

Salthamuz the Lapidarist discovered that magical objects can be smashed together at high speeds with strange results. They began colliding **IOUN Stones** - mystical gems that orbit around a users head and provide special boons- to see what might happen. The Large IOUN Collider has been abandoned for decades. Perhaps treasures are left behind? Or perhaps someone might claim the collider as their own and pick up where Salthamuz left off...

- 1) **Entrance Hall:** Relief carvings of Salthamuz bedecked in jewels and IOUN stones. 2-in-6 chance Flame Hound and Salt Crab are fighting whenever entered.
- 2) **Collision Chambers:** Objects loaded in special glass spheres are fired through the ring at high speed and collide. Results are returned for collection.
- 3) **Welcome Chamber:** Three bulky gilded couches each worth 3d20 gold coins to collectors. d4 Pixies attend houseplants but flee through air ducts.
- 4) **Yellow lab:** Formula for **Lantern Stones**; shed light as a lantern and can be recharged by the sun when depleted. 2d6 samples of yellow gems (Citrine, Heliodor, topaz...) worth 3d10 gold coins each.
- 5) **Meeting Room:** Wooden table and 8 chairs. Hidden compartment in table has slots for **IOUN keys**. One key there: (d6 Red, Blue, Green, Yellow, Cyan, Magenta)
- 6) **Observation Lab, West:** Observe the IOUN collision ring from here through a thick glass wall.
- 7) **Gallery:** Art collection of 12 bulky, delicate paintings. Each worth 2d100 gold coins. 2D6 are damaged and worth only 25%. A large portrait of Salthamuz features a seven coloured amulet, and a mosaic of the same symbol is on the floor. Stepping on it with a **White IOUN key** teleports the wearer to **Area 10**.
- 8) **Quartz Vein:** Crystal studded walls, can be used as an IOUN base. Collect 1d6 quartz per day. Quartz may Replace a gem of any colour in a formula. **Terbis** -an ornery **Earth Elemental**- Will trade one perfect crystal per day for 500 gold coins worth of gems. **Perfect Quartz:** +25 to d100 collider roll.
- 9) **Green Vault:** Serene indoor park; Grass floor, vaulted blue sky ceiling, willow tree. Sly **Queen Syllia** and 3d6 **Pixies** flit around. Will trade **Green Amber** for favours. **Dream Stone** formula Scratched in tree bark; 5% chance that melee attacker must save or fall asleep.
- 10) **Private Quarters:** Large bed, writing desk, and commode with a portal to Limbo. Notes explain how the collider operates, **IOUN Keys** opening matching doors, and experiments in the **Yellow, Cyan, and Magenta labs**. Assorted gems worth 1000 gold coins scattered about. **Prismatic Vest:** Sparkling rhinestone vest hangs on a dressing dummy. Place a coloured gemstone in the breast pocket and it will absorb elemental energy (Red = Fire, etc). Higher quality gems improve the effect. The gemstone is consumed in the process.
- 11) **Red Vault:** 2d8 **Flame Hounds** stand guard against water elementals. They will summon **Ignis** -a fickle **Fire Elemental**- from the inner vault for parley. The vault door glows red. Inside is unbearably hot without protection. Pools of molten lava cover the floor. Ignis wants to destroy the water elementals and offers to restore the portal to the plane of fire that powers the collider. Will trade glowing red **Elemental coals** for expensive flammable objects. **Ember Stone** formula in heatproof safe; fling flammable embers at targets within 30 feet.
- 12) **Observation Lab, East:** A second observation lab, as area 6.
- 13) **Lab Stores:** Storage room of lab equipment. Racks of glass spheres for collider.
- 14) **Magenta Lab:** Formula for **Beam Stones**; shoot cutting laser beam up to 50 feet. 2D6 samples of magenta gems (Amethyst, Spinel, Purple Opal...) worth 3d10 gold each.
- 15) **Mess Hall:** Break room and common area for workers with safety gear storage.
- 16) **Common Lab:** Set up for other magical research; potions, spells, etc.
- 17) **Cyan Lab:** Formula for **Hover Stones**; wearer can hover at will. 2D6 samples of cyan gems (Sapphire, Aquamarine, Turquoise...) worth 3d10 gold coins each.
- 18) **Blue Vault:** 2d8 **Salt Crabs** watching for flame hounds, but will summon **Rivule**, a stoic **Water Elemental**, from the inner vault. The door is covered in thick ice and it is bitterly cold inside without protection. Ice pans float on the knee high water. Rivule wants help defeating Ignis and offers to restore the portal to the plane of water which will activate the colliders flushing system. They will trade chunks **Elemental Blue Ice** for treasures recovered from the sea. **Gill Stone** formula in a locked sunken chest; wearer can breathe underwater.

Creatures

Queen Syllia (Sleep dust, Plant Magic) Pixies (Thorn arrows). d6 appearing.
 Terbis (Hard Skin, Crushing fists)
 Ignis (Burning Aura, Flame-Fu) Flame Hounds (Scorching Bark) d4 appearing.
 Rivule (Sweeping wave, Drown) Salt Crabs (Salty claws) 2 appearing.
 Encounters: On a 1-in-6 per turn. 1,2: Pixies, 3,4 Flame Hounds. 5,6 Salt Crabs.

