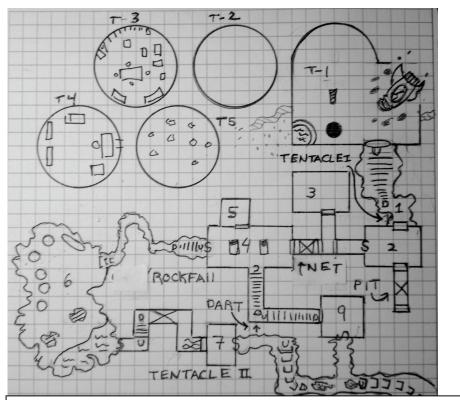
The Tower of the Changer- From below it looks like a

sinister talon of stone clawing at the sky; but for those lost in the wastes, it may be the last hope.

Located in HEX 0501 of The Forgotten Depths The Metal Earth



Tower Level 2 : The Garden: (Endless illusory wilderness) Once entered, this level of the tower is very difficult to leave. The ledge outside the door in TL1 is narrow and it is difficult to get to the door without crossing the threshold. Once characters enter, they will pass through a short tunnel, which opens onto *what appears to be* a wide park-like area. The air is pleasantly moist; a warm breeze blows. If the characters attempt to leave, they will find the door has vanished, lost in overgrowth. At this exact moment a large monkey will appear and say, *"Old Monkey say, you are not welcome, but stay as long as you like, ha ha!"* still laughing, the monkey will vanish into the trees. As the characters wander through the garden, once a turn, roll on each of the tables below **Only two exits: 1]** Vines (encounter #8) on table 1 lead up rocks to a trap door (opens up onto TL3) chance to notice 1 in 6. **2]** If the monkey robot is killed- the true nature of the room is revealed. It contains a bathtub full of smelly mud; several dozen potted plants; some very cheap looking sculpture; a stone bench, a giant wine cask and the minotaur, if he has not been encountered yet. **CRITTERS: Robot Monkey**: HD: 3+3, Attack (claw/bite) 1D6, AC 4, XP 150. **Constructs:** HD: 2+2, Attack (Sword) 1d6, AC 5, XP 75. **Drunken Minotaur: Sirus.** Level 2 Fighting man, HP 10, AC 4 (Chain/shield) Hammer 1d6. Will join party if offered.

Table 1: Encounters (2d6).2. Wine fountain 3. OldMonkey. 4. Gazebo. 5.Fountain. 6. River Hippo:(Construct). 7. Cyclops freak(construct). 8. Field of vinecovered rocks. 9. DrunkenMinotaur. 10. Giant Mantis(construct). 11. Pile of Bones12. Statues

Table 2: "Old Monkey...1...say, you must know what youare in, before you can get out."2...he does not like you." 3...say,happiness is not for the unhappy."4... grows tired of your smell." 5...laughs at your foolishness."6...whishes to see your bleachedbones and dance upon them! Haha!"

Table 3. Terrain type: 1d6.1. Thick forest: level brick. 2.Stinking swamp, broken roadpocked with puddles.3. Opengrassland. Dirt footpath. 4.Manicured garden. Steppingstones. 5. Desert garden.6. Wooded mountain trail,stone path.

Tower levels:

- Entryway. Remains of a battle. A crashed aircar 1. has destroyed the eastern wall. Smoking wreckage, rubble and corpses are scattered around the room. One body lies in a circle of scorched ground near the teleportation pool. Four other bodies (grey fleshed humanoids of an unknown sort) dressed in techno armor/space suits, are scattered about. Scorch-marks and terrible characters, written in blood, mark the grey-green limestone walls. A locked adamantium, impreganble door lies near the center of the south-most wall. There is what appears to be an open archway hanging in thin air ,20' up- there is a narrow ledge- but otherwise it appears to hang in space. A Hyenadon: (AC 4, HD:4)is eating the corpses on the floor as the characters enter.
- 2. The Garden. See box below.
- Curiosities: A museum of trivial junk. Stuffed beavers, gorilla suits, geodes, crystal balls, bottle collection, old books, paper-mache dragon head, ect. Stair leading up to
- 4. The Changers's apartments, containing- a bed, neatly kept desk, chest of drawers, bookshelves, and trunk. 200gp in the trunk; silver key unlocks adamantium door in t-1 in the desk drawer; word "change" scraped into the wood under the desk blotter.
- Planetarium. The domed roof is broken, the model of the solar system is broken; Nest: 2 giant pterosaurs (AC 5, HD 3). 1-3 absent; 4-6 present. 3 eggs in nest: football sized each worth 1000gn

