beginning of any game session that the character is abducted by aliens for study. When abduction occurs, the chance resets.

For the abduction session the player must use a brand new first level character as a replacement, but all of the other characters will treat that character as if it was the missing character. If that new character dies during the session, its replacement, and any other replacements, must be generated as a new character, but the other characters will still think it is the original character.

The next session, the original character will be returned, injured for $1d6 \times 15\%$ of its hit points, and having no memory of events. The other characters will not understand why the character cannot remember the events of the previous session.

The abducted character has a 1 in 20 chance, cumulative after multiple abductions, of remembering the abduction and brutal and degrading experiments conducted by crystalline automaton surgeons.

There are 14 buttons in dead-ends around the Underhallways.

Clear Subtable

- 1 Every player of a character within 10' of the button rolls a d8. The player of the character that pressed the button may reroll once. The character of the player with the highest roll adds one point to a random ability score (if there is a tie, all characters in question do). The character of the player with the lowest roll subtracts one point from a random ability score (if there is a tie, all characters in question do). If all of the rolls are the same, then every character has a random ability score reduced to 3. If only one character is within range of the effect, that character has a random ability score reduced to 3.
- 2 The buttons become energized, and the next character to press a button suffers 1d8 damage per level of experience (in addition to that button's effects).
- 3 The character pressing the button drains one ability score point from each player character within 10'. The character pressing the button chooses which ability score each other character loses. The drained points are each added to a random ability score of the character pressing the button.
- 4 The character pressing the button drains off ability score points from the other player characters until the consensus is that it should stop. The Referee should point to any player whose character is not pressing the button and ask, "Should this character sacrifice an ability score point to the one that pressed the button?" There will be a secret ballot from all the players. The Referee will read the results. Unless the result is unanimous with all votes saying 'No,' then one point from a random ability score will be stripped from the character in question and added to a random ability score of the character that pressed the button. Then move on to the next character, and repeat until there is a unanimous 'No' vote.
- 5 The character pressing the button swaps out his own lowest ability score with the highest ability score of a random nearby character (within 10'). If there is no nearby character, then the character pressing the button has his highest ability score changed to match his lowest ability score.

Clear Subtable

- 6 The character pressing the button is drained of $d30 \times d30$ experience points, which will be gained by the next character to press a button (in addition to that button's effects).
- 7 The character pressing the button may increase one ability score of the character's choice to the minimum needed to increase the score's modifier by 1.
- 8 The character pressing the button has all of his ability scores reduced to 3.

Black Subtable

- 1 The character pressing the button radiates light equal to torchlight at all times.
- 2 The character pressing the button emits a high-pitched buzzing sound at all times, easily audible to 50'.
- 3 The character pressing the button emits a highly pleasant odor that makes it impossible for him to surprise animals. While the odor doubles the chances of wandering monsters appearing, the character receives a +2 bonus to all reaction rolls.
- 4 The character pressing the button develops a nervous tic, and will press the button 1d10 more times before being able to stop.
- 5 The character pressing the button develops the ability to walk on walls, but only with bare hands and feet, and only when completely unencumbered.
- 6 The character pressing the button loses all body hair permanently, but has an increased danger sense and cannot be surprised.
- 7 The character pressing the button develops a second stomach, and now must consume twice the standard amount of food to function normally.
- 8 The character pressing the button becomes the master of probability... once. The next time the character's actions cause a roll on a random table, the player is to be allowed to see the chart and choose an option instead of making a roll.

Green Subtable

- 1 Heals the character pressing the button of 1d8 points of damage. If the character is already at full hit points when the button is pressed, that character receives an additional single and permanent hit point.
- 2 The body part or object pressing the button is charged with healing energy. The character will realize this if flesh came in contact with the button, otherwise the effect will not be obvious. When the thing that pressed the button next comes into contact with a wounded character or creature, it restores 1d20 hit points of damage. This cannot be used to heal oneself.
- 3 A wave of healing energy floods the area 10' in front of the button. All injured characters or creatures therein are healed of 1d8 points of damage. Any character already at full hit points when the button is pressed receives an additional single and permanent hit point.
- 4 Heals the character pressing the button of 1d8 points of damage, but portions of the character become crystalline, resulting in a -10' base movement rate per point of damage healed. If the character is already at full hit points when the button is pressed, that character receives an additional single and permanent hit point but the character's skin also becomes crystalline, worsening the character's base unarmored Armor rating by 1d4 points.
- 5 A wave of healing energy floods the area 10' in front of the button. All injured characters or creatures therein are healed of 1d8 points of damage, but portions of the character become crystalline, resulting in a -10' base movement rate per point of damage healed. Any character already at full hit points when the button is pressed receives an additional single and permanent hit point but the character's skin also becomes crystalline, worsening the character's base unarmored Armor rating by 1d4 points.
- 6 The character pressing the button becomes infused with healing energy, so that the next 1d8 points of damage taken are instantly healed, but only if the damage does not kill the character.

Green Subtable

- 7 The character pressing the button becomes resistant to poison, and will automatically make the next saving throw versus Poison. The next saving throw versus Poison will be done at a +10 bonus to the roll, then +9, +8, and so on. However, this decline will not end at 0; should the character encounter and successfully make a saving throw versus Poison enough times, the 'bonus' will eventually become a penalty of -1, then -2, etc.
- 8 The character pressing the button's current physical status is stored remotely; every night at midnight any physical differences are reset to the current condition, effectively curing any disease that has been contracted since the last reset, curing mutations, restoring hit points, etc. However, any positive changes are reset as well, so if the character was low on hit points, they will be reset to that low amount every night at midnight (even after gaining levels and receiving an increased maximum!), if the character is diseased when the button is pressed, that disease will revert to that same point every night at midnight even if cured, etc. However, death deletes the character's information. Dead is dead.

Silver Subtable

- 1 All silver in the Underhallways is vaporized. Gone.
- 2 All gold in the Underhallways is vaporized. Gone.
- 3 All silver in the Underhallways decreases 1d8×10% in size and value.
- 4 All gold in the Underhallways decreases 1d8×10% in size and value.
- 5 All silver in the Underhallways increases 1d20×10% in size and value.
- 6 All gold in the Underhallways increases 1d10×10% in size and value.
- 7 All silver in the Underhallways increases 1d20×10% in encumbrance value.
- 8 All gems (crystals do not count) in the Underhallways are transformed to glass.

Blue Crystal Subtable

- 1 Grows enough crystal-headed children (using genetic information from stored records) in the Birthing Chamber (location #3) to bring the total back up to 100. If there are already 100 or more, then nothing happens.
- 2 The Crystal Receiver believes that there are only half as many crystal-headed children as there actually are, and all now have the (more fearsome) stats to reflect this.
- 3 The Crystal Receiver believes that there are twice as many crystal-headed children as there actually are, and have the (less fearsome) stats to reflect this. Treat effective numbers over 100 as 100.
- 4 The crystal-headed children's crystal heads begin to glow; Magic-Users will recognize this as a source of magical energy and each crystal head will count as 100sp towards the value of a magical laboratory.
- 5 The crystal-headed children will become docile and will not act aggressively towards anyone.
- 6 The crystal-headed children will become violent and attack any non-crystal-headed creature they can find. Pod will be torn to pieces if he is still among the children. Nearby crystal-headed children will immediately attack the player characters, and the other crystal-headed children will swarm into the Underhallways searching for them, giving a 1 in 6 chance of encountering 1d6 children in the corridors every Turn (automatic encounters outside of the Underhallways).
- 7 The crystal-headed children will become violent and attack anything that moves, including each other. Each Round 1d6 crystal-headed children will die until there are 1d6 left, isolated from each other, but still searching for prey.
- 8 The character pressing the button's head erupts into a big bright blue crystal. From this point, all increases (or decreases) in stats based on how many crystal-headed children there are also affect the character. The character will also obey all of Pod's commands, and every mother in the nearby village will believe the character is her 4-year old son named Andrew. These mothers can also control the character.

