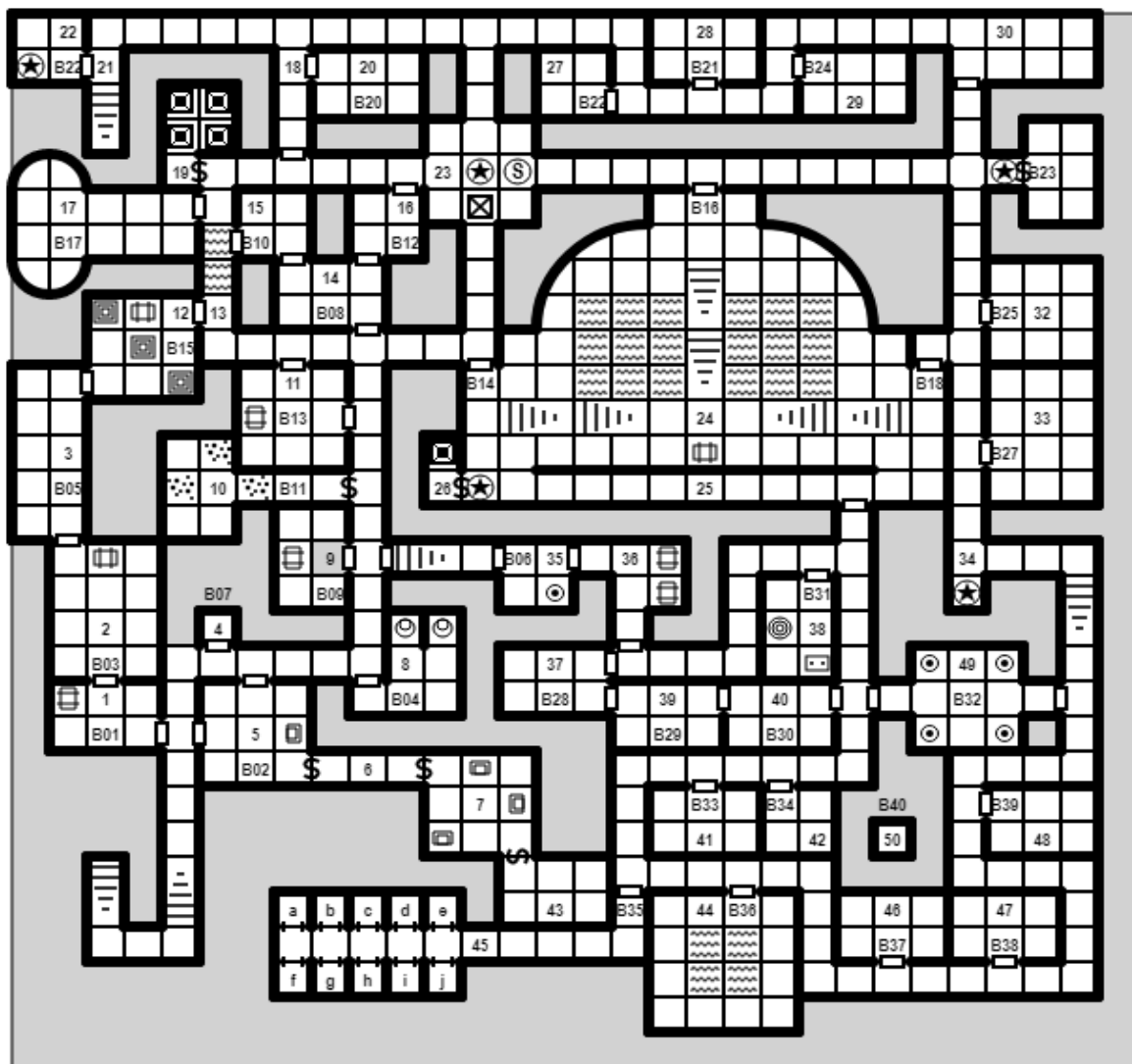


Under Gallax Hall : Level 1 - Basement

For Old School Roleplaying, by Martin O.
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Summary: Above ground, Gallax Hall is a place where normal university business occurs. Lectures are given, classes are held, and everyone lives in a constant state of anxiety. Beneath it is a dungeon. The Basement of Gallax Hall is infamous among students and faculty alike, not least because it is the home of the Department of Torture and its sociopathic faculty, but from tricky traps, roaming bands of bloodthirsty students, and irresponsible wizards incapable of being put in a nicer building.

- Classes still held regularly here.
- Multiple Graduate Students
- The Department of Torture
- Multiple secret entrances to other Levels.
- A veiled sense of horrible normalcy.
- Professor Sitch guards the entrance.



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Just below each key name is listed the typical schedule for the room. E.G. for room # 1, Professor Sitch is typically in that room from the hours of 1 to 6. A Custodian is there from hours 6 to 7. From the hours of 7 to 1, the room is empty and the doors are locked.

Also, for timekeeping, note this school runs on metric time. There's no AM and PM. 10 Hours in a Day, 100 Minutes in an Hour.

1 Day = 10 Hours = 100 Turns = 1000 Minutes

1 Hour = 10 Turns

1 Turn = 10 Minutes

WANDERING ENCOUNTERS

1 in 6 chance every 2 Turns, or on loud noise.

	HOUR									
(d10)	1	2	3	4	5	6	7	8	9	10
1	A Custodian									
2	Professor Sitch							1d4 Black Magic Brothers		
3	Professor Sitch							1d4 Sisters of the Cell		
4	1d3 Graduate Students									
5	1d4 Undergraduate Students					Dr. Braum				
6	1d4 Skeletons		Dr. Klaus					1d4 Skeletons		
7	1d4 Undergraduate Students					Professor Kinsley				
8	2d4 Undergraduate Students									
9	Stone Statue			No Encounter, or 'Variable'*						
10	No Encounter, or 'Variable'**								Father Ghost	

* = If applicable, by circumstance

** = Fill this one up second. Two Variable encounters on this table max. If you get a third, then replace the first one.

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LECTURES

(Use these during appropriate time slots)

d10	Lecture	Professor	Quote	Hazard
1	The Wizard Anatomy: Lymphatic System	Gubber - gnomish, excited, actually a good teacher.	"ALWAYS make sure to cannibalize your colleagues lymph nodes to acquire their spell immunity!"	Overly eager undergraduate students following the lecture (at hour's conclusion). A pack of 2d6 of them wanting to eat lymph nodes.
2	Political Science: Enchantment and Power	Thorax - subtly manipulative, dressed to become governor..	"And when SOMEBODY decides to interrupt your lecture, you can do <i>this</i> !"	Professor will attempt to Charm noisy guests to come to center stage and perform like a monkey for an hour.
3	Alchemy: Tongues, Eyes, and Noses	Glassgoi - Droning, deadpan-faced, unclean.	"So! Do I have a volunteer?" (holding a bloody knife)	Professor will cut off the tongue, eyes, or nose of the 'volunteer'.
4	Torture: Simple, Physical Methods	Dr. Klaus - every German doctor stereotype ever.	"You'll witness a cracking sound, right about now..."	None, except if you're on academic probation', like that poor soul presently stretched on the rack.
5	Conjuring Carbohydrates	Ninny - incomprehensible, dead inside, literally a zombie??	"So, yes... That is why most of the food you eat is formed out of very small chairs."	None, unless you decide to consume some of the 'demonstration carbohydrates', in which case, Save vs. Poison or 40% chance of slow and painful death over 1d4 days.
6	Poisons: Snakes!	Dr. Braum - way too enthusiastic about trauma, prone to pranks,	"And now, if you would all reach under your chairs..."	Snakes under the chairs. There's a pop quiz! Formulate the antidote, or die!
7	Anti-Gravity Spellcraft	Mummin - armchair authoritarian, purveyor of corporal punishment, a sad little man.	"Ah! Another latecomer, I see!"	Arriving at any time other than right on the beginning hour results in tripping reverse-gravity spell and floating towards the ceiling for an hour.
8	Binding the Murder Demon	Grover - graduate conjurer, failed multiple exams but still around somehow, pleasant on the eyes.	"Steady.... Steady... One tiny mistake could mean certain death for us all."	Entire class is binding a horrible spiny spiky flaming-eyed murder demon. Everyone is petrified with fear, except the professor. Even a minor disruption will release the demon and begin a bloodbath.
9	Feeding Familiars	Xynox - Freakin' loves pets, will kill for the cute things, doesn't mind interruptions.	"Now, if everyone will take our their still-beating human hearts, I'll demonstrate the proper feeding technique."	That Guy forgot his still-beating human heart today. Asks if he can borrow yours. If yes, then kali-ma into your chest and pull it out. If no, then he'll really press the issue.
10	*Loud Screaming*	You think it's actually just a homeless man?	"AAAAHHH! AAAAAUUUGGHH!!! AAAAAAAAAIIIIIIIIII!!!"	It's loud. Really loud. Why are people here? Do they think this mad homeless man is a professor? Is he a professor??? Probably.