TRAPS (designed to capture not to kill): Rockfall (triggered by pressure on first step): does 1d6 damage- also characters must save or they are unconscious for 1d3 turns.

Pit: (pressure plate) 10 feet down the corridor activates pit trap; floor of the trap is padded. 1d3 Dmg. Net: Matching glyphs on opposite sides of the wall leading to west door. Crossing between the two glyphs activates the trap. A net falls from above characters caught between the glyphs. must save or they are entangled. 1d6 turns to get free. Sleep dart: Dart gun triggered by opening the door. Save or sleep for 1d6 turns. Tentacle 1: Rubbery tentacles attack from the ceiling. They stink and are covered in sores and boils. Can bludgeon. (1d6 damage) or immobilize and 1d3 constriction damage Surprise (d6) on 1-5, on a 6- the smell gives it away. The tentacles grow out of strange machine mounted in the ceiling. This trap can be disarmed by destroying this machine: AC 4 (15), HD3. Any character hit by tentacle must save vs. disease or be sick with the flu and unable to do much of anything except fot throw up for 2 days. Tentacle 2: Same as Tentacle 1, no disease/stink.

Beetle-Stink- Every time the characters are caught and/or rendered helpless by a trap, a cat sized, filthy, smelly beetle like creature, with a face like a shrunken-headed clown (AC: 4 HD 2 Attack: bite 1d6, Move 12) will accost them and steal something of value. Often the party will wake to the noise of Beetle-Stink's gurgling laughter, only to see the creature scuttling away with their things.

SUBTERRANEAN CHAMBERS:1] *Stair:* rickety, slippery, dank, and stinking of rotten meat: T1 trap near the bottom. 2] *Coatroom:* Smells. Hooks. Lots of dingy white coats. Dirty, rusted surgical instruments everywhere. Everything has blood on it. Pallid bug-like thing, size of your hand, leaves off licking a crusty old amputation saw, looks up, squeals and vanishes into a dirty hole in the stinking, mold smeared wall. 3] *Library:* Guard: Autonm (HD 2, AC 2 dmg 1d6). 4] *Workroom:* Battered dissection table, stained black; umbrella bucket full of bloody bones in the NW corner. Shelves filled with 100's of jars, each containing a single frog, line the walls. There is a giant (2 m high) evil face sculpted into the westernmost wall. It is actually a vat-grown creature placed there to guard the room. It attacks with a slimy spiked 25' tongue. HD 6, damage: 2d6, AC 4 [15] Move: zero. When the creature is killed the west wall will collapse, reveling the secret door. 5] *Storage:* Newt's eyes, ect. 1kg of Arcanum (250gp value). 6] *Natural cavern:* Five man-sized, glowing sacks hang from the vaulted roof of this chamber; inside things are squirming; driven mad by the sound of strangers entering, they burst free and attack: HD 1+3, attack, claws 1d6, AC 5 (13). Floor slopes & South end of room is under water. 7] *Treasure Chamber:* Spell book, ray gun, flying carpet, and any items stolen by Beetle Stink. 8] Passageway. 9] Gate room- this room contains a gate to Hex (1009) on the Iridium Plateau, <u>Planet Algol</u>, in the bottomless pit of Pit, in a subterranean complex that is home to Dilvashti the Carrion-Sculptor. Final Note: The stairs that drop off the southern edge of the map lead down to another subterranean complex