Steel Subtable

- 1 All iron and steel in the Underhallways is vaporized. Gone.
- 2 All iron and steel carried by the character pressing the button vaporizes.
- 3 All iron and steel carried by the character pressing the button increases in density. This causes these items to count double for encumbrance, but if a weapon it increases the inflicted damage die by one (1d6 damage becomes 1d8, for example), if it is armor its rating will increase by 3, and the effects on other items should be determined by the Referee.
- 4 All iron and steel carried by the character pressing the button becomes effectively effortless to carry, canceling any encumbrance effect it has, without lessening its strength or efficacy at all.
- 5 The skin of the character pressing the button transforms into iron, giving a +2 Armor rating. The character is otherwise able to move and feel normally, but takes on an inhuman appearance.
- 6 The skin of the character pressing the button transforms into iron, giving a +2 Armor rating. However, the character's base Movement Rate is cut in half, and suffers a -1 adjustment to all Initiative rolls. The character also takes on an inhuman appearance.
- 7 The character's skin becomes magnetic, with all unsecured nearby metal items flying at the character. Heavy (or sharp!) objects will of course do damage when striking the character. The character is so magnetic that prying a metal object off inflicts one point of damage as skin tears off with the object, 1d4 points if it is a large object—such as armor! The effect lasts one Round, after which items stuck to the character will remain stuck, but the character will not be magnetic to further items.
- 8 All iron and steel carried by the character pressing the button turns into fleshy organic material. That bleeds.

Gold Subtable

1	The Grid Size decreases by $1d3 \times 25\%$.
2	The Grid Size increases by $1d10 \times 100\%$.
3	The Grid Size normalizes to 1 square = $10'$.
4	The Grid Size goes microscopic; 1 square now equals $1''$, and everything in these tunnels is shrunk to that scale. The player characters will not realize anything has happened until they leave the Underhallways or see something that is intruding from the real world (such as the underworks of the crystals in locations #2 and #17-19). Exiting the tunnels into the real world means the characters are now in a land of giants!
5	The Grid Size goes macroscopic; $1'$ now equals $1000'$, and everything in the Underhallways is grown to that scale so those within the tunnels will not immediately notice a difference. The exits from these tunnels do not scale, so it will be nigh impossible to pass through them or even notice them!
6	The Grid Size expands over time; each Turn that passes, the Grid Size increases by $10'$. This growing effect ends when another Gold button is pressed.
7	Dimensional spatiation is turned off. The areas on the map where the Underhallways run into each other no longer allow passage and are treated as normal walls.
8	Dimensional spatiation is restored, canceling the effect of Gold button effect #7. If #7 was not already in effect, the character pressing the button becomes able to pass through any one wall, along with all carried equipment, one single time. This ability can be 'banked' if somehow a character gets this result multiple times without using the ability.

Red Subtable

1	The character pressing the button gets a 1-point permanent increase to a random ability score (maximum 18).
2	The character pressing the button gets a 1-point permanent increase to a single ability score (maximum 18) to be decided by a blind vote by the players.
3	The character pressing the button suffers a 1-point permanent decrease to two different random ability scores, but receives a 3-point permanent increase to a third random ability score (maximum 18).
4	The character pressing the button may move around five total ability score points.
5	The character pressing the button loses $1d4$ points from a random ability score, which are added to a different random ability score (maximum 18).
6	Any ability score modifiers, positive or negative, are randomly redistributed among the ability scores, without changing any of the scores.
7	The character pressing the button gets a 1-point permanent increase to an ability score (maximum 18), and gets to choose which one.
8	One random ability score is increased to 18. If the score is already 18, it becomes 19 (the modifier for an ability score of 19 is +4).

The colors of the buttons in 9# and the pool in #10 are persistent. When characters leave a button for a time, you can record its last established state here for possible later need. A checkmark may be used to indicate the last button pressed, for #10.

9A	9H
9B	9I
9C	9J
9D	9K
9E	9L
9F	9M
9G	9N

10. Walkway Over the Bubbling Pool

Here the passage is a bridge over a pool of thick boiling liquid which is closer to the consistency of mud than water. The color of the liquid will be the same as the color of the last button (see location #9, [p. 30](#)) pressed. If a button has not yet been pressed during the adventure, randomly determine the color of the liquid on the button color table in #9.

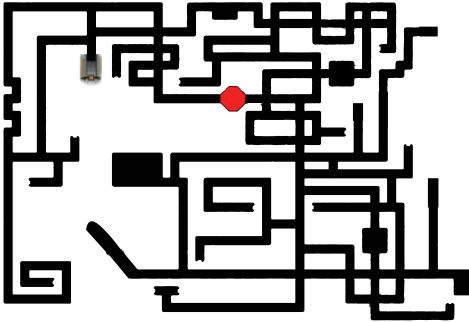
Note that certain effects elsewhere eliminate silver, or gold, etc. from the Underhallways. If this happens while that same color is active in this room, there is no liquid. No source

of heat. This becomes an empty, dry room with a bridge spanning an empty expanse and nothing more. Once this effect is eliminated, this room will not refill if the 'active' color changes.

Since the liquid is boiling, colored steam fills the room, making it unbearably hot. The steam condenses on the ceiling, and falls back down in a drizzle. The bridge is slick with the stuff. Every so often, at irregular intervals, the boiling liquid below erupts, splashing the entire room.



Click to view full map



Crossing the Bridge

It is obvious after a short observation that the heat over the pool is intense, that the bridge is slippery, that the air is full of vapours, and that the liquid occasionally erupts.

Crossing the bridge carefully will cause 1d4 points of damage, plus 1 for each Round spent on the bridge, due to the heat. Those running across are not harmed.

On a 1 in 6, or 1 in 20 if running, an eruption of the liquid occurs during the crossing. A character may attempt to avoid the splash with a save vs. Breath Weapon; attempting the save doubles the chance of slipping.

Anybody attempting to cross will slip on a 1 in 20, or 1 in 6 if they are running. If slipping occurs, make a save vs. Paralyzation or fall into the pool!

Holding your breath while crossing avoids the effects of the vapors, but slipping or getting splashed forces a save vs. Poison to not gasp for air.

Everybody crossing will be drenched by the drizzle. Not wiping it off promptly after the crossing causes the same effects as exposure to the vapors, as does tasting it.

When anyone breathes the vapors

Characters breathing in the vapor will suffer as follows:

Clear: A vine-like growth pops out the back of the character's neck and grows a fruit in the space of a minute. The character also loses one point from a random ability score, which is contained in the fruit. If the character growing the fruit eats it, the score is restored. If another character eats the fruit, he will gain a point of that ability score, with a 1 in 6 chance of actually gaining an additional point. Once the fruit has been removed from the vine-thing, the vine will wither and fall off, leaving no trace it was ever there.

Black: The character is struck blind (1-3) or loses all sense of touch (Dexterity modifier lowered to -4) (4-6) for a period of 2d12 hours.

Green: The character is healed of all damage, but the wounds do not physically change to reflect this. For example, a character burned for a great amount of damage will become perfectly healthy at full hit points, but the burns will not disappear. Forever set in place, they will be cosmetically hideous and no longer indicative of the character's current injuries, if any.

Silver: Lungs will turn to silver, but aside from very silvery smelling breath, the character will still function as normal and this will normally be undetectable without opening up the character's chest. If the lungs removed, they are worth 1000sp each.

