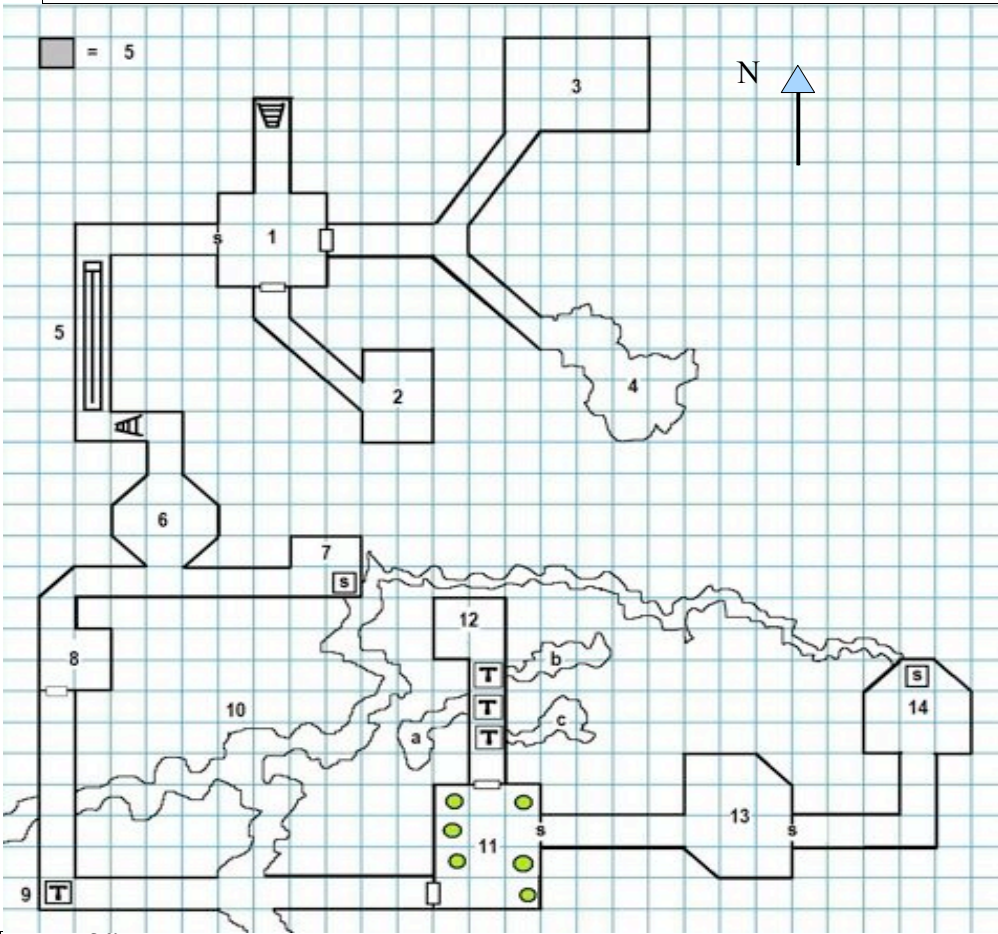


Prozylim's Labyrinth (or The Slime is Right)

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Background: Prozylim the Mage adventured for many years with a party that included Carmona the Warrior. Where Carmona was brassy, bold and impulsive, Prozylim was bookish, brooding and intellectual. As fate would have it, opposites, or in this case, an opposite was attracted to his opposite. It was an unrequited love, as he was sure no powerful female warrior could have an interest in him.

One evening, as Carmona was prone to do, she got into a drinking contest and bet she could finish 10 shots and flick a green slime off her arm before it affected her. Unfortunately, she lost and became a slime before Prozylim could save her. Her last words were "I lo..." Prozylim was convinced she was about to proclaim her love for him. Others who knew her with somewhat less bias, were sure she was staling "I lost" and simply expressing shock at losing a drinking bout. Undeterred by such negative sentiments, the mage set his life's work to bring her back to human life.

At first, he could finance his experiments with his wealth from adventuring. He paid other adventurers to capture similar creatures so he could experiment on them. Eventually money ran low and he began to sink into madness. His tower fell into disrepair and he retreated into the basement with his pets and creations. He was long thought dead. That is until recently, when people began to disappear in the neighboring village.

Prozylim is kidnapping villagers for research but he is aware this invites adventurers to seek out his tower, based upon rumors and his well-known past. He does not fear these adventurers. In fact, he welcomes them, as each dead adventurer means a body to strip for wealth and a new test subject...



