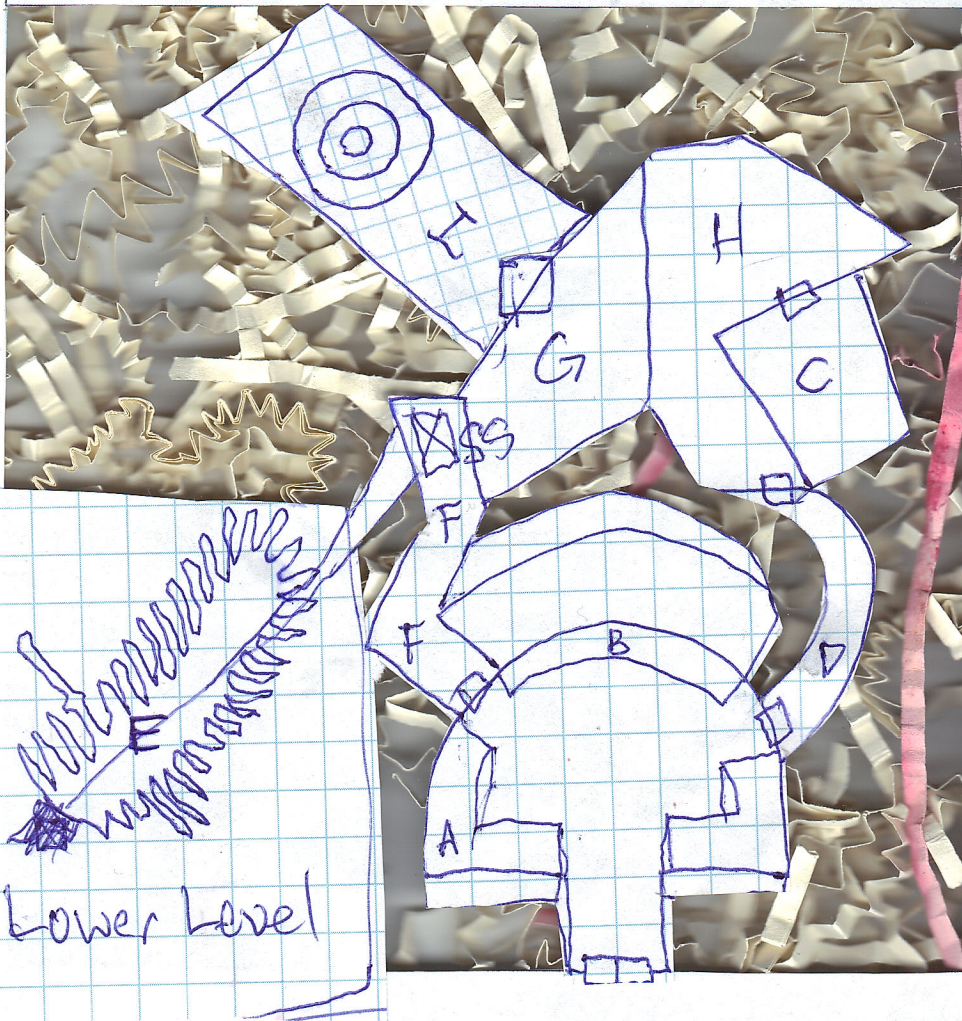


All Creatures Great and Small / The Lord God Made Them All.



Legend has it a mage lich once inhabited this complex. However, it realized what a cliché it was, ruling over a dungeon. So it left and became a hair dresser.

Now the big boss is a former orc warlord who is both delusional and schizoid. He believes he is a famous artist known as, "The Super Pillow," and dresses like her and acts like her. If the party plays along with her delusion, she will reward them by offering to paint a picture of them. At the DM's option, this could be an actual work of art given to the players. Or she could be a musician, who thanks them with a song the DM performs for the players. These works could be very crude since the orc isn't actually an artist.

"Super Pillow" was "normal" until he lost his father. Not long after that, reaching his early twenties, insanity struck and he fled to this somewhat hospital/hospitable place.

A gay harpy has Super Pillow convinced she is his muse. The harpy can't decide if she is romantically inclined toward Super Pillow or not. She loses sleep over it, sometimes.

- A. Enclosed aquarium. Some of Super Pillow's work acts as a background to the tank.
- B. Lifelike model of the harpy's (adopted) sister, a bone devil. She is gorging herself on dripping human hearts.
- C. Chairs and tables in this sitting room. It has a strong nauseating odor. Torchlight will reveal shiny blue gems on the floor (100 gp total). Two carrion crawlers haunt this area. They will tend to flee into the shadows, so the players can hear but don't see them. If the party goes after them, they will retaliate.
- D. This passage plays host to Super Pillow's paintings. It's an understatement to say they are crude and inexpertly realized.
- E. Fish bone. The lich's crowning achievement – created after a ridiculous number of painstaking hours using the stone to mud spell. Each protrusion has bars – is a jail cell. The harpy stores "toys" here that she allows to live so long as they still interest her.
- F. At each "F" there is a sculpted ice cream cone, inverted. If touched, they give off light and spurt water for drinking and bathing. At the end of this passage is a trap door with a handle so it can be opened. Beyond the door is a chute. It is very steep, which for the harpy makes no problems as she can fly. The player characters, however....I hope you brought some rope and climbing tools, kids. The chute is fifteen feet long.
- G. The harpy's room. A rotted straw bed and a copy of *The Pilgrim's Progress*. She laughs every time she reads it.
- H. Super Pillow's studio. She rarely leaves here. 1-4 on 6 that a werewolf or vampire will be here with her. No zombies! (All right, if you *must*.)
- I. Portal to the Third Circle of Hell where the harpy's sister lives. 1 on 6 that her bone devil sister is visiting. Sometimes the harpy takes Super Pillow sight-seeing.

Performance Notes:

Super Pillow may be given other types of insanity if the DM prefers (see AD&D Dungeon Master's Guide, page 83-84. That's right. We're going *old school*).

She won't fight, because the real Super Pillow is a Quaker. Which is well ahead of her time, but hey, she's an artist.

The harpy will swing an excessively large club (same damage as a two handed sword) that she got off a hill giant. She has a ring that radiates "detect presence" continually, so nothing surprises her. She may be aggressive, or approach the party and try to reason with them, at the DM's option. If she opts to talk first, she will grip her wand of suggestion and "suggest" they come see Super Pillow's magnum opus. (1-15 on 20 that someone in the party notices this tighter grip immediately proceeds her "suggestion.") The wand has 7 charges left, or 5. She will lead them to the trap door at the end of area F. Though it has a handle, it locks at the top, hindering those below from trying to escape.

The harpy is nurturing to Super Pillow, at least, so far as a harpy *can* be. She feels protective of Super Pillow, because she sees her as fragile. That touches her, to the point that she really does care about Super Pillow. The harpy will fight to the death, if need be, to keep them from finding Super Pillow.

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