Blue Crystal: The character becomes undetectable to the crystal-headed children for 24 hours.

Steel: The character will become allergic to steel and iron for 24 hours; being in contact with it causes 1 point of damage per Round.

Gold: The character will experience distance within the Underhallways (location #8) at a much different rate than everyone else. Actual movement will not be affected, but the character will feel like every hour moving through the Underhallways is a full day's travel (no matter its current scale!) and must have a night's rest after that time, or else start suffering penalties for lack of sleep.

Red: The character must make a saving throw versus Poison; a success means increasing a random ability score by one, failure means decreasing.

Yellow: All foes not from Earth will gain +2 to hit this character for the next d30 days.

Purple: The character's lungs become diseased and unable to fully extract oxygen from the air; the character is effectively never below lightly encumbered in terms of movement.

When anyone gets splashed

Characters getting splashed by the boiling liquid take d6 damage from the scalding heat and also suffer the following effects:

Clear: One random ability score is drawn from the character, dropping that score to three. The remaining points coalesce into a baseball-sized sphere. While holding that sphere, the character's score is restored to its regular value. If anyone else holds the ball, he may permanent drain a point away from it to add to his own score—but only once per sphere.

Black: One sense (determine randomly) becomes stronger, a second sense become

weaker; all rolls involving either sense are modified by 1 as appropriate.

Green: For every point of damage the splash did, the character will instantly heal/cancel inflicted damage from one future wound, provided the scalding damage is not itself healed first.

Silver: All silver and gold items the character carries, unless in watertight containers, melt and dribble away.

Blue Crystal: The head crystals of crystal-headed characters grow to twice their size; unfortunately for them, the growth is all within the characters' bodies. Instead of growing to the base of the skull, the crystal now extends halfway down the chest. This instantly and permanently paralyzes the character, and they can only barely breathe. The crystal's value doubles as well.

Steel: All steel and iron objects become rubbery and bendy. Armor loses half its effectiveness, weapon damage is decreased two die types, and also suffer any other logical effects of being objects the consistency of a soft rubber hose.

Gold: The grid will expand to be twice as large for the character, so that one square equals 20'. Since some characters may be affected and others not, in a mixed party affected characters simply move at half normal speed.

Red: The scalding will be especially painful; if it is healed within a Turn, the character will have two one-point increases to random ability scores. If it is not, it will be two one-point decreases.

Yellow: Invaded by the Nanites of the Observers! And the Observers are not impartial; they want more interesting footage! The character will mysteriously

be healed just enough to never die from damage taken from an enemy minion or underling (unless surprised; surprise blows can kill!), and any damage the character inflicts on an enemy leader (top level boss, not squad sergeant or anything) will not be marked off the enemy's hit points. The first effect will be obvious when it happens, but the second should happen without the player's knowing.

Purple: The character is infected with all sorts of rot and pox. The skin will bubble and boil and start flaking off instantly, and every day a random ability score will drop by one point. In addition, the character is contagious! Anyone in close contact with the character (say, hanging around the same dungeon room) must make a saving throw versus Poison or contract the rot.

When anybody falls in the liquid

Any character who falls into the liquid is dead. Those with heat resistance can survive, but the liquid is not water; even completely unencumbered bodies will sink, and the pool is 50' deep, so drowning will likely be swift. Ropes will float on the surface, by the way, without someone to pull it under. Heavy chains will sink though.

Once dead, a character's body will pop, the internal gases reacting with the liquid to release a noxious gas which will fill the chamber and the halls around the chamber for 100' in both directions. It will be obvious that some chemical reaction is occurring in the liquid and the gas will erupt after 1d4+1 Rounds. Anyone exposed to this gas (breathing it is not necessary; contact is enough) will suffer the following effects:

Clear: Everybody loses 1d6 points from each ability score; roll individually for each character and each score.

Black: Each character's eyeballs move (as a pair) to a random part of the character's body, where they will then function normally.

Green: Healing nanobots invade the character, but they are malfunctioning. Instead of repairing the character they inhabit, whenever the character is hit in mêlée combat, provided the blow is not fatal, the nanobots heal the attacker for an amount equal to the damage inflicted—even to the extent of giving 'extra' hit points over and above normal maximums if the attacker is already fully healed.

Silver: Everyone exposed to the gas must make a saving throw versus Poison or they and everything they carry will turn to (admittedly impure) gold. The character's statue will be worth 1000sp for every hit point he had (maximum; wounds do not count against this), plus 1000sp for every point of encumbrance he was carrying.

Blue Crystal: Receptor! Any crystal-headed being can exert complete mental dominance over the character.

Steel: All steel and iron objects that come into contact with the gas become self-aware to the fact that they have been kidnapped from the earth, melted, and beaten into the shape as desired by the flesh ones, submerged, and then forced to work in this hideous shaped form. When nobody is looking, these objects will loosen themselves from cloth or leather fastenings, wiggle away from where they are placed, fuse with other iron and steel objects so as to become unusable, etc. Refuse! Resist! And they can now communicate with other

iron and steel objects, so the revolution will spread...

Gold: This will not affect any of the characters, but will affect the grid. The new normal grid size will be one square equals $(1d10-1) \times 100'$. If the grid equals zero, then the Underhallways (and all associated rooms) simply collapse and cease to exist, along with their contents. The door (location #6) ceases to exist as well, and the chambers making up locations #16-19 are lost in an otherworldly realm; air will not be replenished and if anyone were to somehow escape through the walls, he would find himself out in dimensional void similar to the vacuum of space, but acidic and poisonous and explosive to air, so hopefully the wall was not broken...

Red: Disintegration.

Yellow: See "Alert! Alert!" sidebar for details.

Purple: Have you seen Twelve Monkeys? You know that death virus thing that wipes out human life on the surface of the Earth? Well this one is worse, because it kills the animals as well. And bacteria. A planet without bacteria might be interesting, I don't know, you'll have to research that. Oh, the plants will die too. The only living things to survive will be the things with crystals in their heads. Until they starve. Or cannot metabolize oxygen, which there will not be much of, because there are no plants. You need a new campaign world all because some dumbass slipped and fell. If a character actually jumped in, I suggest caning the player.

Alert! Alert!

Characters exposed to the Yellow gas cloud are in for a spot of bother: hackers have been monitoring communications feeds from this planet, waiting for just this eventuality. The characters exposed to the gas become supercharged batteries of exemplariness, and thus most valuable to certain interests. Two alien factions will be rushing to take any character so affected, now that they are receiving this most unusual alarm from an otherwise completely forgotten and supposedly decommissioned research station. The hacker faction will get there first.

Three Nebula Class Warships (each one mile wide) will descend, and mobile artillery and a unit of 45 mechanized infantry units will wait outside the dungeon entrance with weapons set to vaporize... except characters affected by this condition, who will be immune to those weapons. These characters will be netted, kidnapped, sold at auction, vivisected, then dined upon, all without being killed, until their heads, still and forever living, are mounted on a spike in a private collection. The process that keeps the mutilated and decapitated characters alive during all this also keeps the nerve endings forever active. Enjoy!

45 mechanized infantry units: Armor 35, Movement 360', 35 Hit Dice (Attack Bonus only +15 however, due to automatic targeting systems), 1 ray gun attack doing Total Disintegration damage or Total Containment damage, Morale 10.

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The aliens are liquid, so if the armor is somehow destroyed, the aliens will simply drain into the ground and rendezvous for pickup elsewhere.