Under Gallax Hall

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1. Office of Professor Sitch, PhD - B01

1-6: Professor Sitch | 6-7: Custodian | 7-1: Empty, Locked

Boring dirty office. Administrative papers stacked high on every eligible surface. The cherry on top: the saddest of barrel cacti in the very center.

CONTINGENCY: Professor Sitch *lives* to glare at students through the narrow-blinded windows on his office doors and accost them at every opportunity. He will find an excuse to hit undergrads with his *Meter Stick of Pain*. If you want to enter his office (even to pass by to classrooms B03 or B05), he'll inflict his toll - a brief interrogation.

TRAP: **Small exploding barrel cactus** on main desk. Any tampering with the desk drawers that contain the *Retractable Meter Stick of Pain* cause the barrel cactus to shower the room in needles - **Save vs. Breath for half of 2d3 damage**. On double '3's', an eye is punctured by the needles, causing blindness in that eye.

TREASURE: When Sitch isn't around, he keeps his *Retractable Meter Stick of Pain* in the top drawer of his desk. This piece of wood inflicts pain on those it strikes (cumulative -1 to all rolls) for 1 Day.

2. Goopy Classroom - B03

1-3: Random Class | 3-5: Random Class |
5-10: Empty | 10-1: Custodian

Typical classroom: a dozen chairs with desks facing the teacher's desk on north side.

Frequently interrupted by thru-traffic of students trying to get to room 3 (B05), to everyone's annoyance.

SEARCH: Underside of each desk hides a fist-sized gum-pink extra-adhesive sticky goo. Touching it requires a successful Strength check to free oneself from its grasp. Can be removed with effort.

3. Bloody Classroom - B05

1-2: Custodian | 2-4: Random Class |
4-6: Grad Student + 2d4 Undergrads (TOR201) |
6-1: Empty, Bloody

A common lab bench stretching the length of the room, doubling as work desk and demonstration table for the Torture 201 class. Bloodstains on the table, and extra amounts of blood and other unfortunates flicked here and there until the Custodian arrives.

4. Discarded Clothes Closet - B07

A pile of clothes sitting in the middle of the closet. Most are student robes, some dirty and some bloodied.

A graduate student from the Torture Department comes here once a week (at random) to discard leftover clothes from 'research projects'. A Custodian come every 6th Day (Saturday, if you prefer) with a big bin at midnight (Hour 10) to take the clothes to the Shrine of the Clean God on Level 2.

5. 'The Bones Lounge' - B02

1-6: Empty | 7-10: 1d4 Black Magic Brothers |
7-10: Empty | 10-1: Custodian

A neat and tidy study lounge with various small tables and comfy cushioned chairs. Oh, and a cheery-looking naked skeleton sitting in one at the back of the room - left hand resting on the arm of the chair is cupped as if holding a glass.

So called 'Mr. Bones' by the Black Magic Fraternity - a mascot of sorts that they treat with a rare endearment. If he's tampered with then the Frat is likely to find out, and each consecutive instance of tampering produces a cumulative 1 in 6 chance to add 5 Black Magic Frat Brothers to this room **and to the wandering encounter list** in the Variable slot.

SEARCH: Underneath the cushion Mr. Bones is sitting on are 2gp and an *Unregistered Key*.

SECRET: If a glass full of any liquor is placed in Mr. Bones left hand, he will animate, chugging it down (and spilling all over), before following this person around for 1 Day. He will obey commands, help out, and generally put himself at risk for the person; however, he will attempt to guzzle any alcohol, or **anything mentioned to be alcohol**, as soon as it becomes known.

SECRET: A stern-faced portrait (5gp on black market) of a long-dead donor named 'Allen West' on the southeast wall. His eyes appear to follow you about the room. Behind the portrait is a catch to pull open the sliding secret door to Room 6.

6. Secret Skeleton Hallway

Northern wall contains four progressively-getting-more-skeleton-y portraits of Allen West, the stern-faced long dead administrator whose portrait lies in Room 5. The last portrait merely shows a skeleton with a powdered wig on it.

7. Skeleton Lounge

Three animate **Skeletons** (HP 3, 4, 5; HD 1; 1d4 Rake) sit in three lounge chairs against the northern, eastern, and southwestern walls. They will animate the attack anyone who touches the Brandy sitting on a central table.

TREASURE: "Widower's Touch" labeled Brandy - 56gp. Sitting enticingly on the central table.

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8. Restroom - B04

1-2: Custodian | 2-5: Grad Student | 5-1: Empty

Two sinks, two toilet stalls. Nothing to dry your hands with. Graffiti across the stall doors in bed red letters: "BEWARE STILL WATER!". True to the warning, unless the toilets are flushed first there's a 25% chance for each toilet to have a hostile Sewer Ooze (HP 5; HD 1; 1d6 Acid Splash) resting in it.

9. Stacy's Lair - B09

1-2: Empty, Locked | 2-3: Custodian | 3-4: Empty, Unlocked | 4-8: Stacy Devon | 8-1: Empty, Locked

Handful of hand-me-down desks and chairs make a makeshift office for one mean Graduate Student. Stacy Devon, Practitioner of Pain. She wants to be alone, and will use lethal force to ensure that.

Stacy is a Level 4 Wizard with plenty of eyeshadow, a silent mean temper, and exactly zero patience for undergraduates. She has Sleep, Suggestion, and Flaming Sphere at her disposal. She also has a new spell she's developing called *Temporary Eviscerate*.

CONTINGENCY: If anybody enters her room while she's in it, she's liable to ask who they are and what their role is at the university in as few words as possible. If they're an undergrad, and they're not at the behest of a professor, then she'll use *Temporary Eviscerate* to make them go away.

(*Temporary Eviscerate*: (Level 3 Wizard) Target must Save vs. Magic or have their viscera spill out of a new hole in their stomach. They will be completely nonfunctional during this time unless they pass two consecutive Constitution checks, making one check each Round. It hurts. A lot. After 10 Rounds the viscera schlorp right back where they should be and all is well.)

TREASURE: Scattered about the room are 2d6 scroll iterations of her new spell *Temporary Eviscerate*. Each is worth about 10gp from material alone.

3 in 6 chance any scroll is a complete dud.
2 in 6 chance it's the Spell proper, or close enough that it's functionally the same.
1 in 6 chance that casting it permanently eviscerates the caster (resulting in death).

10. Sealed Classroom - B11

SECRET: The entrance door is plastered over to appear as the wall. Close inspection (and calling attention to the missing room number) will reveal this. It will take 1 Turn of chiseling away with tools (or a Knock spell) to open the door.

Dark within. It smells like old construction.
Soft, pained moans come from the darkness.

Desks and chairs broken and splintered in dusty heaps. Human bones among them. Blood splatters on the walls. Claw marks on the inside of the sealed door.

A pale skinny humanoid hunkers in the corner away from any light. Tufts of blonde hair poke from a bloody scalp that stretches over its ghoulish face. A student became a monster.

Student: As Ghoul, but fears light. Paralyzing touch instead causes blindness and suffocation as scalp stretches to cover face.

