

2.1 and 2.2 Elevators

The long shaft terminates here with the remains of a crumpled metal conveyance at the bottom. The footing is dangerous here, and the double metal doors open into a long hallway with doors at either end.

2.3 and 2.4 Clean Rooms

These rooms have been painted white and are utterly clean. The heavy doors are eight inches thick with sixteen metal rods that retract into the door as you open it. Not even a speck of dust mars the blinding white paint. Unwavering bluish-white light emanates from the walls and ceiling. As you enter the room, the door behind you closes and you can hear metal clunking as the door locks behind you. The opposite door is also locked and you can tell that it's of similar build to the one you entered through.

The group that enters this room will trigger an unintentional trap. The computer sensors that detect ingress and egress are malfunctioning and the clean room controls are also malfunctioning. Instead of simply filling the room with antibacterial fog and ultraviolet light, the lights overcharge and become blinding and the antibacterial fog has been replaced with caustic acid. The DC to detect the trap is 20 and it takes 2 rounds for the trap's activation to begin hurting the people in the room. Each round that the group stays in the room, they will suffer 3d10 acid damage and must roll a DC 18 constitution check or be blinded. To disarm the trap, the party will need to succeed on a DC 20 Thievery check. Each failed check means an additional 1d4 rounds in the room. After 5 rounds, the air becomes caustic to breathe and any who require air to breathe will take an additional 3d10 acid damage.

2.5 Main Robotics Workshop

This huge room is obviously a workshop of some kind. Several large workbenches hold metallic parts and wires coated in a variety of different colors. Various large machines of unknown purpose or function are positioned purposefully throughout this room and there are several incomplete metal golems leaning against each other. The room is cluttered with this debris and there are at least a dozen skeletons in white ankle-length coats lying on the floor. The ceiling is 30 feet high here and only a few of the long glass tubes are lit and these sputter and flash with their last dying gasps. There is one area about 30 feet on a side that has been cleared and standing at menacing attention is a huge metallic creation with tubes, blades, and heavy armor gleaming in the fitful light.

This was once the robotics workshop of Thor Microsystems. Here is where prototypes were machined and tested. The robot in the middle of the room is the last project that was being worked on before the computers killed everyone in the complex. If the party approaches within 30 feet of the robot, it will activate and begin its testing routine, which lasts for 1d4 rounds, after which it will attack anyone in the room.

Monsters: 1 x Mechanized Personal Protection Prototype (MPPP)

Treasure: The workshop holds a number of interesting devices, should the party search. On a successful Investigation check vs. DC 18, they will find the following:

1. 1 x Portable Shield Generator. This device creates a protective dome over a 15 area which has 50 hit points. The shield intercepts all attacks against those within its protective barrier and requires a DC 20 Strength check to pass through. Once the shield has taken 50 damage, it fails and the shield generator breaks. The shield can be turned off before it takes the damage, though it cannot be turned back on. This is a single-use device.
2. 1 x Crate of 5 fragmentation grenades. These thrown grenades have the following properties:
 - a. Fragmentation Grenade. Range 30/60, considered magical for the purposes of overcoming damage resistance, 3d6 piercing damage and 2d6 fire damage.
3. 1 x Cryo Capsule. The cryo capsule is a bead of near-absolute-zero material suspended in a magnetic field within a metal container. There is a timer device on the capsule which can be set for anywhere between 1 second and 1 hour. When the timer expires, the magnetic field deactivates and the frozen material is freed, dealing 10d6 cold damage to any creature within a 15 ft. sphere.

2.6 Cargo Hallway

This wide hallway has 20ft. high ceilings and is 30 ft wide. It has a smooth, unbroken stone floor save for long cracks that seem to serve for expansion. It is completely dark save for small red lights placed every 15 ft. These lights are dim and dying and serve more to emphasize the darkness than provide illumination. Carts and spilled crates litter the ground here making picking your way through this hallway difficult and footing dangerous.

This hallway leads to area 2.20 the subway loading dock. It is considered difficult terrain due to all of the clutter.

2.7 and 2.8 Bathrooms

More bathrooms. No mold demons.

2.9 Breakroom

This small dining hall has several tables and chairs, two of which are overturned. Eight skeletons lie around the floor of this room, all dressed in white coats.

Nothing of note can be found here.