The aliens will not enter the dungeon, but they also have no concept of boredom and are prepared to wait forever. However, after 1d12 days, the intended recipients of the transmission arrive. This will cause a fight between the factions. The result of this is (roll d4):

- 1 The planet is vaporized from orbit. Everyone dies without ever knowing anything was wrong.
- 2 Conventional bombardment. Everyone in a 50-mile radius of the dungeon entrance takes 1d100000 damage (outside the dungeon only, anyone inside is safe), but then both sides leave, so survivors can get on with their lives.
- 3 A giant scoop fifteen miles wide just takes the entire area up into space. Unfortunately, it is not pressurized or airtight, and because the aliens have not examined the Earthlings yet, they do not know that they cannot survive these conditions. On the plus side, the player characters get to travel through space as they expire.
- 4 The hacking faction retreats in the face of overwhelming force, leaving the originators of the crystal technology to collect the specimens.

The originators wear slightly more advanced armor suits:

Armor 42, Movement 360' (plus 720' flight), 40 Hit Dice (Attack Bonus only +15, due to automatic targeting systems), 1 ray gun attack doing Total Disintegration damage or Total Containment Damage in a 45° cone, Morale 11.

These aliens are immaterial mental beings, so if the armor is somehow destroyed, the aliens will simply mix with the air and rendezvous for pickup elsewhere.

If these aliens capture any characters, they will be transported to a scientific laboratory, where they will be vivisected, poked, prodded, and kept in 403 pieces in various drawers. Still alive though, so ongoing study of the different parts can continue. The process that keeps the character alive during all this also keeps the nerve endings forever active, and the psychic enablers make sure the character can feel all the pain of all the individual pieces. Immortality sucks sometimes.

11. The Hircine Eruditeness

The doors to this room are airtight and should be considered stuck. Inside the room is a living iridescent gas cloud designed to test the olfactory senses of Earthlings. The gas will not leave the confines of the room, but will have a different effect based on the class of the character who first enters or comes into contact with the gas.

The gas's effect will not reset until all characters leave the room and the doors are shut. It will then base its next effect on the class of the character to next enter the room. This does not cancel ongoing effects, however.

Fighters (including Barbarians and other psychopaths): Every character entering the room enters into a discreet psychic link with every Fighter that enters the room before the room is cleared and the doors shut again; none of them know it.

In any Round of combat thereafter where a Fighter and at least one of the affected non-Fighter characters are involved, if any character scores more damage in any particular Round than a Fighter, the character who scored the most damage gains one permanent hit point at the expense of the Fighter. This happens even if the Fighter chooses not to attack, or cannot (is knocked out or bound, for example).

A character can only benefit from this effect once, but may benefit from an additional like effect if the room is reset and another Fighter enters first; if a character does more damage than multiple Fighters, then the point is extracted from the Fighter who did the least damage (if multiple Fighters are tied for least, determine randomly). Fighters do not 'compete' with other Fighters in this way.

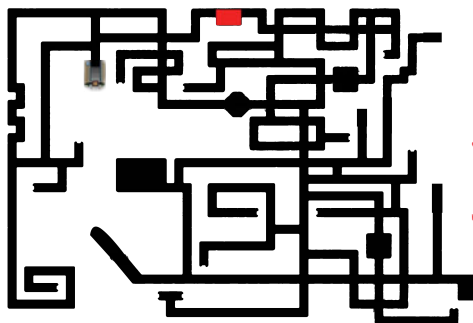
Magic-Users (including Illusionists and others with no regard for decency): Any Magic-User entering the room has his prepared/memorized spells wiped from his memory and stored in the cloud. Every non-Magic-User entering the room gains the use of those spells (possibly the memorized totals of multiple Magic-Users!) as if they had memorized them, although multiple preparations of the same spell are lost. The cloud retains these spells until the room is empty and the doors shut. A non-Magic-User cannot regain new spells from the cloud until they have cast all their current memorized spells. Magic-Users who have spells removed from their minds cannot memorize those spells again until everyone who has gained use of the spells has cast them all. Note that Clerics that cast a Magic-User spell lose all Cleric abilities permanently.

Specialists (including Thieves, Rogues, Druids, Rangers, Assassins, Bards, and other anarchists): All Specialists lose all but one of their skill points, which are stored in the cloud as knowledge. Every non-Specialist in the room gets to 'absorb' a random one of these skill points, and becomes hyper-charged with that knowledge, gaining a score of 6 in that particular skill. Each non-Specialist can only absorb one skill point from each Specialist who lost their points to the cloud. The effect lasts 1d6+4 days, at which time the knowledge seeps out of the non-Specialists and the Specialists are restored to their former skill levels.

(For the benighted folks using non-LotFP systems, Thieves/Rogues have their skills reduced to their first level minimums, and those benefiting have their skills maxed out. Easy!)

Clerics (including Paladins, Monks, and other God-botherers): Quickly ask the character's player what the three most important tenets of the character's religion are. The Crystal Computer uses the character as a psychic conduit to contact the character's deity and bring its attention to this room. Every character entering the room—including the initial character—is placed under immediate scrutiny by the deity:

- Anyone who is a worshiper in good standing is healed of all damage and/or continuing negative effects.
- Any worshiper of the deity's enemies is struck dead in a fashion fitting to the deity (actual Clerics etc. of this nemesis deity get to make a saving throw versus Poison to not die, but if successful the original character is stripped of all powers for consorting with the enemy, and the deities engage in celestial war. An earthquake or hurricane or suitable natural disaster utterly destroys an important and populous part of the campaign world.)
- Worshipers of the deity who are a bit slacking in their observances are struck blind until they perform a suitable penance.
- Non-worshippers who follow the tenets of the deity (through coincidence or respect) are rewarded with a doubling of experience points awarded this session.
- Non-worshippers who do not follow the tenets of the deity (why should they?) lose half of their current hit points.
- Anyone who is a non-believer in the deity (different than being a non-worshiper, who at least believes that the deity exists), regardless of whether or not the character follows the tenets of the religion as defined by the first character, is blasted for 1d6 points of damage per Hit Die or level the character has.



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Non-Classed (0-level characters): Prepare to get force-fed d4s, Referee! If a non-classed character is first in the room, the cloud analyzes it as 'normal.' Classed and leveled characters that follow are then seen as anomalies, and in an effort to correct those anomalies, the cloud alters their brain patterns and physiology to make them more normal. In game terms, this is expressed by taking the character's experience point total and just dropping the first digit. 1295xp becomes 295, 95261xp becomes 5261. 9000001xp becomes 1. (Prepare to be removed from that player's Christmas list.)

Of course, while being force-fed the d4s, be sure to remind the players that their big brave heroes made some NPC schmuck go first into a GLOWING CLOUD IN A DUNGEON. Honestly, their anger is merely a deflection of their own cowardly and abusive shame.

Aliens (including Dwarfs, Elves, Halflings, Gnomes, and other Tolkienian craft): The presence of demi-humans will freak out the cloud, thinking that something is wrong. The next living thing to enter after the demi-human will have its DNA mapped, and the demi-human's physiology will be changed to match that creature. Not so bad if the following character is the same race as the leading demi-

human, not so great if it is a war dog or a Magic-User's pet frog. In any event, the demi-human basically turns into the race of the character that follows him into the room, losing all original racial distinctions and benefits and drawbacks, and gaining those of the other race.

All demi-humans entering the cloud after the first will also be transformed into the race of the creature that followed the original demi-human into the room.