TREASURE: A purse containing 254gp lies buried under some bones in the far corner.

If the entrance is left unsealed and the ghoul remains, it will eventually wander out into the halls, destroying light fixtures along the way. Add it to the 'Variable' entry in the Wandering Encounter list.

11. Horrible Chair Classroom - B13

1-3: Random Class | 3-4: Custodian | 4-6: Random Class | 6-1: Empty

The chairs in this semi-standard classroom have been designed to be as ergonomically maddening to sit in as possible, causing mild and lasting pain. The chairs are a product of a longitudinal experiment from the Department of Torture. Sitting in any of them for 2 Turns (1/10th the duration of a typical class) prompts a Save vs. Petrification or obtain a random following effect for 2 Hours:

1. Either leg falls totally asleep.
2. Both legs fall asleep.
3. Either arm falls totally asleep.
4. Both arms fall asleep.
5. Shoulder pain: -2 to Dex / Attack rolls.
6. Constipation: -1 to all rolls
7. Back pain: -2 to all rolls.
8. Blindness

Sometimes, when it's quiet, you can hear the ghoul thumping its head against the southwestern walls.

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12. Stacked Chair Classroom - B15

1-4: Empty | 4-5: Custodian | 5-1: Empty

Bare clean classroom, untouched, save by Custodian hands. The floor is the cleanest you'll ever see.

All the chairs and desks are stacked into three meticulous inverted pyramids as high as the ceiling - a single push would topple any of them.

TRAP: Careful non-stompy navigation of the room required, or the pyramids will topple one after the other. Each person in the room has a 2 in 6 chance of having a pyramid land towards them, prompting a Save vs. Breath roll or taking 2d4 damage from the crush of metal chairs and desks.

CONTINGENCY: If the pyramids should fall, a Custodian will appear within 3d4 Rounds at one of the doors (equal chance for each door), and begin Cursing everyone in the room for meddling with their floor-cleaning work, before eventually beginning to meticulously re-stack the pyramids.

13. "Caution: Grabby Floor"

1-7: Empty | 7-9: Custodian | 9-1: Empty

Signs placed on music stands at either side of a 10x20ft slick: "CAUTION: GRABBY FLOOR". A Custodian is occasionally by here to attempt combat-cleaning of this infestation by copious amounts of acid.

TRAP: Grabby floor. Ghostly grabbing hands emerge from the carpet to snatch, grab, and pull at walkers. Anything the ghostly hands touch goes numb and loses all control. **Normal Dex Check** when traversing hall, or fall prone, followed by 1d4 psychic damage per round as the ghostly hands paw at viscera.

14. The G.R.U.E. - B08

1-9: The GRUE | 9-10: Custodian | 10-1: The GRUE

Dark. A GRUE lurks, waiting to eat curious students. The only time it isn't here is when a Custodian comes around, for even monsters fear Custodians.

A shuffling sound welcomes those who open the door. Shuffling and a drip-drip-dripping sound in the dark.

TREASURE: Three corpses on the floor cracked open and feasted upon like plucked game hens. Their bloodied robes contain 4gp, fifteen locks of various hairs, and a bloody-paged worn textbook: "Psychoanatomy" (50gp).

The GRUE fears light. Provided some is carried, the GRUE will scurry into the spaces between floors and disappear. Otherwise, it strikes from the darkness with white eyes and long teeth.

GRUE

(Graduate Research 'Ugly Experiment')

AC Chain **HD** 5 **HP** 26 **2d6 Bite**

Fears Light ; Advantage in the Dark, on everything.

15. Abandoned Office - B10

1-9: Empty, Locked | 9-10: Custodian | 10-1: Empty, Locked

Windows on the doors. The western door's window is smashed right next to the handle.

A dark, abandoned professor's office. Dusty furniture: grand desk, mostly-empty bookshelves, upended and sliced open comforter-chairs. Scattered papers.

SEARCH: Two hundred papers with notes on academic discussions about the *Dungeon Swan*. It is a shapeshifting swan which lives in dungeons and feeds on hatred. Reading these will provide insight on the Swan in Level 2 - Steam Tunnels.

SECRET: Desk has hidden back to bottom drawer. Can be found by careful searching or smashing the desk. Contains an *Unregistered Key*.

16. Equidistant Classroom - B12

1-3: Random Class | 3-9: Empty |
9-10: Custodian | 10-1: Empty

Strange spatial magic: everything in this room is equidistant from everything else in this room, and is considered adjacent, no matter where in the 20x20ft room it is. It's kind of uncomfortable, and very hard to keep things hidden from equidistant people.

Several chairs, bolted to the ground. There's one table.



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17. Textbook Black Market - B17

1-2: Black Marty | 2-6: Marie Black |
6-8: Empty, Trapped | 8-1 Black Marty

Door is magically locked and barred from the inside. It has no doorknob - just a solid wooden slab. Knock (physically) between 8 and 6, and a Magic Mouth will appear on the door.

Q: "How much do textbooks cost?"

A: "Too much", or any variation thereof.

Answer correctly, and the door will unlock and open. Any other response and the lights will go out in the hallway, and the Magic Mouth will be unavailable until tomorrow.

CONTINGENCY: This darkness will lure the GRUE from room 14 to attack the vulnerable.

Inside are rows of bookshelves containing **very illegal** hand-me-down and used textbooks. There should be one copy for textbooks for nearly every class.

For any particular textbook, roll 2d20:

Usefulness: 1-5: Horrendously Outdated 6-12: Old Edition 13-20: Latest Edition

Discount: 1d20 x 4% (A typical, legal textbook usually costs 2d6 x 5gp.)

MAGIC TRAP: All the books are cursed. If they're taken out of the room without being de-cursed, they will either (d4):

- 1) Grow a Magic Mouth and scream relentlessly
- 2) Activate an Acceleration Rune, causing the holder to accelerate at 1ft/s-squared, indefinitely. Ceases when dispelled or body no longer recognizable.
- 3) Explode for 3d4 damage in 10ft. Save vs. Breath for half.
- 4) Melt into a hot sticky goo, burning for 1d4 damage for 3 rounds and adhering to anything it touches.

Two dealers for the black market: Black Marty and Marie Black (Wizards, Level 3 w/ Sleep, Arcane Lock, and Knock). Their job is to take money and de-curse the books (by whispering the secret curse deactivation word). They could be brother and sister: dressed in 100% black with big wide-brimmed hats. They find this job incredibly boring and banal. They take any money and send it through an extradimensional pocket they carry, sending it to the 14 and 5/8ths Street Gang.

CONTINGENCY: If either of them run into trouble, they'll shout into one of their extradimensional pockets, and 2d6 14 and 5/8ths Street Gang Pocket Wizards will emerge from said pocket like a clown car to threaten and restore order.

Pocket Wizards are Level 1 Wizards, with one random spell each, armed with clubs.

SEARCH 1: Rare Textbook: "SpellKraft" - Contains the [Meat Men](#) and [Soul Broth](#) spells.

SEARCH 2: Rare Textbook: "Invisibility for Beginners" - Contains Invisibility and Arcane Mirage spells.

CONTINGENCY: If the Bookprinter's Cartel found out about this market, they'll pay the snitch a finder's fee of around 200gp, then send a squad of 2d10 wizard-thugs to incinerate it and anyone inside.

18. Timeless Clock

Grandfather clock in the middle of the western wall of this hallway, with a taxidermist cuckoo bird which pops out whenever it chimes, which appears to be literally constantly. Loudly.

MAGIC TRAP: People in this room become temporally trapped, except on each and every hour when the cuckoo is chirping. For people in the room, time skips ahead to the next hour instantaneously. You have until the cuckoo stops chirping to get out of the room before the next hour-skip. Looking from outside, the people appear frozen. To those in the room, the cuckoo is constantly chirping.

19. Old Gallax Bell Tower

ARCHITECTURE: At least two hundred years old: decomposing wooden scaffolding and chipping, rusted paint.

