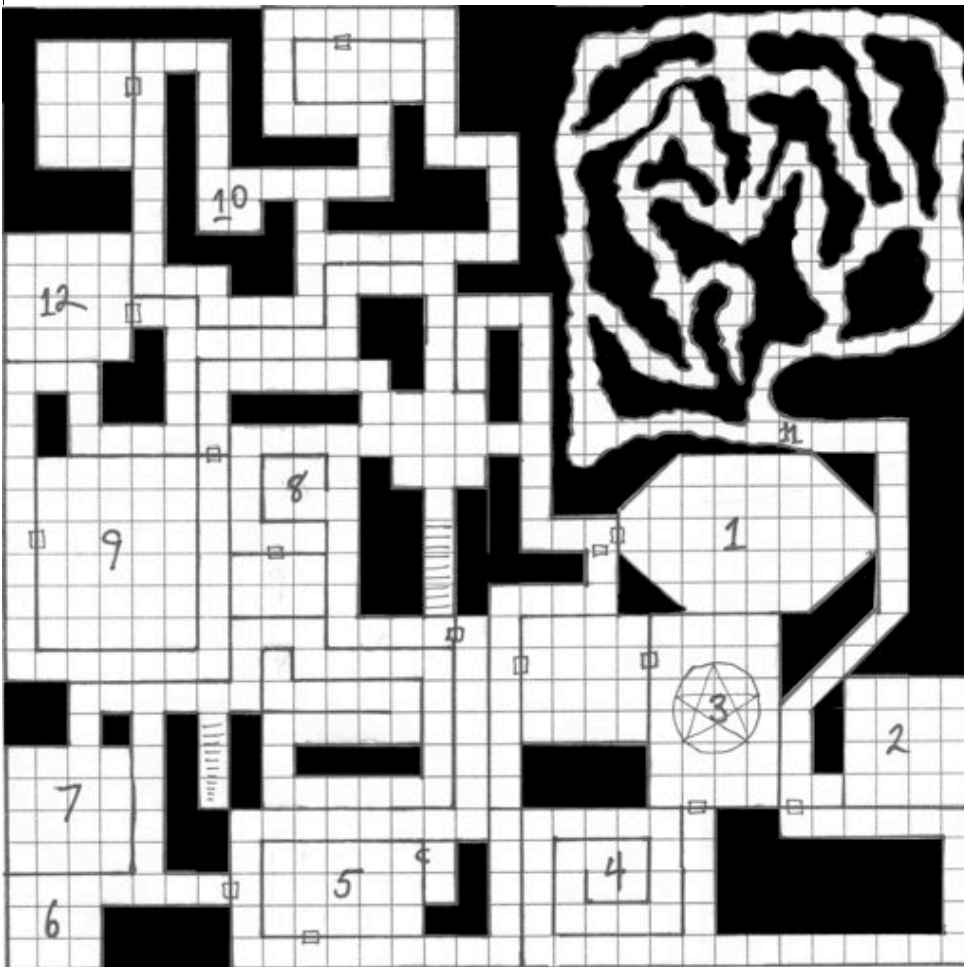


The Vareh'gra Depths – Level 6



andering Monsters – (2d6)

- 2-5 Plaid slime
- 6 Orc with flamethrower
- 7-9 1d20 Gold Bugs (as in area 4)
- 10-11 Nurse (roll on Nurse Reaction Table)
- 12 Gelatinous Sphere

Legend

- C – Concealed Door
- - Door
- |||||| - Stairs

Nurse Reaction Table (d20)

- 1 - Drags random PC off to "see the doctor"; PC is never seen again
- 2-8 - Heals random PC of all damage
- 9-15 - Heals all PCs half-way
- 16-18 - Demands PCs pay "doctor's bill" of 1d100x6 gold
- 19-20 - Attacks

Fruit Consumption Table (d20)

- 1-2 - Consumer's skin turns bright green
- 3-4 - Consumer switches alignment
- 5-6 - Consumer adds 1d6 to random stat
- 7-9 - Consumer's voice is 1-3 louder 4-6 quieter for 2d10 turns
- 10-12 - Consumer's hair grows 6 feet longer
- 13-15 - Consumer falls asleep for 1d10 turns
- 16 - Save or turn to stone
- 17-19 - Consumer gains 1 additional language
- 20 - Save vs. poison or die

Room Key (Note: North is at top pf page)

1. Sound Amplification room – Door slams and locks shut 2 turns after entering; thereafter all sounds made within are 100 times louder than normal
2. 2d6 DNA monsters – look like huge strands of DNA; 1d6 atoms in each monster are actually gems
3. Faded pentagram on floor; inside is a six-armed snake-woman demon holding 4 laser swords and a .50 caliber machine gun
4. Pile of 1d100 Gold Bugs (look just like gold coins, if bitten save vs. poison or bitten area turns into living gold for 1d6 days)
5. Magic Library – books contain all known spells, but if PCs touch any of them without a library card (which they of course don't have) the Medusa librarian turns the offender into stone and stores him in the concealed room with 2d4 other petrified "troublemakers"
6. Living head of Crool the Wizard, set on a steel platter and carried by a kobold slave – Crool is anti-social and will attack with spells if bothered
7. Zombie Jamboree – 2d10 zombies standing around, ghoulish band plays music on rib-bone and skull instruments – will not attack if not attacked themselves (it's a party, after all!)
8. Artist's easel set up with half-finished painting and a fruit "still-life" on a nearby table – if fruit is eaten roll on Fruit Consumption Table for result
9. Flying man-sized strip of bacon armed with trident that shoots hot grease in combat with man-sized slice of burnt toast (w/ face & arms) – winner of the combat attacks the party
10. West-facing wall has mounted on it a Mirror of Gender Opposition – the first person into the chamber must save vs. spells or look into it; an exact duplicate of them, but the opposite sex, will appear and attack them
11. There is a dwarven rune meaning "TURN BACK – DANGER" carved into the floor at the entrance to this maze - the first Random Monster encounter rolled therein will be with Slivvy The Rat-Demon; the rat-demon is immune to spells and weapons, but takes damage from the PC's saliva (thus they have to spit on it to defeat it!) - maybe they should pay more attention to warnings hereafter...
12. Skeletal corpse of artist from Area 8, paintbrush still clutched in bony hand – if the brush is used anything non-living it paints will become real w/ 3 "charges" of paint left in the brush