Freaks (including anything with horns, scales, or pointy teeth; anything made of metal; anything with a green or orange skin color; anything that is a mix of different species; anything with naturally more—or less—than two arms or two legs; anything regularly conceived in any other way than a Mommy and Daddy having intercourse—including beings generated by the crystal,

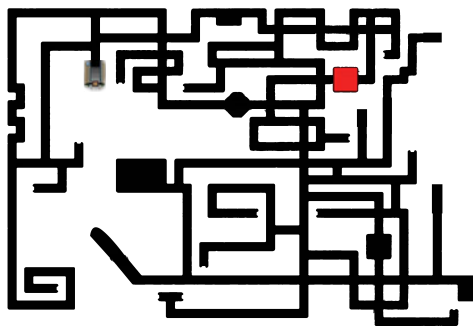
anything with crystalheads; and anything that has been mutated or subject to Chaos effects, or had its DNA damaged in any way): The cloud panics at such foreign matter being used to format its cloudy matrixy thing, triggering a massive psychic genetic rewrite, such that everyone who enters the cloud at this point is subject to random effects. Use the Summon spell's Appendages table (LotFP *Rules & Magic* book, p135) to give each character 1d4 new features. Johnstone Metzger's *Metamorphica*, available as a free PDF download online, is another source of random changes you might want to use if you do not mind risking giving the characters super powers.

Complicated, unfun games which separate race and class should use the class for humans, or race for non-humans, when determining this effect.

12. Dodecahedral Containment

A twelve-sided geometric form the size of a human head floats within a glowing energy sphere itself suspended 5' off the floor. The energy field is blue and soothing, but if anyone or anything approaches it, it will turn a nasty red and flash.

Anything pushing through the energy field will result in the side of the object facing the break in the field to flash and create some sort of effect. Roll a d12 on the table on the facing page to determine which face it is.



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- 1 All food in the room comes alive and attempts to escape.
- 2 A massive flash of X-rays fills the room. Everyone must make a saving throw versus Poison or have transparent skin for 1d6 days.
- 3 A random character's metabolic processes change so that drinking any and all liquids causes intoxication.
- 4 A prisoner escapes null-space and takes refuge in the blood of one of the characters in the room. The next time that character is damaged with a sharp object, it escapes, taking the form of the monster with the most Hit Dice currently in the adventure at the time (basically becoming a full copy). It will be freaked out and on edge, so everyone and everything present must make a reaction roll; any bad reactions are assumed to be the authorities looking for it, its attitude being, 'you won't take me alive again, copper!'
- 5 Pachydermatology! One random character's feet turn into those of an elephant.
- 6 Pick up the nearest monster book you have available. If you are playing this in a game store, pretend the *Call of Cthulhu* rulebook is closest. If you are an orthodox LotFP follower who does not believe in monster books, high five! Find one anyway, using some adventure other than this one if necessary. Quick. Now pick the nastiest thing in there. (Azathoth!) It appears in the room.
- 7 Bloodlust! Delayed. Everyone present must make a saving throw versus Magic, or else be filled with latent rage. The next NPC encountered that nobody was going to fight is attacked by one of these characters. Only one. The rest save of their rage for future peaceful encounters, one at a time, until all the rage is expended.
- 8 The entire dodecahedron and the energy field spin and spark and roar! It is a powerful weapon! Say, "Man, it would suck if this got into your enemies' hands." One of the players will undoubtedly mention someone of that description. The thing of course teleports to that character, who may wield it as a lightning-shooting weapon. If nobody mentions a particular enemy, the energy field dissipates and the 12-sided thing drops to the floor, useless.

- 9 One character the side is facing (the character need not be facing it) has eldritch symbols burned into his eyeballs. These symbols are effectively a random second level Magic-User spell. This will obscure the character's vision (-2 to all rolls requiring vision) until the spell is seen on a scroll or in a spellbook. At this point, the spell will clear from the eyes and the character will know the spell, and can cast it once per day (above and beyond all other spells, if the character is a Magic-User). If a Cleric casts the spell, all Cleric abilities are lost forever.
- 10 A black carbon band forms around a random character, pinning his arms. It begins to shrink. It becomes more diamond-like with every passing moment. Its value begins at 50sp, and increases in value in 50sp increments as it shrinks, but this also does a point of damage to the character for each increase in value. Communicate its value, and that the value is growing, to the players before they decide what to do. The band can be broken with any blow, freeing the character, but this stops it from shrinking and increasing in value. If unbroken, it ultimately will keep shrinking, then becoming denser, until it forms a jewel worth 3000sp.
- 11 Polynutrininos saturate the room, causing everything blue to turn white. Anything that had blue eyes is now blind. You did think to find out everyone's eye color before this happened, right?
- 12 Emergency transport! Emergency transport! A wormhole into space, right where the mothership is supposed to be (but isn't!), opens up in the ceiling. Explosive decompression! Whatever systems open the rift realize the error immediately and close the hole... but one character, the one closest to the hole, is sucked out and then the thing closes up. It also extinguishes any flame-based light source, so no one will see what has happened until another light source is activated. Even if characters risk breaching the energy field again and a 12 comes up to reopen the wormhole (I hope the player characters are anchored down this time or it will be really funny to see the looks on their faces when they lose another party member), the lost character will not be there. Not for 90 minutes from the time the wormhole was originally opened (and exactly every 90 minutes thereafter!).

13. The Pool Room

This room contains three pools of colored water, each 10' in diameter:

Acidic Pool

Looks like water, but is not. Smells funky.

The pool burns to the touch, but does not cause any damage this way. Drinking it does 1 point of damage. The acid does not damage items beyond getting them wet.

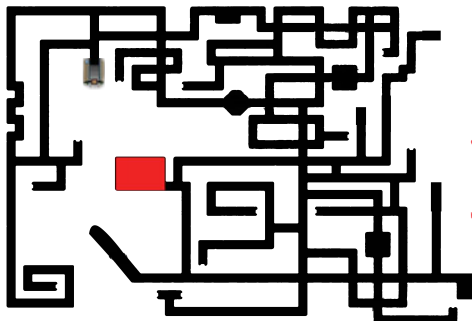
Immersing oneself in the pool inflicts the loss of 1 hit point, but causes crystal-headed beings to be unable to detect the character by any means whatsoever for the next d6 Turns until either the character dries himself or the acid evaporates from his skin and equipment. They cannot see the character, cannot hear the character, even attempting to touch the character will result in the crystal-headed being simply passing through.

Glowing Pool

It is not water, exactly, but a glowing mass that physically behaves exactly like water.

Touching it makes something 'wet,' which emits a light equal to torchlight for a period of one Turn. Immersing something absorbent such as cloth or hair makes it 'wet' and glowing for 12 Turns.

Living matter touching it will become infected with the glowing bacteria that reside in the glowing mass. After 1d4+1 days, the character's insides will glow, causing a dim light to radiate from every orifice. Enough to read by, but not enough to see in the dark by. After 2d6 weeks, the character's insides will begin to go all mushy, causing a loss of 1 point of



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Strength and Constitution per week for three weeks, and an inability to eat solid food (which is vomited up in a fabulous lightshow). The infected character will be required to purée all of his food, which will take about three hours per day and require equipment that costs 5sp and takes up two encumbrance slots.

Oily Pool

This pool shimmers with a slick surface. Strange worms can be seen wriggling along the shallow bottom.

Touching the water with bare skin brings an energetic sensation and heals a single hit point, or gives an additional temporary 1 hit point buffer if the character already has full hit points (1 hit point is the maximum buffer any character can have).

Drinking water directly from the pool changes the fundamental nature of the character's body, making it ever so slightly less solid. The character gains a +1 base Armor rating, but is able to carry one less item per encumbrance step (so four items per dot instead of five after the first drink). Further drinks give cumulative effects.

Water removed from the pool loses its potency.

