

THE NECROMANCER IN THE THREE-LOBED BRAIN!

This NINE IVORY KINGS have brought back the lost THUNDERING IRON KING! Foul necromancy animates the ANCIENT ELVEN WAR BEETLE and dark magics FUEL ITS TERRIBLE MARCH! Enter through the CLOACA GATE, defeat the ABDEAD DEFENDERS, and stop the NECROMANCER IN THE THREE-LOBED BRAIN!

(T) SLOAD CHAMBER: 1 obstreperous + querulous SLOAD locked in here by the NECROMANCER from B among spare candles, broken clocks, smashed furniture, etc. if searched, several items are valuable: cobalt + citrine ring, purple cape, warhammer, footman's livery (torn), pike, 2d6x10 GP

(W) WEAPONIZED PYGIDIAL: chamber built around RITUALLY WEAPONIZED PYGIDIAL GLAND, draped with copper chains + prayer sheets. 2 SKELETONS man TARGETING SYSTEM. joins the fight in 'p' when they hear conflict break out.



(P) PROCTODAEUM CHAMBER: 4 SKELETONS in footsman's livery + pikes lead by 1 MUMMIFIED CAPTAIN, ankle deep in ancient malphigian detritus. retreats to w if morale breaks. 1 skeleton sent to E to warn others.

(M) MESENTEROM: umber and ochre GASSES clings to the floor, HIGHLY TOXIC, causes tears, burning eyes, choking, vomiting. wet cloth over mouth prevents. MICROVILLI on floor = difficult terrain

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WANDERING MONSTERS: every 10 minutes roll d6. 1-3: none; 4-5: d6 SKELETONS; 6 SKELETONS + 2 MUMMIES

(L) LABORATORY: living quarters + work space of NECROMANCER. functional alchemy lab unpacked, still in boxes. summoning circle, partially dismantled after incident with SLOAD. TREASURES: rod of abjuration, dagger of alacrity, 30 GP, 200 SP

(A) ARMORY: racks of spears, box of spare helmets + jerkins. Sledges, picks, hand cranked auger in crates.

(E) GUARD POST: 8 SKELETONS sullenly cleaning armor + sharpening weapons under careful eye. kick over tables and chairs to make barricade. no surrender! Leaders: 1 MUMMIFIED CAPTAIN, 1 MUMMY VISCOUNT

(H) HEART ROOM: heart hollowed out, used by SKELETONS to hide from MUMMY CAPTAINS. contains 2d4 SKELETONS, playing dice games for toe + finger bones. if they outnumber enemies, will attempt to push back to M. otherwise flee to E when morale breaks.

(S) SHRINE ROOM: left untouched by superstitious SKELETONS. used by ANCIENT ELVES for HEMIPTERA WORSHIP. still contains sacred helmets, crumbling texts, lightning sword. monks interned in walls.

(B) BRAINPAN: NECROMANCER guiding and steering from GANGLIA THRONE. there's no going back!