Ladder



Trap Door



Hidden Trap Door



Secret Door



Vat

Wandering Monsters:

1-10	No Encounter
11-15	Black Pudding
16-17	Grey Ooze
18-19	Slime Creature
20	Mustard Jelly

Room Key: (Throughout, where straight lined, the halls are flagstoned and of high quality workmanship. Area ## is a natural cavern. All other areas are created by Denzelian(s) natural meanderings away from mineral nodes)

- The Coat Room:** (descend by ladder from tower above): In better days, those who would inquire as to the more experimental and scientific services of Prozylim, would leave their outer garments here. Three sturdy wardrobes line the southern, eastern and southeastern portions of the room. Behind the eastern wardrobe is secret door. It is quite heavy and will require two strong characters to move it. Within two of these wardrobes reside two Executioner's Hoods. Prozylim has trained the hoods to attack unless a specific word is said when the secret door is opened. Opening the door without the password will also trigger a magical trap, locking the trap door leading back upwards. Although Prozylim is thorough as to searching for monetary wealth, a careful search will reveal two scrolls with lower level spells.
- Got Nuthin':** This room was once a larder and cellar for the living areas in the tower above. It is filled with empty wine barrels and bare shelves. A search will reveal nothing of value. There is a dumbwaiter in the eastern wall. A halfling or gnome could fit into the dumbwaiter, but it will require a character with a climbing ability to make their way up.
- Sticky Fingers:** This room has been trapped by Prozylim so that the walls have stun jellies growing on them. This is a test room for a new trap he is trying to fabricate but he cannot seem to find means to ensure they will stay put other than applying his Ointment of Slime/Ooze Resistance (see below) on the door on a daily basis. He cannot produce enough so he intends to kill the Jellies. The party will notice the door is wet and slimy to the touch and outside it are various items to cause a significant conflagration (wood, oil and other propellants.)
- Dijon Anyone?:** This cavern hides a mustard jelly, which resides here due to the Collar of Communication (see below). It has reached a deal whereby, for now, it remains in place and gets to devour any unwelcome guests. At times, it will wander. There is a 1 in 20 chance it will not be present in the cave. The Collar allows Prozylim to obtain the treasure efficiently with the Jelly as it will retreat as per their agreement so there is no treasure found here.
- The Slide:** Prior to his slide into insanity, this was simple hallway. However, since Carmona's sliming, he has trapped this hall and uses magical item that allows flying to avoid the trap. Though mad, Prozylim is still cunning; this trap is not triggered until the weight of 3 or more characters pass the center most part of the trap rectangle. Once past the halfway point, the whole hall to turn into a slide that terminates in a Gelatinous Cube with appropriate treasure contained therein. Prozylim has yet to find a way to extricate treasure appropriate to a Gelatinous Cube. Those following the leader may be able to avoid sliding all the way down but all attacks should suffer a penalty. Any miss has a chance of striking a party member. The Cube cannot consume more than one at a time. Once the party attacks the cube, the sliding hallway slides upwards, allowing no escape to the entrance. A ladder is obscured by the Cube that leads to Area 6
- Mimic Me This:** Prozylim hired an adventurer to obtain an intelligent mimic and Bebelbleblub was the result. He thought he might splice shape-shifting and speak into the Carmona slime. This ended up being a dead end on research. Usually, this isn't a bad thing, as Prozylim can usually devise a trap. However, Bebelbleblub is a harmless sort which makes him expendable. He expects to be starved to death, so he is willing to provide any information he possesses: a regular stream of unfortunate visitors, Carmona's sad state and how the Mage walks around with some slime shaped creatures he calls children. If they eliminate Prozylim or remove him, Bebelbleblub will request they help him leave. There is a 50% chance Bebelbleblub will decide to follow the party to see the ultimate end for all involved. He will not assist the party in any battle unless attacked.
- The Panic Room:** This is Prozylim's escape tunnel hub. If attacked in 14, he will retreat here. The party on a secret door check will find a hidden panel which tips 'The Slide' in room 5 back to allow him to exit. The trap door is hidden as well and magically locked as well. In the room is a Gold Jelly (see *New Monster*). The Jelly does not attack Prozylim but will attack the characters.
- The Mushroom Room:** A single half strength Phycomid inhabits this room. The creature is not working into Prozylim's plans so he hopes to kill it. That is part of the reason for the tunnels to room 7 to avoid this area.
- Bowling Alley:** Once the players reach the intersection of the halls, the trap is sprung. From above the doors to 8 and 11, two Ascomoids (rolling fungi), one from above each room, emerge and roll to the corner to smash the party in between them. The party can take half damage from the collision of the Ascomoids with a well timed leap at the last instant. Both creatures will take damage from the collision with each other.