SECRET: There is a solid wooden wall between the secret entrance and the adjacent hallway. Tapping on it hard will reveal its hollowness.

Every hour the bells of this submerged clocktower still sound, though weaker than they once were. Upon the hour in adjacent rooms (15, 17-22), one can hear the bells if ears are pressed up against the walls, or feel them vibrating through the floor.

There are five small bells (50gp each) and two large bells (2000gp each, extremely heavy).

TRAP: The bells are supported above a narrow dilapidated scaffolding, leading down to Level 3 - Old Gallax Building. A Dexterity check will be required to traverse them, either to touch the bells or climb down the buried belltower.



Under Gallax Hall

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20. Spare Clock Room - B20

1-7: Empty | 7-9: Five Undergrads | 9-10: Empty | 10-1: Custodian

Piles and piles of broken clocks and other timekeeping devices, up to the ceiling in some places. The Custodian brings them here from various classrooms. Smells dusty and unkempt. Footprints in the dust from six people.

From 7-9, five undergraduate students are here, performing a cult ritual: they wear the broken clocks on their faces, saying 'tick... tock...' in meditative poses for two hours. If disturbed, they'll get weirded out and try to bribe intruders to leave them alone with functioning clocks they've salvaged (1gp each). They believe that this ritual ensures that they'll never be late for anything, and strangely, they're actually correct.

Names: Sam, Georgie, Malthusa, Tempest, and Zyan.

SEARCH 1: Plenty of scrap, wood and metal. 1d4-1 semi-functional clocks found in the heap, still ticking. Worth 1gp each.

SEARCH 2: Deep in the pile there's a gem-sequined cuckoo sticking out of a clock. Worth 400gp.

21. Stairs Down

1-2: Empty | 2-3: 1d4+1 Black Magic Brothers | 3-5: Empty | 5-6: 1d4+1 Sisters of the Cell | 6-8: Empty | 8-9: Custodian | 9-10: Empty | 10-1: Custodian

ARCHITECTURE: The floors become metal scaffold. The walls become unadorned concrete. It is distinctly moist and hot. An occasional echoed clank comes from the stairs.

Goes down to Level 2 - Steam Tunnels.

22. Custodial Closet - B22

1-8: Empty, Locked | 8-9: Custodian | 9-10: Empty, Locked | 10-1: Custodian

Shrine to the Clean God - a Custodians' Closet. Various cleaning supplies: mops, buckets, towels, etc.

Centerfold is an effigy: a ram's skull adorned upon a mop handle, soaked in blood, mop heads forming eviscerated intestines spilling out of its bucket torso.

TRAP: If approached, the effigy springs to life. It lurches forward on broken mop-handle limbs for two steps, then sprays blood on anybody in the room. All in the room must Save vs. Breath or get sprayed. Success on the save means only one or two drops got on you. These blood stains never come out, and they permanently stain the skin for 1d4 damage.

If any Custodian sees a person with these stains, they will immediately become hostile and Curse the intruder heretic.

TREASURE: There are 3 vials of Strong Acid on shelves, unlabeled, clear liquid. Application causes 1d12 damage, but it'll get out any stain.

23. Administrator Statue

1-2: Custodian | 2-3: Frederick Miles | 3-5: Empty | 5-6: 1d4 Black Magic Brothers | 6-1: Empty

ARCHITECTURE: This intersection has big 10x10ft white tiles that cover the floor. These tiles are secure, and will require tools, time, or magic to remove. (Exception: Pit Trap)

A statue of Zarlör - Dean and Administrator - upon a pedestal. Dressed as a proper happy academic should: terribly. Puffed sleeves, pointy hat, tweed bell bottom pantaloons. One open hand tucked in by his chest, the other pointing to the ground at the base of the statue.

A cat statue sits obediently at his feet, licking one of its paws. It has a big fluffy tail sticking straight up.

The statue faces the southern corridor (by default). A bronze plaque containing "The Mighty, The Astute, and The Generous Zarlör" has been repeatedly scratched out at the statue's base.

TRAP: There is a 15ft concealed, counterweighted pit trap just south of the statue. Takes 2 normal-sized people to trigger it. A fall deals 1d8 damage.

TREASURE: At the bottom of the pit is an undergraduate student corpse, fresh. They have a legit (non-used) textbook worth 15gp (on the black market) "Identify: Advantages and Applications"

SECRET: Place a book in the hand near his chest, and the statue's other arm will raise to point horizontally, down the hallway that it is facing. (This points towards other secrets)

SECRET: The fluffy tail on the cat statue can be pulled down to either direction like a lever. If pulled left, the entire pedestal will rotate the face West. If pulled right, the statue will face East. (This points it towards Secrets down the Western and Eastern hallways, or the secret trap door just to the statue's East.)

SECRET: Under the tile just West of the statue will be a copy of the gazetteer The Waking Eye. The corner of this tile is chipped off, allowing an easy pry with any strong tool.

SECRET: Under the tile just East of the statue is a laddered pit heading down to Level 2 - Steam Tunnels. Removing this tile is near-guaranteed to cause a loud noise, due to its weight.

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24. 'Mr. Alabaster' Auditorium - B14, B16, B18

1-2: Random Lecture | 2-3: Custodian | 3-4: Random Lecture |
4-6: Empty | 6-7: Random Lecture | 7-8: Empty |
8-9: Random Lecture | 9-1: Empty

Rich Mr. Alabaster, so rich and so generous, donated a most uncomfortable auditorium to the university - every chair, desk, and table is made from alabaster. His vainglorious name is plastered everywhere about the auditorium on bronze plaques. It can seat 500 students. Vertically-rotating chalkboards and a podium at the front.

TREASURE: Each chair (500 total), table (4), and desk (2) looks like expensive alabaster, but is in fact a cheap coating over rock. Looks like it'd be worth 50gp per chair, but is in fact 0.5gp per chair.

Each of the three main entrances/exits has a different room number, because Mr. Alabaster thought it deserved it as such.

TRAP: There are 3 visible chalkboards. A 4th and 5th are hidden behind the others. One can pull a chain to rotate them around. On the 4th there is a trapped memetic-triggered rune circle. Those who look into it become mesmerized and stupefied until removed from the room.

SECRET: On the 5th is the template for the spell [Unseeming](#). It has been partially erased. Three successive INT checks required to complete it.

25. Backstage - B14, B16, B18

1-2: Random Lecture | 2-3: Custodian | 3-4: Random Lecture |
4-6: Empty | 6-7: Random Lecture | 7-8: Empty |
8-9: Random Lecture | 9-1: Empty

Three levers on the wall behind the stage: one red, one yellow, and one black. All will be in the 'up' position by default. Positions may be 'up', 'midway', or 'down'.

Lever	Effect	Position	Lights
Red	Normal Lights	Up	Off
Yellow	Furious Fugue.	Mid	Stage Lights Only
Black	Random Death Rays.	Down	Auditorium Lights

Furious Fugue: Those effected focus furiously on the subject of their attention, ignoring all distractions (no matter how perilous).

Death Rays: Each Round 1 in 6 chance of being hit. Save vs. Death or die.

26. Mr. Alabaster Statue

1-10: Alabaster Cat | 10-1: Empty

A most boring alabaster statue of an old balding man in a suit.



Engraved on the podium below: "In Memory of Mr. Alabaster - Generous Philanthropist, Capitalist Among Wizards, Bane of Cats."

For nine hours of the day, 1 o'clock until 10 o'clock, an alabaster-white cat lies peacefully curled up at the feet of the statue. During these hours it is composed stone. At 10 o'clock, however, the cat animates and walks through the

western secret wall, which becomes illusory at this time. It heads down the broken-support-laden pit to Level 4 - Forgotten Monastery, for feeding time.

27. Empty Room - B22

1-3: Empty | 3-4: Custodian | 4-8: Empty |
8-9: Random Lecture | 9-1: Empty

There is absolutely nothing in this room. Not a single thing. Not even a mote of dust.