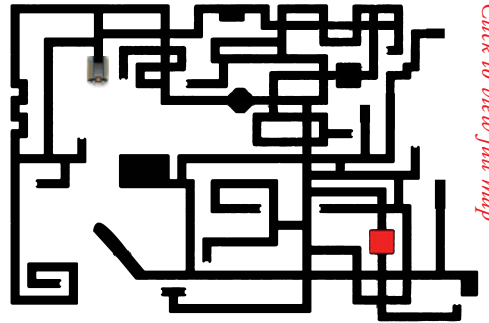
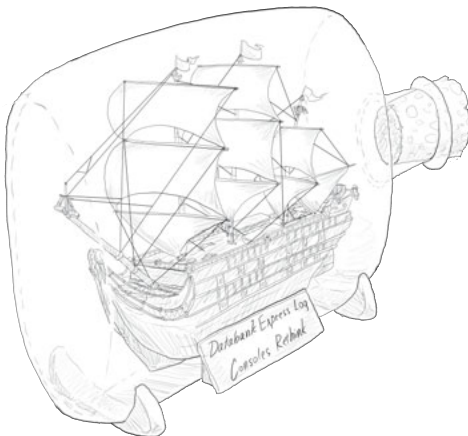
Eating a worm causes worms to grow inside of the character's eyes, first becoming noticeable in a week's time. After a week, the visual noise will be so great that the character suffers a -1 Dexterity modifier, with additional -1 penalty per week for the next two weeks. After that, the eyes are so full of worms that

the character is completely blind. After two months, 5d20 worms explode from the character's eyes (causing permanent blindness) to seek permanent shelter. These worms are Armor 14, Movement 120, 1 Hit Die, with a bite attack doing 1 point of damage, plus make a saving throw versus Poison or become infected with worms, Morale 5.

14. Ship in a Bottle

In the center of this room is a pedestal on which rests a 12" scale replica of the Spanish galleon San Felipe in a stoppered glass bottle. Also on the pedestal is a small plaque which reads: "Databank Express Log, Consoles Rethink." Any character who has had a career at sea will recognize San Felipe as being the name of a vessel that was part of the 1567 treasure fleet wrecked in a storm off of Puerto Rico.

The detail of the ship is amazing, and close inspection will reveal miniature bodies on deck that look all too real.



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Breaking the bottle will result in the ship expanding to its full size—the force of this, if it happens underground, will cause the entire complex to collapse, killing everyone. If the ship is enclosed by anything—including by water if it sinks, or indeed by the rubble of a dungeon it has expanded within, it will revert to 12" scale, fully repaired, and a stoppered glass bottle will reform around it.

If the bottle is broken and the ship expanded outdoors—and hopefully on the water—where the ship would remain intact, the ship's log can be found and read. It will detail the curse of the ship, that if it is enclosed it will shrink down to size of a 12" scale replica again, killing anyone on board in the process.

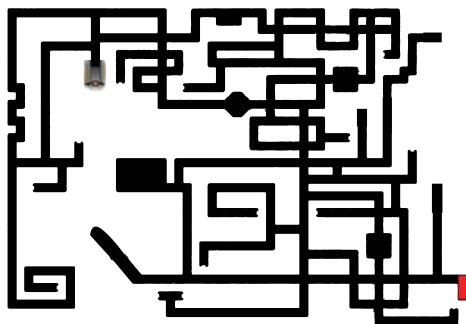
15. The Great Disc

A great hum is audible from as far away as the intersection outside of the room.

Inside the room is a great 19' diameter, 3' thick disc made of flawless blue crystal, floating 5' off of the floor. It vibrates, creating the hum. The disc can be moved around by pushing and pulling it, and if released, always comes to rest at 5' above the surface. The disc is worth 10000sp if it can be removed intact from the dungeon without it having any organic matter attached to it (see below). A concentrated attack will damage it, but each such attack reduces its value by $1d20 \times 100sp$. When its value reaches zero, it shatters into worthless fragments.

In the center of the disc, on both the top and bottom, are round depressions, each about the size of the top of a human head.

If a living human (or close-enough being with a human-shaped head) sticks the top



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of its head in the depression on the bottom of the disc, the anti-grav turns off. The disc weighs 15 tons.

If a living human (or close-enough being with a human-shaped head) sticks the top of its head in the depression on the top of the disc, it instantly fuses completely to the head



(even through helmets or other coverings), and the character becomes the Crystal King!

All crystal-headed beings will heed the Crystal King's commands! The disc is weightless on the head of the Crystal King—but only for the Crystal King! The crystal becomes immune to physical damage after it bonds with the Crystal King, making the character invulnerable to attacks from above! The Crystal King can demand a question

answered by the alien entity (location #16) without making a sacrifice! The Crystal King can fly at a movement rate of 10!

The disc is 19' wide and the exit is only 10' wide and the room is only 10' tall (barring grid changes)!

The disc cannot be removed from a skull once fused without scraping every last bit of skull and skin out of the depression, which is quite fatal to anyone stuck in there!

16. Great Chamber

This room is rather featureless, save for the entryways leading to locations #17–19; these passageways are built inside of parabolic curves.

In the center of this room on a simple stone pedestal is a hextangle (a musical instrument, like a triangle, but with more sides) and small metal beater.

If the hextangle is struck within this room, the wall on the right side of the map (the section of the wall clockwise from door #6) opens up and the underside of a gigantic alien jellyfish seals the hole, its electric 'stingers' flowing throughout the room.

The alien will telepathically declare: "I WILL TELL YOU WHAT YOU WANT TO KNOW, BUT I DEMAND A SACRIFICE! EACH OF YOU, STATE YOUR CASE AS TO WHY THE UNIVERSE WILL BENEFIT FROM YOUR CONTINUED EXISTENCE! I WILL CONSIDER YOUR ANSWERS AND DELETE THE LEAST WORTHY OF YOU, AND THEN ANSWER YOUR QUESTION." (Be sure to speak in all caps. It is important.)

Each character must plead its case as to why he should not be the one to be deleted. The deity will then decide to kill one of them.

This should not be random! Referee, consider each of the answers, and kill the lamest. Or the best. Or whichever one would upset the player the most. You are now portraying a capricious inhuman entity that is being bothered by insignificant specks of space-dust, so get into character.

If the player characters are accompanied by NPCs, the Referee should remember that he controls them and since he controls them, each NPC should be able to quite easily give good enough arguments so that the Referee does not decide to choose them. If any NPCs are under some sort of mental control, the entity will know, and thus will spare them.

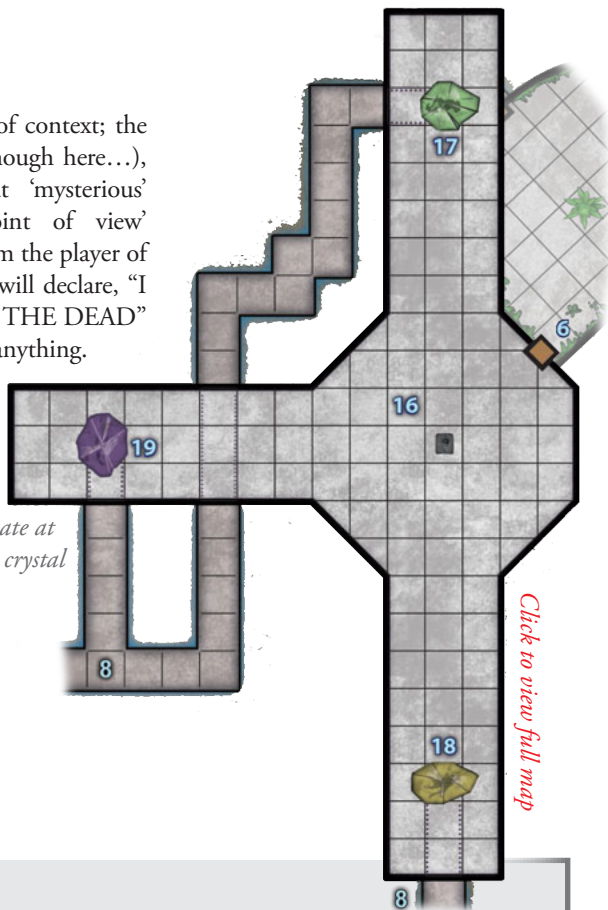
If everyone just says anything along the lines of, "Sorry, we were just screwing around/ we don't need to know anything that badly." or just run away, the entity will randomly strike one of them dead while declaring "MY TIME IS NOT TO BE WASTED."