2.10 Infirmary

This series of rooms has an outer room with threadbare couches whose upholstery is mostly rotted away. Behind a low wall is another small office facing the couches. This office has a long counter and several large metal drawers with disintegrating paper files in them. The files seem to contain medical records of various personnel, though they break apart before any detail can

be gleaned from them. The remainder of the rooms contain posable beds and threadbare chairs. These small rooms also have multiple cabinets which contain rotten gauze pads, bandages, empty bottles and containers and scraps of paper.

This was once the infirmary for Thor Microsystems. There are no monsters in here, but there are several skeletons in each of the rooms, grim reminders of the death visited upon this place so long ago.

Treasure: The party can find 4 MedEval patches. These patches heal 30 hp when applied and remove the poisoned status effect.

2.11 Operating Room

This dark room is divided into two areas by a glass-walled partition. Behind the partition is a metal sink and a rack on the wall on which hang several greenish-blue robes. Curiously, these robes have no belts, but instead seem to tie up the front. Beyond the partition is a room whose focus seems to be the large bed in the center of the room. Several spilled metal racks and other arcane devices litter the floor. On the bed at the center of the room is a figure that has been covered by a greenish-blue blanket. Dark stains long dried cover this blanket.

This operating room is unlit, so the players will have to bring their own light source if they want to see in here. The covered form is that of long-dead soldier, killed testing his weapons. He is wearing his treasure.

Treasure:

1. Chainsword. +2 Greatsword on a crit, the sword deals an extra 5d6 slashing damage.
2. Powered Armor. +2 plate mail. The armor, when worn, also grants the wearer 25 strength.

2.12, 2.14, and 2.16 Bathroom

A clean bathroom.

2.13 Security Checkpoint

This small 15 x15 room has glass doors on all sides that appear unusually thick for glass. There is a crumpled corpse in here, its bones strangely burnt and its clothing cut to ribbons with the precise and surgical strokes of a razor. The glass door on the east side of the room is broken and the corpse lies in an attitude of desperate escape, one arm extended, though the hand that should be at the end of that arm is missing, the arm bones sliced cleanly away. The doors on the north and south part of the room are closed.

This was once a security checkpoint for the highly dangerous and experimental laboratories and testing bunkers for Thor Microsystems. By itself, the room isn't dangerous, but taken in combination with the rooms beyond it, this is probably the deadliest room in the compound. In front of each door is a pressure plate combined with a scanner which checks the person who wishes entry to the room beyond for the correct identification. If no identification is present, then the door opens normally, but the hallway beyond fills with sweeping lasers designed to incapacitate or kill the intruder.

Laser Hallway Trap

When an unauthorized person steps through the doorway of the security hall, they inadvertently trigger this deadly trap. Invisible laser beams activate in the hallway beyond and start making sweeping attacks to all corners of the hall. These lasers are military-grade cutting lasers and make their attacks at +9, dealing 10d10 damage on a hit. The hallway is short enough for a character to sprint through the trap, taking the damage and possibly emerging on the other side, but the trap can only be disarmed in the security checkpoint. The DC to detect the trap is 23 and the DC to disarm the trap is 20.

2.15 Genetic Engineering Lab

This room was obviously some kind of laboratory. Dusty flasks, test tubes, and other alchemists' gear are scattered and broken on the floors, tables, and counters. Skeletal corpses lie slumped over their tables and equipment still dressed in white coats. In the center of the room is a large column of glass that may once have been filled with liquid. The column is broken now and whatever liquid that may once have filled it has long since evaporated. A door to the east side of the room lies broken in the hallway beyond and the air coming from that direction is cold.

This lab contains the remains of an experiment the scientists within were working on. The glass column is 10 feet in diameter and extends from the floor to the ceiling.

Treasure: An Investigate DC 20 will reveal a few treasures in this room:

1. 4 auto-injection syringes that provide the following bonuses:
 - a. +1d6 Strength, +1d6 Constitution, and +1d6 Dexterity.
 - b. The user's maximum hit points increase by 25.
 - c. -1d6 Intelligence, -1d6 Wisdom, and -1d6 Charisma.
 - d. The effects last for 1 day, then the user is afflicted with 1 level of exhaustion.
 - e. The effects do stack, but if Int, Wis, or Cha is reduced to 1 or lower, the user must make a DC 20 Wisdom saving throw or enter a rage and attempts to kill any who are nearby, starting with the closest creature. The user may make this save at the end of each of their turns. A successful save ends the condition and applies 2 levels of exhaustion.
 - f. If someone were to inject more than one of the syringes, there is a 25% chance that they will enter the berserker rage regardless of their mental attributes. For

each syringe injected, the user will gain another level of exhaustion once the effect ends.