28. Student Lockers - B21

1-3: Empty | 3-4: Custodian | 4-5: Empty |
5-7: Steward, He'll fucking kill you! | 7-10: Empty
10-1: 5% Chance Unveiling Eye Secret Meeting

36 lockers in three rows. Four are noteworthy:

1. Lock with Key is Small Mimic: Three valuable textbooks within (1d4 x 25gp each), and paper note: "To Whom It May Concern, I'll fucking kill you, book thief! - Steward "

Steward, Senior Undergrad

AC Leather **HD** 4 **HP** 16 **1d6** Sharp Knife

Spells: Locate Object, Fireball, Burning Hands.

2. Combination Lock Magic Vacuum Trap: presents numbers 1-100. Whatever number the lock is turned to is the number you'll need to roll on or above on percentile to avoid being compacted into the locker once it's opened. Two ultra-compacted dead students and 16gp are super-compressed inside.

Under Gallax Hall

Level 1 - Basement

3. Unmarked Locker, Magic Mouth: Touch the locker door, and Mouth appears: "Why do we clean?" Password: "That there should be more filth.". Fail: the locker will be empty and Mouth will not appear again for 10 Hours. Succeed: the locker's contents are revealed: a bullseye lantern, 2 pints of Ghost Oil (light produced Turns ghosts without fail), and a complete map of The Steam Tunnels (Level 2).

4. Bank Teller Graffiti, Deposit Box: cartoon of sublime bank teller graffiti'd onto locker door. Coin slot requires 1gp. Every person who opens locker door accesses extradimensional safe deposit box unique to that person.

For those that don't appear noteworthy, roll 1d6:

1. Empty, Clean
2. Empty, Dusty
3. Empty, Smells Musky
4. Empty, Smells Gross
5. A single low-value coin frustratingly wedged into a crevice of the locker.
6. Article of clothing: (1. Sock 2. Shirt 3. Pants 4. Robes 5. Underwear 6. Glasses)

29. Wall of Gazing Guys, Classroom - B24

1-4: Random Lecture | 4-5: Custodian |
6-9: Empty | 9-1: Random Lecture

Typical classroom layout: chairs, teacher's desk at front, etc.

Entire north wall is covered, floor to ceiling, in mini-portraits of unnamed stern-looking people. Their eyes follow everyone in the room. They watch your every action unceasingly.

30. Water Fountain

1-4: Empty | 4-5: Custodian | 5-1: Empty

Double chance of Wandering Encounter. They'll be taking a drink.

Low-power water fountain. Has enough juice to pump out three mouthfuls of water per day. Roll for what servings those are, adding +1 for each serving already given.

Water Fountain: 1d4, +1 per Attempt:

1. Poison, Odorless, Tastes like Burning. Induce vomiting or Save vs. Poison to avoid death in 1 hour.
2. Poison, Metallic Scent, Rusty Appearance. Lethal amounts of lead.
3. Dirty, Gross. Tastes awful.
4. Metal-Tasting Water. Potable, but bleh.
5. Clear, Semi-Fresh. Heals 1d4 damage.
6. Crystal Clear, Quenching. Heals 1d6 damage, and sustains drinker of food/water for 1 day.

31. Secret Behind Unicorn Statue - B23

5% chance upon entry of Unveiling Eye meeting in progress

A stone Unicorn-in-gallop statue sits in an alcove. On the Unicorn's backside, hidden from view unless one squeezes behind it, is a note carefully penned in ink: "The Unicorn flees the Gazing Hand of Authority."

SEARCH: Track marks going from the base of behind the statue, going into the eastern alcove wall, which appears loosely cobbled and the bricks may be removed to reveal a crawlspace.

SECRET: If the statue of Zarlör is pointed towards the East, the Unicorn statue may be pushed back five feet to the east, demolishing the bricked-up entrance to the secret room with a hoof. (This wall is reconstructed after every secret meeting.)

The room is dark. Lounge furniture under dusty covers. Cobwebs over every corner. Evidence of magic circles and spells of nondetection littered throughout the room (worth 2d4 x 100gp in reagents) - goat horns, cat claws, colored candles, wax.

A Magic Pentagram lies traced in the dust, along with footprints circling it. In its middle is an issue of The Unveiling Eye, titled: "Statues". This Magic Circle is warded against People of Authority (Administrators, Police, Professors, etc.), and if any part of such a person crosses the threshold of the circle, then the Issue will instantly burst into flames, rendered unreadable.

TREASURE: *Unveiling Eye - Statues:* Details suspicions and rumors about various statues around campus.

1. Every statue is made and placed at a particular spot for a reason.
2. During certain hours particular statues will walk around. This is known to be true for the Lions in the Library and the Founder Statue, for certain.
3. Statues are associated with secrets.

If the Unveiling Eye is meeting, then 2d4 students dressed in navy blue robes detailed in white lidless eyes will be chanting old words around the magic circle, then continue their meeting discussing various Cults and mysteries around campus. They will welcome newcomers, with robes to spare, if they're inclined and no authority figures are present. They will not reveal their identities.

32. Nap Room - B25

1-5: Wandering Encounter | 5-6: Custodian |
6-10: Empty | 10-1: Wandering Encounter

Twelve bunk-beds, all but three of which have been stripped down to their frames. Those that aren't are uncomfortable and itchy, but they're free. The walls are soundproof, and things come here to nap. A Custodian comes and cleans at 5 o'clock, waking and scaring anything out of the room.

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33. Library of Anthropology - B27

1-6: 1d4 Anthropology Students, and a Librarian who shows up to 5 minutes then leaves. | 6-7: Custodian | 7-1: Empty

Those poor Anthropology majors. Their department has no funding, so their library is here, in the stomach of Gallax Hall. You can hear screaming resonating through the southern wall. It sucks being next to the Department of Torture. If only they had *that* kind of funding...

Rows of poorly-maintained shelves containing a few dozen (4d12) books on Anthropology (worth 1-5gp each). A librarian desk manned for 5 minutes a day. The books cannot be removed without a Librarian's Stamp - they'd dematerialize and reappear back on the shelves.

TREASURE: Each book (1d6x5gp) has a special rune that causes this dematerialization hidden somewhere in it. It looks kinda like an mini-elephant. Tear it out of the book, and the security system won't affect it.

34. Lion Statue

1-3: *Trap Active* | 3-1: *Trap Inactive*

A ferocious male lion, captured in the midst of roar.

SEARCH: The lower jaw seems to be on a hinge. There is something shiny in the lion's throat.

TRAP: From the Hours of 1-3 (when statues are active and roaming about), the jaws of the statue will slam shut on anything placed inside them and lock, dealing 1d4 damage and trapping the victim. From 3 o'clock to 1 o'clock the jaws are safe.

TREASURE: A crystal apple worth 80gp.

35. Department of Torture Front Desk - B06

1-3: Gimpy McGee | 3-7: Gimpy McGoo |
7-8: Custodian | 8-1: Gimpy McGee

An iron maiden sits against the wall, a desk in front of it. From within, two men man the front desk in shifts by carefully doing paperwork, setting up appointments, and giving directions, all while trying *very hard* not to move.

SECRET: The iron maiden, painful as it is (1d4 damage to first-timers), provides limited telepathy akin to a one-way phone line to anyone inside Level 1 - Basement.
From 8 o'clock to 3 o'clock **Gimpy McGee** (as students call him) mans the maiden and the desk. He's rather cheery, and quite an expert at using long thin sticks to poke out of the iron maiden to manipulate the paperwork. Has a bad memory, though, and frequently forgets his duties.

From 3 o'clock to 7 o'clock **Gimpy McGoo** (his real name) mans the station. He always forgets his long thin sticks, and so cannot

manipulate any paperwork. Will ask assistance of anyone passing by the room to fill out paperwork for him. Has a good memory, though, and actually reminds the doctors within of their appointments.

TREASURE: A silver figurine of an adorable chubby child sailor on the front desk. Worth 10gp, probably. McGee loves it, McGoo hates it. Neither of them could stop you from taking it. McGee is liable to replace it every week if it's stolen.

