

The Mountain Complex was a weapons development and testing facility for a long-forgotten company called Thor Microsystems. Within its abandoned offices and laboratories, dark things better left forgotten breed and plot for their eventual rise to power. At the deepest level in an abandoned hangar, a terror lurks that time has forgotten, waiting for brave adventurers to devour.

1.1 Lobby

This large room is a shambles of disintegrating paper, fallen rock, and broken furniture. The ceiling stretches high above your heads and a broken skylight has let in the elements. A fountain in the center of the room shows a proud warrior dressed in strange armor holding a strange object that nonetheless looks very deadly. As you step into the room, you can hear a low hum and lights flicker on in some dark corners. A ghostly woman flickers into view in front of you wearing a strange tunic and a bland but pleasant expression. "Welcome to Thor Microsystems testing facility," she says, her voice strangely accented, "we are sorry for the mess. Currently, we are experiencing a security emergency and are unable to conduct tours. Please come back at a later time." She then flickers and disappears.

The lobby is a mess, but clearly shows a once-grand place. There are landscaping placements, informational kiosks, and faded banners. Not only that, but a flock of security drones has been keeping this area free of intruders for centuries. Built to last, these security drones shouldn't pose too much of a threat, but it will give the group some idea of the kinds of threats they'll be facing here. They fly in and immediately attack once the players get into the lobby.

The ceiling is 50 feet high and there is a broken skylight which leads to the side of the mountain. There are 3 Security Drones that patrol this room.

Monsters: 3 x Security Drones

1.2 Cubicles

This large room is lit by long glass tubes that flicker sporadically. Most of them are dim, but the few that remain show a large room that has been separated by low flimsy walls. These walls seem to create a sort of complex of work areas. Within each of the rooms created by the walls, there are desks and drawers. On each of the desks are strange, boxlike statues with a soft-looking glass on the front. Uncomfortable looking chairs with wheels rest in front of each of these desks and within most of the chairs are the dusty skeletons of the former occupants. Some of these skeletons clutch ceramic mugs in their bony hands. Bland, easily-ignored music plays incessantly from small grills in the ceiling.

This cubicle farm is empty of monsters, though careful searching (DC 20) will reveal that one of the skeletons has a shiny badge made of silvery metal. This badge is necessary to get into rooms 1.13 and 1.11.

1.3 Breakroom

This room must have been a room for food preparation or a dining hall of some sort. Tables and chairs made of a strange, blue-colored material with metal legs stand abandoned but for three humanoid skeletons. One of the skeletons lays in front of a 6-foot tall dusty metal box with two doors. One of the doors lies open and flimsy greyish material lies limply on the wire metal racks within. Black mold covers the wall behind the metal box.

The break room has no monsters or items of interest.

1.4 and 1.5 Bathrooms

This room is filled with metal-walled stalls on one side and a low counter on the other. There are three basins with metal spigots which once must have allowed water to pour from them on the other side of the room. The room is hazy with spores and thick, slimy mold tendrils connect the floor to the ceiling. The metal stalls are completely covered in the stuff and it stinks like rotting vegetation.

These bathrooms have been taken over by a mold creature like the yochlol demon (p. 65 in the MM). Once the mold demons are defeated, the mold melts away to reveal a mostly disintegrated skeleton sitting on one of the toilets in the stall. Each skeleton has a bio-engineering lab key card that will allow the players to access areas 2.13, 2.16, 2.17, and 2.18. They each also have a laser pistol clutched in skeletal fingers that has suffered some damage due to mold.

Treasure: 2 x Laser Pistols

Laser Pistol

+3 ranged weapon, 60/180, 4d6 radiant damage. 25% chance that the laser pistol will explode dealing 8d6 damage to all within a 30 ft. diameter sphere, reflex save DC 15 for half damage.

Monsters: Mold Demon (yochlol p. 65) x1

1.6-1.8 Offices

These offices have large metal U-shaped desks with various dusty and broken knick-knacks and doo-dads on them. A cartoonishly proportioned eagle whose head bobbles back and forth and whose colors are faded to blank white rests on one desk, several small mutant humanoids with hair that sticks straight up line another desk, and the final desk has a strange device on which rests five metal ball bearings.

All of the offices are locked with a DC 22 thievery check to open or a DC 15 strength check to break down the door.

1.9 and 1.10 Elevators

A long shaft that disappears down into the gloom is the only thing in this room. The walls are made of crumbling stone and are damp to the touch.

These elevator shafts once held elevator cars, but these have long-since fallen and broken at the bottom. The shafts go down 150 ft and can be climbed with a DC 25 climb check.

1.11 IT Office

The door to this office is metal and there is a small black box near the handle of the door on the wall. A tiny red light that isn't bright enough to illuminate anything shines steadily from the black box. These are key card readers and require an IT identification card to open the door.

Otherwise, there is a DC 25 strength check to bash the door open. A knock spell will short out the key card reader and will have the opposite effect of opening the door. There is no lock to pick, so there is no lock check. If a knock spell is attempted, it will call in a Mark 2 Security drone to the area which will arrive in 1d4 minutes.

This room is awash in sterilizing bluish white light that shines steadily from long tubes in alcoves in the ceiling. The room buzzes with activity with rather ghoulish occupants. Sitting at small desks crammed into tiny semi-offices are over 60 skeletons clacking away. Each of the skeletons has a small metal box attached to its skull and glowing blue lines of power pulse over their bones and terminate in the little metal box.

These poor souls are the animated skeletons of the IT technicians who once worked here. Their cybernetic implants reanimated their corpses to continue providing technical support after they died. The skeletons aren't hostile, unless the door to the office was opened without using the IT key card. If the key card was used, then these skeletons attack as soon as the group enters the room.