- Denzelian Denizen's Den:** a male and female Denzelian created and reside in these tunnels. They are harmless rock-eaters which avoid minerals, with nothing of value save their three eggs worth 1,000 GP or more to mine owners. The eggs look like fist-sized stones. If the characters wander off the map, the GM can choose to see if the party gets lost or this leads to other adventures. Like most holes at the edges of maps, it invariably leads to the Lower Murk.
- Test Tube Babies:** In this room are various floor to ceiling man-sized glass vats, in which float various humanoid looking creatures, in various states of part human/demi-human and slime. Strewn about the room are notebooks with case materials for each tube. The notes together with the information in rooms 13 and 14 can be of significant monetary value to certain mages. Of greater value is the formula for the Ointment of Slime resistance. A secret door leads to the home of Prozylim and 'Carmona.'
- Triple or Nothing:** the three trap doors will not open until the entire party is in the hall. In the room is a magical voice which will scream for help in children's voices. There is a zone of magical darkness at the end of the hall so that the characters will not be able to see if there are children present or not. If heavily attacked in 11, Prozylim slaps a switch so that the door opens so the 'children's' voices are heard. This is a 'prison area' of sorts for various creatures which turned out to be dead ends for the research. They are starving and at half strength. 12 a. **Symbiotic Jelly Cavern:** No one has ended up in here, luckily. No treasure. 12 b. **Enveloper's Lie:** The human form of the Enveloper attracted Prozylim to it as a means of transitioning Carmona to back to a pseudo-humanity, but it turned out to resist the Ointment and tried to kill Prozylim. Therefore, it got stuck down here. Minor monetary treasure. 12 c. **Molding Rituals:** In this room is a yellow mold with no treasure.
- Daddy Daycare:** A mad Prozylim is playing with four Slime Creatures which he calls by names, indicating he thinks are his babies. He will fight madly to protect them. They are villager's children which were kidnapped recently. The Slime Creatures will join in the attack. Prozylim is so mad, he will not remember most of his spells. The GM will need to devise a means to determine if Prozylim remembers a spell and if so, which one. Prozylim is a high-level mage. If he does not recall a spell, he attacks physically. Any battle will draw out 'Carmona' from 14. As noted, the mage is insane but not evil. Characters should receive larger rewards of experience if they take him alive and try to find him help. The slime creatures, if they can be captured, might be saved. Prozylim has a ring of protection and spell resistance. He is also wearing his Collar of Slime and Ooze Control (see below).
- My My My Carmonas:** In this room is a particularly 'fetching' Protein Polymorph which was intelligent enough to realize it did not need to eat Prozylim, when it could get the mage to bring food to him by convincing him these were needed to save her from being a slime. If a battle ensues in room 13, she will assume the form of several ogres and attack, with the intent of escape to *The Panic Room*. Treasure: Contained herein are the remainder of the logs of Prozylim's notes, his spellbook and various magical items appropriate to his experience and class. Also in the room are 10 doses of the Ointment of Slime, Ooze and Mold Resistance and his notes for creation of same. The GM can assign monetary values here. What's left of his magic items and spell book is here as well. A thick tube hidden on 'Carmona' will reveal itself to be a vial of slime labelled 'Carmona' which is the real Carmona. The Protein Polymorph hid the vial in an effort of convince Prozylim it was Carmona. Some tomes of value include *Almeister's Anatomy of Slime* and a book written under a pen name, Nichol O. Deon's *The Slime Who Loved Me*.

New Monster:

Gold Jelly: This unique jelly was created accidentally by Prozylim but he immediately saw the benefit. The creature is attracted to and consumes magical energy. It moves as an average jelly but in the presence of magic, it has the ability to sprout pseudopods. It drains cloth, wooden or paper-based magic in a single round. Magical armor and weapons are drained at one round plus one per level of enchantment. Anything with a charge such as a wand or staff, loses a charge a round. Moves as a standard jelly.

New Items:

Ointment of Slime/Mold and Ooze Resistance: This ointment allows a character who smears same on skin, cloth or armor to resist all effects of any slime, ooze or mold. For molds it must be spread on a cloth to cover the mouth and nose. The effects last a decent interval of rounds for a Medium, more for a Smaller and less for a Large character.

Collar of Control: This unique item was created by sheer luck and cannot be replicated. However, as it was attuned when created to Prozylim's mind, those who wear it and try to use it to control slimes, mold and oozes will be successful. However, with each passing use will threaten the sanity of the user each time. By the 10th use, the character will begin to have a heightened interest in slimes, etc. By the 20th... the DM can decide what happens in the end.