36. Lounge, Mission Statement

1-4: 1d3 Undergrads | 4-7: Empty | 7-8: Custodian | 8-1: 1d3 Undergrads, Lounging

Two absolutely wonderful red couches.

Plaque facing them: "*Torture changes both the victim and the torturer forever, so let's make it a positive one!*"

Screams of pain from the south door.

37. Laboratory B

1-2: 1d2 Grad Students |
2-5: 1d4 Grad Students + 2d4 Undergrads |
5-6: Professor Kinsley + 2d4 Undergrads | 6-8: 1d4 Undergrads |
8-9: Custodian | 9-1: 1d3 Undergrads

Devoted to tortures beginning with B: boarding, branding, and boiling.

Hot and muggy, fireplace in the corner. Pokers in the fire. Faucets for cool and hot water. Four open vats of boiling liquid: water, oil, lava, and broth. Various chains and pulley systems hanging above them to give victims a dip. Supply cabinets in the corner.

30% chance per Day there will always be 1d4 students, homeless people, or other poor souls hanging from the chains or strapped to the waterboards - the subjects of seminars, academic probation, or experiments on torture. They will beg for help from newcomers 50% of the time.

TREASURE: Supply cabinets will contain 2d4x10gp, miscellaneous pocket items, and a Wand of Steam (as Burning Hands, but in addition obscures area).

38. Office of Dr. Klaus, MD, PhD - B31

1-2: Dr. Klaus | 2-6: Empty, Locked | 6-8: Dr. Klaus |

Under Gallax Hall

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8-9: Custodian | 9-1: Dr. Klaus

It is an office, very spartan.
There is a portrait.
You think, maybe, it is his mother.
She is not happy.
The papers are orderly.
Dr. Klaus does not sleep.

SEARCH: Four random premium medical textbooks, all in a row.
Worth 1d4x15gp each.

SEARCH: Behind the portrait is a folded-up paper note: "If you've managed to steal this, then I have need of your services. Ask the bartender at The Wandering Monster for a *feline on the rocks*."
(Monica Doom, student-turned-fence, wants you to help her steal The Eleventh Hourglass on Level 3 - Old Gallax Building)

39. Laboratory C

1-5: 1d4 Undergrads | 5-8: Empty |
8-9: Dr. Klaus + 1d2 Grad Students |
9-10: Custodian | 10-1: 1d4 Undergrads

Devoted to tortures beginning with C: crushing, cutting, crucifixion.

Crucifixes, chairs, rope, nails, stretcher beds. Tool bins line the walls, containing every combination of mundane and magic tools one can imagine.

Rusty bloody nails covering the floor, like peanut shells. Walking across them in bare feet demands a **Save for Tetanus**.

OSEH NIGHTMARE: interacting with basically anything has a 1 in 4 chance of something heavy or sharp falling, jabbing, or pricking someone. **Save vs. Petrification** to avoid 1d4 damage and **Save vs. Poison** to avoid lockjaw, bloodborn disease, or severe bleeding.

30% chance per Day of 1d4 students, homeless people, or other poor souls - the subjects of seminars, academic probation, or experiments on torture.

SEARCH: Two vials of Magical Disinfectant (cures all injury-related diseases) in a tool box. Two bottles of 200-proof alcohol.

TREASURE: Textbook, *Fundamentals in Crucifixion* - contains spells Hold Person (victim adopts crucifixion T-shape with body), and Magic Nails (as Magic Missile, but requires nails. If bloody/rusty, then victim must make above checks in addition to damage).

40. Laboratory D

1-3: 1d4 Undergrads + 1 Grad Student

3-6: 1d4 Undergrads + Dr. Braum | 6-9: Empty
9-10: Custodian | 10-1: Empty

Devoted to tortures beginning with D: drowning, drugging, and degrading.

Lots of chairs and lots of rope: stacks and spools. Three vats for dipping. Ample supply of syringes, needles, and other hematology equipment in cupboards. Mirrors cover southern wall. *Locked Chest* in the corner.

30% chance per Day of 1d4 students, homeless people, or other poor souls - the subjects of seminars, academic probation, or experiments on torture.

TRAP: *Locked Chest* contains an *Anti-Turn Rune* on bottom-side of lid. Those who look at it cannot turn Left nor Right on their own accord. No Save. Lasts until dispelled. Chest itself is very heavy, requiring at least four people to carry it.

TREASURE: Chest contains a trove of controlled substances: 1d4 doses of each - Super Steroids (double strength for 1 Hour), SpellMeth (gain temporary highest level spell slot), and Familiar-Nip (Familiars are drawn to you and get high in your presence).

41. Laboratory F

1-3: 1d4 Undergrads + 1d2 Graduate Students |
3-6: Dr. Klaus | 6-10: Empty | 10-1: Custodian

Devoted to tortures beginning with F: flogging, flaying, and force-feeding.

Whips and knives on the walls. Fois Gras Funnels stacked like traffic cones. Smooth stone pillars with restraints and bloodied floors.

TREASURE: Two of the hundred-some whips are magical: 1) produces only subdermal wounds upon striking, 2) is made from flexible rose-thorn - its blood-red blooms (produced from every 14 whippings) give off a *Charm* effect (Save vs. Magic) scent towards the wielder for 3 Turns within 20ft.

30% chance per Day of 1d4 students, homeless people, or other poor souls - the subjects of seminars, academic probation, or experiments on torture.

42. Janitor's Closet - B34

1-10: Empty | 10-1: Custodian

Under Gallax Hall

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Shrine to the Clean God. A swirling vertical vortex of murky waters. Gazing within for more than a glance provokes Save vs. Magic, or slowly begin to step into the portal. Those that fully step in must pass a Strength check, or be washed away into the horrible entropic realm of the Clean God. Those who succeed manage to pull themselves up through the whirlpool of Level 2 - Steam Tunnels. Inside (1d6):

- | | |
|----------------------|---------------------------------|
| 1. Jaws. 1d8 damage. | 2. Acid. 1d4 damage. |
| 3. A wetness. | 4. Janitorial Instrument |
| 5. Human bones. | 6. A textbook (worth 1d12x10gp) |

43. Sealed-Off Animal Lab

Scratching and bumping in the adjacent walls. The old animal lab of the torture department. The persisting test animals' spirits and bodies want vengeance.

Sealed off by three inches of stone and two more of plaster, but the animals have made work - some places sound less dense by the tapping method. Could easily break with a sledgehammer and foreknowledge.

Inside the room are eight small cages, seven medium ones, and a big one. All the bars on them have been gnawed or broken off. Tons of old litter, food, and animal droppings.

SEARCH: At the back of an empty cage, past some stinky bedding, is a narrow hole and very tight squeeze zig-zagging down to Level 2 - Steam Tunnels.

CONTINGENCY: Within are the deranged and bloodthirsty zombified bodies of 40 rats, 6 dogs, and 1 goat. Upon making a breach, the rats will stream out first 10/Round (4R), then the dogs 2/Round (3R), then the goat 1/Round (1R). Like a tidal wave of horrific gnawing and sadism, they'll flood out into the halls and into very room and crevice, murdering as they go. Every Minute, they'll stream to the next closest 3 rooms. They can do this 10 times before they are exhausted by killing themselves on the dungeon inhabitants.

This will certainly attract The Dean and Campus Security. The Janitors are immune to this carnage, and still go according to schedule. Everyone else present is wiped out. Releasing the raging animals earns the favor of the Witches of the Old Way on Level 5 - Burial Mound.

TREASURE: Chewed wallet with chewed platinum coins worth 786gp, a Laser Pointer (4 hours charge left), 3 Doses of Zombie Juice - Injection, Save vs. Poison or become zombie over 1 Day.

SECRET: Lever on northwestern wall opens hidden entrance to Room 7.

44. Experimental Torture Lab - B36

1-2: Custodian | 2-6: Empty |

6-7: Dr. Braum | 7-1: 1d4 Grad Students

Soundproofed, black-painted walls. Pool of dense clear liquid in a 20x20ft basin. The ceiling is painted in multi-colored swirls, and it mesmerizing to look at. One tends to psychologically project their worst fears onto this swirling optical illusion, paralyzing anyone inside the room while it's dark.