Monsters: 60 x IT Skeletons, 1 x Mark 2 Security Drone (if the door was opened by other means than the IT key card).

1.12 IT Break Room

This room has ten skeletons whose jaws clack at each other in mimicked conversations. Several are carrying ceramic mugs filled with steaming brown liquid. Occasionally, a skeleton will tip the contents of the mug into its mouth and it will spill over its ribs and puddle onto the floor. The room smells of burnt, stale coffee and the entire floor is covered with a sheen of spilled coffee. A small metal sphere flies in, a tray with a variety of pastries carried in some kind of glowing aura. As soon as it sets the tray down on the counter, the skeletons nearby pick up a pastry and begin devouring them.

The skeletons here are not hostile and are stuck in an endless loop where they have “small talk”, drink coffee and eat recycled pastries collected and created by the various maintenance drones.

1.13 Server Room

This dark room is only illuminated by the rack upon rack of softly humming and glowing black machinery. The combined hum of these machines give the room a chapel-like feel.

This server room is maintained and guarded by the head of IT, a now-ancient beholder named Oaadon. Oaadon has maintained the IT equipment and security drones on level 1 of Thor Microsystems for 2,500 years and is completely, obsessively dedicated to its job. It watches over its IT department with the manic attention of the completely insane. If the players enter the server room, Oaadon will demand to know what their business is. If they don't make a complete ass of themselves, Oaadon won't attack, it will simply request that the group bring it a hardware requisition from room 2.19, the Freezer Warehouse for Genetic Experiments. If the players agree to help, Oaadon will simply ignore them.

If they insult or otherwise antagonize Oaadon, he will attack them. If they (or he) damage any of the servers, it will drive him into a killing rage and he will fight to the death.

If they bring him the hardware requisition order, Oaadon will thank them and then give them a prototype weapon called the Desolation Proton Phasing Cannon to deliver to the Weapons Testing Bunker (room 2.21).

Monsters: Oaadon the Death Tyrant (p. 29 MM)

Treasure: Desolation Proton Phasing Cannon.

Desolation Proton Phasing Cannon

+4 2-handed ranged weapon, range 1 km/4 km. 5d6 radiant damage and 5d6 force damage in a 30 ft. diameter sphere (reflex save DC 15 for half). The DPPC must charge for 1d6 rounds after each time it is fired. Roll 1d20 each time the DPPC is fired. If the d20 comes up 1-4, the cannon overheats and must cool for 1d20 minutes before it can be used again. It takes 1d4 rounds to deploy the cannon for use.

1.14 and 1.15

These are simply bathrooms for the IT group. No mold demons here. The plumbing still works, though they're out of soap and paper towels.

1.16 and 1.18 Meeting Room (Pine Room and Aspen Room)

This room was once a large conference room with a beautiful mahogany table around which plush chairs are arranged. Now, the dessicated corpses of humanoids rest eternally in the chairs, whatever they were meeting about eternally unresolved.

There is nothing of any interest in this room or on any of the corpses.

1.17 Large Meeting Hall (Apex Room)

This large auditorium has rows of elevated seats that all face a large stage. Hanging from the ceiling above the stage is an enormous white banner that stretches from one side of the stage to the other. At stage left is a small podium on which a black book lies open and emitting a strange yellowish-red light. Standing at center stage, a bizarre robed figure rants at four buzzing insectoid creatures who clutch dark tridents and cower away from the robed figure. The skeletal corpses of over 100 people recline in the chairs.

The Apex Room is the 2,500-year-old prison of an arcanoloth named Vasozaal and its four mezzoloth guards. The open book is what was used to summon the arcanoloth 2,500 years ago and what caused the complex to go into elevated security lockdown (and gas all the rooms, killing everyone in the complex). The arcanoloth will beg for the group to close the book. It will promise them anything they desire if they simply close the book.

If the group closes the book, the arcanoloth will laugh maniacally and then dash to the exit. Unfortunately, closing the book won't free the insane demon. As soon as it realizes this, it will order its mezzoloths to attack the group and then rain down spells upon them.

Monsters: 1 x arcanoloth, 4 x mezzoloths

Treasure: The arcanoloth was carrying a bag of holding with the following treasure inside it:

1. 5 x potions of vitality
2. 20,000 gp worth of diamonds in a small leather bag
3. An adamantium bell with the word for "Stone" written in abyssal. The clapper is encased in a velvet sleeve, which prevents the bell from sounding. If the velvet sleeve is removed and the bell is rung, it will summon 1d4 earth elementals which will appear within 15 feet of the summoner under the summoner's command. The elementals will remain for 1d8 rounds before they crumble into unmoving rock.
4. A +3 shield which can cast *thunder wave* at level 5 3/day.
5. A small silver case with 5 darts in it. When thrown, the dart is expended, but on a successful hit, the dart transforms into a sixth-level *lightning arrow* dealing 7d8 lightning damage on the target and 5d8 lightning damage to each creature within 10 feet of the target (Dex save DC 15 for half damage).

The book on the podium is called *Denizens of the Far Realm* and when it is read, it teaches the reader the true name of a random yugoloth and how to summon the yugoloth to the material plane. If the reader summons the yugoloth without taking the proper precautions (circle of protection, magic circle, etc.) then the yugoloth is uncontrolled. If the reader takes the proper precautions, then the yugoloth is bound to the reader for a year and a day and will do the

summoner's bidding. Roll 1d4 to determine the type of yugoloth that belongs to the true name listed in the book (1-Arcanoloth, 2-Mezzoloth, 3- Nycaloth, 4-Ultroloth).