2. A suit of powered armor that acts as +3 scale mail of resistance to fire.
3. Eye drops that allow the user to see through magical darkness and grants the user darkvision to 120 ft. The drops last for an hour. There is enough in the bottle to allow for 5 doses.

2.17 Chemical Lab

This room has obviously been subjected to an intense fire. The counters are melted, hardened puddles of slag and, if there were any corpses in here, they have long-since been destroyed by the ravages of time. A heavy smell of burnt chemicals lingers in the room.

2.18 Bio Lab

This room has several long counters and shelves, full of tanks. Whatever creatures or things these tanks once held are long dead, though. Curiously, you see that the dead people who litter the floor here all have scratch marks and holes in their skulls. One illuminated tube casts fitful, flickering light over the whole room, though it is dim. A closet at the other end of the room has its door mostly closed and a slight chittering noise can be heard emanating from it.

This room has been taken over by starving intellect devourers and a group of insane sentry drones. The intellect devourers have been feeding on the AI present in the drones, but since the AI is artificial, it has been slowly starving the creatures. As soon as the group begins moving around in the lab, the intellect devourers sneak out of the closet and begin stalking them (Perception DC 17 to spot them). At the same time, the drones, released from the intellect devourers' hold immediately begin swarming out of the closet and attacking the group.

Monsters: 4 x intellect devourers (pg. 191 MM), 6 x sentry drones

2.19 Freezer Warehouse

This cavernous room extends into the darkness for almost 200 ft and is bitterly cold. Large shelving racks hold iced-over containers. The floor is slick with ice and a cold breeze constantly blows here. The room is utterly dark, but not silent. The sound of scrabbling and scratching can be heard near the back of the room, though it is impossible to determine its source.

This is where genetic and bio supplies were housed and also where several of the more virulent bioweapons engineered by Thor Microsystems have been kept. The vast majority of these stores have become too iced over or too cold to be of any use. In addition, an escaped experiment has taken up residence here. This creature has fed on the supplies in the room and will stalk any who enter.

The floor is considered difficult terrain, and any movement on it requires a DC 13 Dex save or the target falls prone. Any abilities that allow the user to ignore or mitigate the effects of difficult terrain ignore this slippery effect.

Monsters: Experiment 626 (souped-up remorhaz)

Treasure: The monster has swallowed some interesting things in its long life and when it dies, it throws up all of it.

1. Wand of Lightning Bolts
2. +2 Spellguard Shield (while holding this shield, you have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against you).
3. Spool of wire (1000 ft. copper wire).
4. 3 x potions of speed (when you drink this potion, you gain the effect of the *haste* spell for 1 minute (no concentration required). The potion's yellow fluid is streaked with black and swirls on its own).
5. 4 x potions of superior healing (8d4+8).

In addition, there is a cart with several black boxes stacked on it that read *IT Director*. If this cart is delivered to room 1.13, the IT Director, a Death Tyrant named Oadon will give them its treasure (as described in room 1.13).

2.20 Subway Station

This long room is really a platform on which you are standing. 40 feet from the south wall, the platform ends and abruptly drops about 5 feet. There are several carts that have been overturned, their contents scattered. Two crushed trains sit motionless under several tons of rock. There are four tunnels that extend into the blackness at either end of the room, though it's obvious that the two tunnels at the east end of the tunnel are filled with rubble.

The northern tunnel on the west side of the station is clear for 1,000 feet before it is clogged with rubble. Broken robot parts litter the floor here and there is evidence of an explosive firefight. There are some still-operational robots here and they have run out of ammunition. They are in power-save mode right now, but will awaken when the players get within 100 ft. of them. They are reduced to using their melee weapons, but they are very enthusiastic about it.

Monsters: 6 x Soldier Bots

2.21 Weapons Testing Bunker

This long, low hall has solid stone walls and is divided into two sections by a low stone wall with several booths that open out to the rest of the room. It reminds you of an archery target range, but there are no targets here. The stone walls are pocked and scored and have scorch marks up and down them.

This is the old Weapons Testing Bunker of Thor Microsystems. There aren't any monsters here, but there is a crate of weapons.

Treasure:

1. Crate of 5 laser rifles.
 - a. *Laser Rifle* (+2 light crossbow) range 200/600, one target, 3d6 radiant damage.
Does not require ammunition.