The water is thick and difficult to escape on one's own. Requires two successive Strength checks.

Gain one Madness for each Turn spent in the dark in this room, as the brain brings forth its worst fears into reality.

45. Academic Probation

1-2: Bone Maloy, Prisoners | 2-3: Custodian, Prisoners

3-1: Bones Maloy, Prisoners

Ten prison cells 10x10ft, completely bare, each with two sets of manacles chained to opposite walls.

Standing guard just before it (square "45" on the map) is **Bones Maloy, the Boney Bail Bondsman**, the lord and tyrant of this tiny fiefdom, the Academic Probation Jail. He is a chatty skeleton fond of dad jokes.

Bones Maloy

AC Leather HD 2 HP 5 1d6 Blackjack

Undead Immunities, except to Laughter.



Once a Day he travels down the jail, asking each occupant one dad joke. If they answer correctly (or give him a good laugh), they've met their bail, and are free to leave. Fail, he gives a bone-rattling laugh, the punchline, and lets them rot another day. No food or water is given.

Some of these students have been here for quite a while, and they no longer have functional brains for which to answer. (The 6 skeletons occupying various cells, which now defend Bones Maloy at his behest.)

Sample Jokes from Bones Maloy:

Q. Why are skeletons so un-irritable?

A. Because nothing gets under their skin!

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Level 1 - Basement

Q. Why do skeletons hate cold weather?

A. Because the wind goes straight through 'em!

Q. How do skeletons deliver the mail?

A. By bony express!

Q. Why are skeletons sad at parties?

A. Because they have no-body to dance with!

Q. Whadda ya call a good time for a skeleton?

A. An osteoblast!

Cell	Contents	Features
a.	2 Skeletons, Conjoined	Animated
b.	Skeleton, Broken, Un-Animated	Random Textbook (1d6x5gp) under bone pile.
c.	Skeleton, No Pants	Animated
d.	Empty	
e.	Skeleton, Funny Feathered Hat	Animated
f.	Zygot , freshman.	Desperate, mediocre at magic.
g.	Empty	
h.	Destra , junior.	Annoyed, competent.
i.	Skeleton, Tactical Harness	Animated
j.	Empty	SEARCH: Loose brick in bottom left corner contains <i>Unregistered Key</i> and 20gp.

(6 Skeletons total, plus Bones Maloy)

Zygot: Amazing he's survived this long into the semester. Has zero chance at answering Bones's questions. He'll beg for your help, and be loyal to the death if you manage to spring him out.

Destra: Third time in academic probation. Sick of these damn skeletons, and will offer to help smash them into tiny little pieces if they can spring her out.

46. Office of Professor Kinsley, PhD - B37

1-2: Empty | 2-3: Custodian | 3-6: Empty

6-9: Professor Kinsley | 9-1: Empty

Professor Kinsley has an inferiority complex, because he's the only professor in the Department of Torture without a Doctorate of Medicine. Hence, his office is plastered from floor to ceiling in awards: grant awards, diplomas, certifications. Some of them belong to his Grad Students but he crossed their names out.

The awards have achieved such critical mass as to gain a gestalt consciousness. They slowly pulsate in and out throughout the room, like a great breathing thing. The Thing considers Kinsley its father. It's weird.

Removing or altering any awards causes this gestalt consciousness to materialize as an crinkling blob perforated by starchy diplomas and excellent-mentor trophies. It will attack and chase down these intruders. Kinsley will be very upset is they leave the room. ("Kinsley! Your Awards are getting away again!")

TREASURE: 100gp, buried under a stack of grant applications in the desk.

TREASURE: 2 rough medical textbooks, worth 1d4x5gp each.

Award Consciousness

AC Unarmored **HD** 2 **HP** 14 **INT** 4

1 damage (x 6 attacks) Death By Million Papercuts

Mutterings: Constant, affects all in audible range. Reduces Morale of all Students by Half. (For Players, Save vs. Magic or suffer Fear.) Dark mirror of Kinsley's voice muttering about impressiveness of his awards: "The Drowner's Center Grant only went to top 0.01% of applicants... My twentieth Anti-Ergonomics Award, where is it??... Diplomas, diplomas, where is my high school valedictorian?..."

47. Laboratory S

1-3: 1 Graduate Student | 3-4: Custodian | 4-8: 1 Empty | 8-10: 1d3 Undergrads | 10-1: Dr. Braum

Devoted to tortures beginning with S: Sleep, Starvation, and Sound.

Sound-proofed walls. 10 gibbet-cages, all in a row. Every minute a loud cracking sound emanates from a clear pane of glass against the wall: it continuously rebuilds itself and then shatters, producing gun-shot equivalent sounds indoors periodically (if door is open, wandering encounter check).

30% chance per Day of 1d4 students, homeless people, or other poor souls - the subjects of seminars, academic probation, or experiments on torture. They haven't slept or eaten in god-knows-when.

48. Office of Dr. Braum, MD

1-3: Dr. Braum | 3-4: Custodian | 4-1: Empty

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Level 1 - Basement

Two very messy desks piled high with bureaucratic papers and data. Preserved brains-in-jars lining the back wall, eyes and ears on stalks attached, floating in greenish fluid.

TRAP: The brains-in-jars emit a psychic resonance that causes severe pain to anyone within the room (Dr. Braun, incapable of feeling physical pain, is immune). Every round Save vs. Petrification or 1 damage and your Round is wasted reeling in pain.

SECRET: Desk contains locked hidden back in drawer containing 2d12 servings of strong anti-psychotic drugs (as *Calm Emotions* spell, with disadvantage on Save attempts). These drugs are rare and frequently needed by Dr. Braum to resist going on a sadistic rampage throughout the floor.

TREASURE: 2 premium medical and 2 premium psychology textbooks, worth 1d6x10gp and 1d12x10gp each, respectively.

1-4: Empty | 4-5: Custodian | 5-9: Empty |
9-10: Professor Kinsley | 10-1: Empty

Pressure Plate in center of room, activates the four pylons in the corners. Each one draws one limb of the victim by severe gravity, together causing 1d4 damage per round until the pylons are dispelled, smashed, or the victim is torn apart by the force.

(Note: Pylons are firmly held to the floor with steel nails, but if unaligned, or removed and carried about, they snag random limbs, Save vs. Paralyzation.)

CONTINGENCY: If they are smashed, the sound will draw Dr. Braum and/or Dr. Klaus from their offices, should they happen to be present in them at the time. Also 1d4 Undergrads will show up.

Professor Kinsley calibrates the Pylons every Day, testing them for proper conductivity and voltage.

50. Alone, Alone - B40

It cannot die. It cannot escape. Once a student, maybe. It bashes his head against the walls, having forgotten hope that one day someone will answer. A Gollum-esque shriveled runt of a human being, tortured into oblivion by isolation. Killing it would be a mercy, and would gain you favor among the Witches of the Old Way on Level 5 - Burial Mound.

