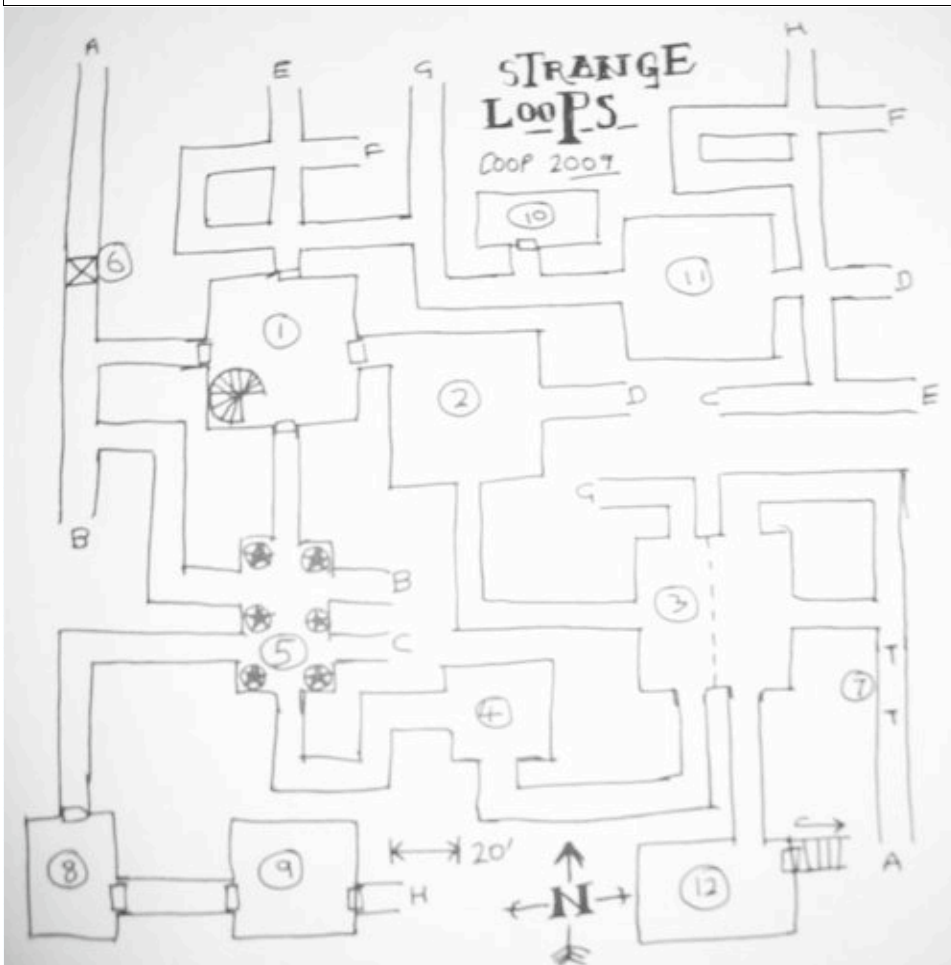


# Strange Loops



## Wandering Monsters

1. d3+1 Chaos Satyrs (Satyr equivalent of Games Workshop Chaos Warriors – treat as Ogres)
2. Gelatinous Splatter (ill-formed Gelatinous Cube)
3. 2d6 Vampire Cherubs (as Stirges. Not undead, vampire as like vampire bats.)
4. 2d6 Horse-Headed Evil Men (as Bandits) armed with spears.
5. d2 Goatataur (Goat-headed Minotaur)
6. Knockers. Brief tapping noise heading away from party in random direction. Might lead the PCs into trouble. If PCs start ignoring them replace with the White Bugbears from room 9

## Legend

Warps – Passages join other passages via letter-coded marks. Not teleports just weird and unfathomable warps in the fabric of space-time (or something) and not detectable by party save by high-level magic (DM's call on exactly what may detect such). Sometimes the party head N or S but end up going E or W without realizing – e.g. Warps E and H. Shame, that. A leads to the other A, B to the other B etc.  
Corridors are roughly 10' wide.

## Notes

The navigation of the level is intended as the challenge. The weirdness of the rooms is to act as easy landmarks (“Hey, we’ve been here before!”) and because I view the Underworld as an alien environment where the surface folk don’t belong and the normal laws of the universe might not necessarily apply. DM can make this more a highway/transit route between levels or sub-levels by adding more exits and entrances.

## Room Key

1. **Portal:** Spiral staircase from level above. Scattered Cherub bones (child size, vestigial remnants of feathered wings)
2. **Shouty Women:** Empty archways surrounded with carvings implying that the archways are the mouths of screaming women (all women face inwards to room). Each carving has bloodstone earrings, worth 200gp each, 6 of. Only found if carvings examined carefully.
3. **Crystal Wall:** Thick, clear, unbreakable crystal wall divides room into east and west halves. When PCs enter Wandering Monsters will enter room in other half, stare/gesticulate/throw threats and abuse at PCs then leave through other archways meaningfully. Up to DM if anything comes of this.
4. **Beetle Husks:** Floor strewn and totally covered with dessicated husks of beetles (6"/15cm long or so) that crack underfoot
5. **Shoulder-Tapping Ghost:** Six plinths with broken statues that once held up ceiling (chaotic-looking armoured figures). Random mysterious taps on PC's shoulders, cause cannot be found (red herring to make PCs panic)
6. **Hole In The Earth:** 10' wide area of missing floor, almost bottomless anything/one dropped will eventually end up at 12 via a warp, very dead/broken.
7. **Skewering Corridor:** 2 x Spiked boards (2d6 dmg, at each T) from corridor sides, each with own trigger flagstone. Skeleton in ancient rotted leather armour leaning against point of northernmost trap. Concealed by many leather wall-hangings. Each 2 in 6 likely to fire if walked past without checking for traps.
8. **Angel Face:** A giant stone head (angel with eyes shut) from a titanic statue, on it's side and heavily damaged. Far too big to have fit through doors. How did it get here?
9. **Organic Room:** with lumpy, vein dark red flesh on ceiling and walls, looks likes Tyrandid (Games Workshop/40K) bio-matter. Harmless. (Actually a parasite that leaches carbonic acid from sandstone).
10. **White Bugbear Camp:** 5 Lost, panicky and fatigued White Bugbears (albino) wandered here by mistake using this as camp. 600 g.p. worth of coins/gems. Many filthy sleeping furs, food waste, vandalism to room.
11. **Fishmouth Arches:** Empty archways surrounded with carvings implying that the archways are the mouths of fish (all fish face inwards to room)
12. **Screaming Genie Ceiling Decor:** Entire ceiling is carved as a face of a Genie screaming and surrounded by stylized winds with a large open hole for mouth. Anything falling into 12 ends up here after a few minutes (wouldn't it be amusing if something fell while PC's where standing under looking up?). East door leads to staircase down to next level.

## Returning to the level.

Upon later returns to the level, why not jumble the Warp letter references up a bit? The confusing topography means that it's very easy to fit new rooms and new complexes of room into the level by amending the letter references.

Strange Loops is intended as a 4<sup>th</sup> level to a Megadungeon. It can be scaled up or down simply by changing the Wandering Monster table as the challenge of the level is more a question of mapping and not getting lost.

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