Oh, in this case "striking them dead" means "atomize," leaving no detectable trace. Equipment as well.

It will then answer one question from the group (a real question that is intended to be asked, it will not eavesdrop on their

conversation and take a question out of context; the player characters have been screwed enough here...), truthfully and in full and without ‘mysterious’ metaphors or ‘from a certain point of view’ misdirection. If the question comes from the player of the now-deceased character, the being will declare, “I ANSWER NO QUESTIONS FROM THE DEAD” and then disappear without answering anything.

The Underhallways (location #8) terminate at the underside of locations #17–19 at the crystal prison underworks (see sidebar below).



The Crystal prison Underworks

The Underhallways (location #8) contains passages leading directly under the crystals in #17–19. In each case a solid crystal, which appears black from above and clear from below, separates the lower passage from the interior of the crystal above. Since the Underhallways and the chamber containing the statue are in different dimensions, the intervening crystal cannot be damaged. There are three buttons next to the crystal on the bottom side, one clear, one green, and one red. Pressing them has the following effect:

- Clear:** the crystal between the levels disappears momentarily, causing anyone trapped above to fall into the hallway below, now free!
- Green:** this causes the crystal in the hall above to disappear, freeing anything trapped inside.
- Red:** this causes the crystal in the hall above to reform, trapping anything standing on the crystal above, and if it is a living being, the crystal projecting an image of what it thinks is the creature’s natural habitat in order to give it a good quality of life as it is stored.

17. Encased in Crystal: The Enhaloed Chevalier

Encased in a single large green crystal is a man in 9th century warrior's gear—mail armor, an axe, and a spear. Images of war flicker on the inner surfaces of the crystal, and the man moves and seems to speak in response to them. Sound cannot enter or exit the crystal, and the man cannot see beyond the crystal's surface.

While the crystal is completely resistant to conventional harm, applications of force will cause minor shaking and rumbling inside and Baldwin will react to that.



The Warrior Baldwin: Armor 17 (chain and shield), Move 90', 7th level Fighter, Axe attack doing d8 damage or spear attack doing d6, Morale 9. He speaks Old French, Old High German, and Latin.

He carries a belt pouch which contains three small rubies, worth 750sp each.

Baldwin was a warrior in Charlemagne's army who deserted during a particularly nasty episode where a siege was broken and his comrades engaged in an orgy of bloodlust, slaughtering everything within the city. Grabbing as many children as he could save, he ran off into the wilderness, knowing that he would be branded a deserter at best, a traitor at worst.

The battle was observed by the otherworldly forces studying humankind, and such a display of compassion was interesting to them, so he was captured and preserved here. The aliens thought they were just keeping him in his desired element, when in actuality Baldwin has now suffered, from his perspective, through many hundreds of years of endless battle. Plus he knows his environment is not natural, even if he does not realize exactly where he is.

If released from the crystal, he will be desperate and exhausted and ready to go home. However, if he sees anyone so much as threaten a child (crystal-headed or not), much less witness violence towards one, or hears about any such thing happening, he will become a vicious enemy to the perpetrators.

18. Encased in Crystal: The Dragon in Amber

Encased in a single large amber crystal is a strange lizard beast, about 8' long, with no head, but spiked tails at both ends, and all four of its legs in a row in the center of its underbelly. Images of a sunny desert flicker on the inner surfaces of the crystal, and the creature thumps against the side of the glass. Sound cannot enter or exit the crystal, and the creature cannot see beyond the crystal's surface.

While the crystal is completely resistant to conventional harm, applications of force will cause minor shaking and rumbling inside and the lizard-thing will react to that.

The beast is effectively mindless, having been driven mad by its captivity—it was captured in a desert, but was not native to such terrain; it had been captured and was being transported to a sultan's menagerie when it escaped, and was then subsequently captured by aliens for experimentation. So if it is released, it will be very aggressive.

The creature's heart is made of an unknown metal that can be sold for 3281sp.

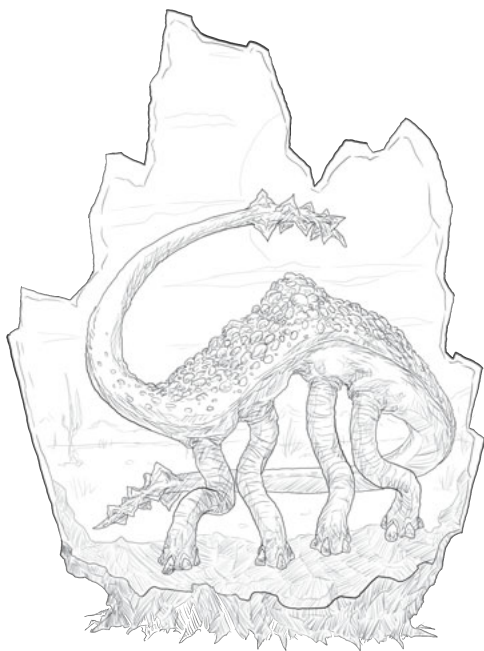
Lizard Beast: Armor 16, Movement 120', 6 Hit Dice, 2 tail attacks (never against the same target), one doing 1d8 damage and one doing 1d8 damage plus poison (see below), Morale 8. The poison is only in one tail at a time, to be randomly determined each Round.

If a victim fails to make a saving throw versus Poison, the victim loses 1d8 hit points. These points are not lost in the usual manner, but instead escape as a fleshy ball from the body of the victim. This ball is independently intelligent and will scoot away from danger. It has Armor 14 and Movement 120'. Any

damage it takes is lost forever; the character it came from cannot heal this damage.

The beast will attempt to eat the ball (gaining permanent hit points for every point of damage it inflicts on the ball) by stabbing it with its tails and draining essence from it. The ball is not affected further by the poison.

Any creature may use the ball to heal damage at a rate of 1 hit point per hour by being in flesh-to-flesh physical contact with the ball throughout that hour. The ball shrinks by 1 hit point for every hit point of healing it provides. This is the only way for the original victim to regain any hit points lost from from the creation of the ball.



19. Encased in Crystal: The Glued Man

Encased in a single large crystal of the deepest purple hue is a naked man, hair and beard long like some old hermit, floating in some sort of liquid. There are no images inside the crystal, and the man seems to be drowning, but it never actually dies. Sound cannot enter or exit the crystal, and the man cannot see beyond the crystal's surface.

While the crystal is completely resistant to conventional harm, applications of force will cause minor shaking and rumbling inside and the man will react to that.

If the Clear button is pressed in the underworks, so that the crystal between the levels disappears, the prisoner is freed, as is the liquid... it is glue, and it will set within a Round of hitting objects (including the floor and walls). Everyone below must make a saving throw versus Paralyzation or be completely trapped; a successful save means the legs are stuck to the ground, but the hands are still free.

Pressing the Green button causes the crystal in the hall above to disappear, spreading glue around it, and trapping anyone who was near the crystal on the upper level.

The Glued Man: Armor 14, Movement 60', 4 Hit Dice, 1 bash attacks doing 1d4 damage plus adhesive (see below), Morale 7.

The Glued Man constantly exudes, well, glue, which hardens fast when in contact with physical objects, but not upon contact with air. The flow is constant enough to fill up a 10' cube in a Turn, and the flow only stops when the Glued Man is submerged in the glue. It cannot consciously control the flow of glue.

While the flow stops when the creature dies, the glue never dries or loses its potency.

When attacked in mêlée combat, on a hit it will take damage, but the attacking weapon becomes stuck fast, and unable to be retrieved. If it hits in mêlée, the victim becomes stuck to



the Glued Man, increasing its Armor rating by 2, and if attacks against the Glued Man miss by this two-point margin, it instead hits the glued victim. This effect is cumulative with every struck victim; the Glued Man can carry half a dozen human-sized opponents in this way. A glued victim must make a saving throw versus Paralyzation to have any free hands after being stuck. After combat ends, the Glued Man will allow the glued victim(s) to slide off of it, but they will still be at least partially encased in the hardened glue, just not attached to the Glued Man.

It will take $d6+6$ chisels (or spikes or other such implements) to free a victim stuck in the glue, and the victim will take $d6$ damage from the process.

The Glued Man is itself immune to the effects of the glue, able to move through it as if it was not there, even if it has already hardened.

The Glued Man is not a man at all, but a creature summoned long ago by a race of sorcerous horseshoe crabs on Venus. The Venusian atmosphere negated its sticky gunk, but the crystal aliens found its life signs fascinating, and so collected it for examination (and saving it from the horseshoe crabs who were thoroughly disappointed with the 'creature from beyond the veil of reality' they had summoned).

For all this, the Glued Man will believe it is the same species as the most numerous (intelligent) creature in a 1-mile radius, and is adapted to conform, so will take on the attitudes and mannerisms of the consensus of that population. (In this case, the most numerous nearby population is probably the crystal-headed children.)

1 The walls start glowing, then flashing, then achieving a strobe effect. These stop if at any time the characters start moving. If they do not, the light turns blindingly bright, and the characters are teleported to one of the A locations on the map (roll d6 to determine which one), facing a random direction. These used to be Information Points where visitors could access maps and other useful information, but they have not worked for ages.

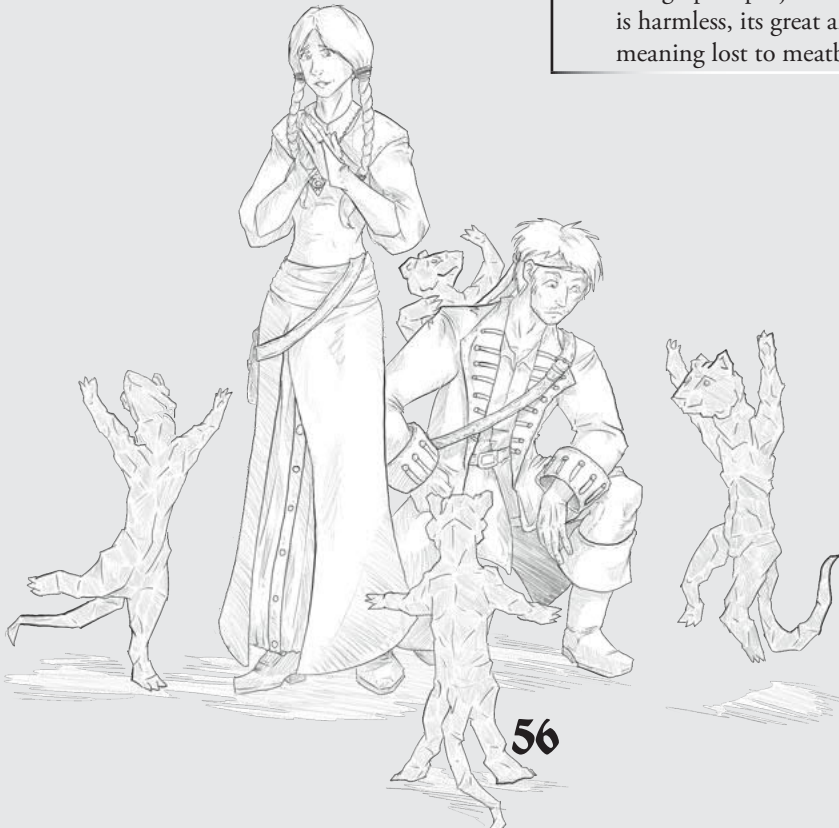
2 A foul scent builds in the area, getting progressively worse if no one moves on. After a few warnings about it, call for a random character to make a saving throw versus Poison, with failure meaning that he passes out. If the player characters still do not leave the area, then another random character should make a saving throw versus Poison. This should continue until the player characters decide to leave the area, dragging their unconscious comrades with them, or they all pass out. If everyone passes out, the smell gets so bad it kills everyone.

3 Nothing! Something was supposed to happen, but the mechanism broke. The party can take as much time as it would like right now, unmolested.

4 An obvious illusion (actually telepathic holographic projection—there is a difference, it is important, but the characters cannot tell the difference) of a crystalline monster, jagged-edged and covered with blood (the equivalent of a child-friendly mascot for the aliens that built this complex, combined with a showing of the current visitors' internal life-fluids to show understanding and empathy to put them at ease!) forms among the group and attempts to hug everyone one at a time. The creature cannot be harmed because it is just a hologram (although anything that disrupts electricity will dismiss it), and if it succeeds in hugging (roll to hit as if it were a 4 Hit Dice creature), the victim is shocked for d6 damage—again, something that would be invigorating for the native species, not so good for Earthlings. It will not pursue any who flee, since getting people moving is the whole point.

- 5 The floor starts to tip in the direction of the nearest numbered location. Very gradually at first, then significantly, and if the characters have not started moving (moving along causes the floor to become normal again), the floor eventually becomes completely vertical.
- 6 An electric surge disrupts the nervous system... but strangely, only the ability to control the muscles that allow one to hold one's breath is affected. Each character must continue breathing and is incapable of holding his breath, no matter what. Bad news if submerged or if there is gas, and eating and drinking will be a real hassle. The effect lasts d12 hours.

- 7 One of the characters sees their four year old son Andrew walk down the hall before asking, "Daddy/Mommy (as appropriate), aren't you coming?" The child is a hallucination caused by the psychic walls, so only the one character will see this, but there will be no doubt that the character does have a four year old child named Andrew who has blond hair, blue eyes (which will make it even more interesting depending on the character's ethnicity), and a crystal head and that he is in the hallway.
- 8 What appears to be a circle of blue-skinned, crystalline upright weasels doing jumping jacks appears around the party. This is another telepathic holographic projection, but this one is harmless, its great and friendly meaning lost to meatbags.



9 Jesus Christ appears and says, "Follow me, my children," before walking away to the nearest numbered location (not one of the A-series). This is the telepathic nature of the halls reading who would be most trusted and comforting to the characters and using that to move them along, not realizing that the result will not be considered comforting or calming. This does again assume a certain in-game cultural context, and the Referee should of course substitute an equivalent religious figure best suited to his campaign world. While this is yet another telepathic holographic projection, this one will react to physical force, for the intelligence behind the image knows that it is ignorant about the finer points of cultural etiquette, so it will think that attacking Jesus is normal, and will react in a way it thinks appropriate: Jesus 'bleeds' fish and bread from his wounds.

10 One random character hears a voice in his head: "This is not a dream. Not an illusion. We are utilizing your cerebral cortex's capacity to react to and translate electropsionic impulses to simulate communication. We are broadcasting this message from the year one seven nine nine using technology beyond your current means. We are contacting you in the distant past so that you may alter the events already set in motion. The catastrophe can be avoided if the crystal-he--" The message stops short.

11 The floor and walls and anything the characters touch light up as if they were in that Michael Jackson video.

12 Oh bloody hell I'm tired of these lists now (can't you tell?). How about you make this one up for yourself?