49. Quartering Pylons - B32



Custodian

AC Chain HD 3-6 HP 18-36 Morale 11

ENCOUNTERS

1d12 Accidents Happening To Attackers

Muttering Curse: 1/Round, Free Action. Curse target of ire. No Save.

d10	Mutterings...	Curse
1	"Careful... Wet floor... Could slip..."	Floors spontaneously become slippery in your presence. Every 2d4 Turns, the next room entered requires successful Balance/Dex checks to avoid falling down/slipping.
2	"New paint... New paint... Watch your hands..."	In 1d4 Turns, the next surface touched will be super-adhesive, forming chemical bonds requiring acid to dissolve.
3	"Things in the pipes... I hear things in the pipes... Coming..."	For 3d4 Turns, you will hear echoes in nearby pipes. Something scuttling or clanking. After which, a Sewer Monster with 1-4HD will erupt from one such pipe, attacking you. 1) Rat Swarm 2) Giant Crocodile 3) Feral Child 4) Horrible Flesh Experiment
4	"It needs bleach... So much bleach... Not enough to purify..."	Liquids turn to bleach in your mouth. First drink taken (unless being explicitly careful about it), Save vs. Poison or die. On success, suffer vomiting and internal burns, incapacitating for 1d4 Days.
5	"Somebody's made a mess in the restroom..."	The next restroom you enter will be covered floor to ceiling in blood and gore. Lights out. Growling in the dark: a gore demon attacks (as Level 6 Fighter).
6	"Mirrors... So sharp... Could cut yourself..."	Next mirror passed shatters then explodes in your face. Save vs. Breath for half of 3d4 damage.
7	"It's growing... Growing everywhere... That mold..."	A Black Mold stalks you. You see it growing in the walls, on metal surfaces, and anywhere with a dampness. Coalescents in 1d4 days when the mold materializes and tries to eat you. (Treat as Black Pudding)
8	"Always label your food... Or it gets thrown out..."	Food rots to your touch... Unless it is labeled with someone's name.
9	"Easy to get lost... Like a maze..."	The 3rd intersection after this encounter (in which there is a loop on the map) you pass will cease to exist for 1 Day. Walls where there were no walls. Empty rooms leading nowhere.
10	"Overtime... Gotta work... Work every day..."	Cannot sleep or rest until the curse is broken.

To remove a Custodial Curse, make an entropic offering to the Custodians in Level 2 - Steam Tunnels.

Do not interfere with the agents of the Clean God. Do not inhibit the agents of the Clean God. Do not converse with agents of the Clean God, or you risk the wrath of the Clean God.

Custodians keep the halls and rooms clean, the lights on, and the corpses disposed. They do not tolerate interference with their work lightly, Cursing people for even minor offenses. They are quiet, solitary, anti-social, and obsessed with their work. They won't ever bother you if you don't bother them. If a Custodian is attacked, they will not fight back. Bad things will just happen to attackers. Anyone who openly assaults a Custodian is likely to mysteriously disappear without a trace within the week - their body never found. Knowing this, nobody dares mess with them, not even the University Administrators, who prefer never to discuss or even acknowledge them.

Black Magic Brother

AC Leather HD 2 HP 6 Morale 9 Wizard 2

ENCOUNTERS

1d8 Horrible Knives

Spells: Knock, Magic Mouth, Ray of Enfeeblement, Protection from Underclassmen

Protection from Underclassmen: As Protection from Evil, but functions against students less senior than the caster (i.e. a senior year student would be protected against juniors, sophmores, and freshman)

Haunting Curse: Any Black Magic Brother killed has a 25% chance of returning as a ghost to haunt the killer within 3d4 Turns, with HD equal to that which he had in life.

In any group of more than 3, one will be 4HD with 12 HP, and have the spell Phantasmal Force.

Members of the Black Magic Fraternity - most infamous of frats, expelled from campus for their heinous forbidden magic behavior. Their hazing rituals are legendary for their blasphemies.

Dr. Braum

AC Unarmored **HD** 6 **HP** 20 **Morale** 11 **Wizard** 6

1d4 + 1d4 Sharpened Nails

Spells: Hideous Laughter, Sleep, Hold Person, Blind/Deafen, Major Image, Fear, Hallucinatory Terrain, Modify Memory, ESP

Immune to Pain: Feels no physical pain whatsoever, and is immune to spells and effects which rely on its production.

Sub-Director for the Department of Torture. Got her MD with a specialization on the nervous system. She is a grinning, slicing, dicing mad scientist through and through. Complete lack of empathy and ethics, though for some reason she loves children, and undergrads.

Lab coat and heels, crazy eyes.

Always looking for samples: "Brains, whole; brains, stems; brains, partial; spines; nerves; and spells!" Carefully documents where they come from.

SECRET: Actually an honest sadist. This would ruin her reputation within the Department, because for some reason it would violate its policy of 'dispassionate scientific study'.

Dr. Klaus

AC Leather **HD** 8 **HP** 26 **Morale** 9 **Wizard** 7

1d8 Strong Grasp

Spells: Enlarge/Reduce, Grasping Tentacles, Enhance Ability, Neutralize Poison, Animate Dead, Animate Objects

Hyper-Sociopath: Immune to emotion-altering spells and effects.

Doesn't Sleep: Immune to Sleep effects.

Knows When You're Lying During Torture: It was his dissertation.

Director for the Department of Torture. Double-degrees: MD & PhD. Studied subliminal muscle movements in response to physical stimuli for interrogative purposes.

Which means he knows when you're lying.

Tall, strong, stone-faced, heavy accent. Real Frankenstein's monster vibe. Never says 'thank you' or 'please'. Largely indifferent to goings-on, unless it concerns the Department. Considers physical torture the three T's: 'temporary, telling, and tranquillizing'.

Father Ghost

AC Chain (Ethereal) **HD** 5 **HP** 22

ENCOUNTERS

1d6 + Drain Ghostly Touch

Fearful Visage: Reveals a horrid vision. All within sight Save vs. Death or age 2d10 Years.

Afraid of Cats: Flees the presence of Cats.

Undead Immunities

Softly laments his Hubris: "Oh Hubris... Hubris!... How did you not see?..."

Roams the upper levels - a troubled floating ghostly Father of Level 4 - Monastery. Hubris is the name of his pet dog, who died horrifically from the magics of the Witches of the Old Way.

He normally leaves people alone. Forced interaction with him will result in hostility. If in the presence of a dog, he will take notice and be capable of clarity and civil conversation for 1 Turn. During this time, he may answer questions pertaining to the dungeon, though he's quite ignorant of all things above the Monastery. Some certainties:

- 1) The Cats are EVIL, in league with the WITCHES
- 2) They burned the WITCHES, but apparently missed some.
- 3) He has seen many WITCHES around (referring to Sisters of the Cell, and maybe the Custodians)
- 4) University? Library? Gallax Hall? What are these? This is a monastery! A peaceful monastery...

Professor Kinsley

AC Unarmored **HD** 6 **HP** 16 **Morale** 7 **Wizard** 6

1d4 Sharp Pen

Spells: Hold Portal, Burning Hands, Invisiblity, Gust of Wind, Fireball, Polymorph

Insecure: Disadvantage against emotion-altering spells.

Assistant Professor of the Department of Torture. Twin Bachelors: Neuroscience and Theater, Master's in Evocation, Dissertation in Torture on the diagnostic correlations between PTSD and spell holding. He will absolutely tell you all about all of them.

Dramatic, petty, cares for trophies to hide his insecurity. "HOW MANY DEGREES DO YOU HAVE, HMM???" Lords his station over undergrads and grad students alike.

Ironical, dangerous even, that he favors fire and wind magic, yet hoards his diplomas...

Professor Sitch

AC Unarmored **HD** 6 **HP** 18 **Wizard** 6

1d1 + Pain *Meter Stick of Pain*

Spells: Hold Person, Hold Portal, Stinking Cloud, Grease, Knock, Polymorph

Meter Stick of Pain: Hits produced deal 1 damage and bequeath -1 to all rolls for 1 Week.

A greaseball and a sour-faced tinpot dictator of a doctorate-wielder. All the other Professors think he's a joke and are capable of scaring him away.

Professor Sitch is an asshole (and an academic disgrace). Working under Gallax Hall on bureaucratic matters as his punishment. He relishes in establishing his dominance on Undergrads and Grad Students alike, blaming all young people collectively for ruining his career. He will liberally use his *Meter Stick of Pain*, swatting people for every perceived offense (being 'unpresentable', loitering, being late, showing faculty disrespect, etc.)

Sisters of the Cell

AC Chain **HD** 2 **HP** 8 **Morale** 8 **Wizard** 2

ENCOUNTERS

1d3 + Mutagen, Mysterious Syringe

Spells: Charm Person, Charm Animal, Enlarge, Stinking Cloud, Spider Climb

Mutagen: Save vs. Poison or produce random mutation.

Quick Mutation List d10: 1) Death 2) Can Only Breathe In Water 3) Unsettling Feature

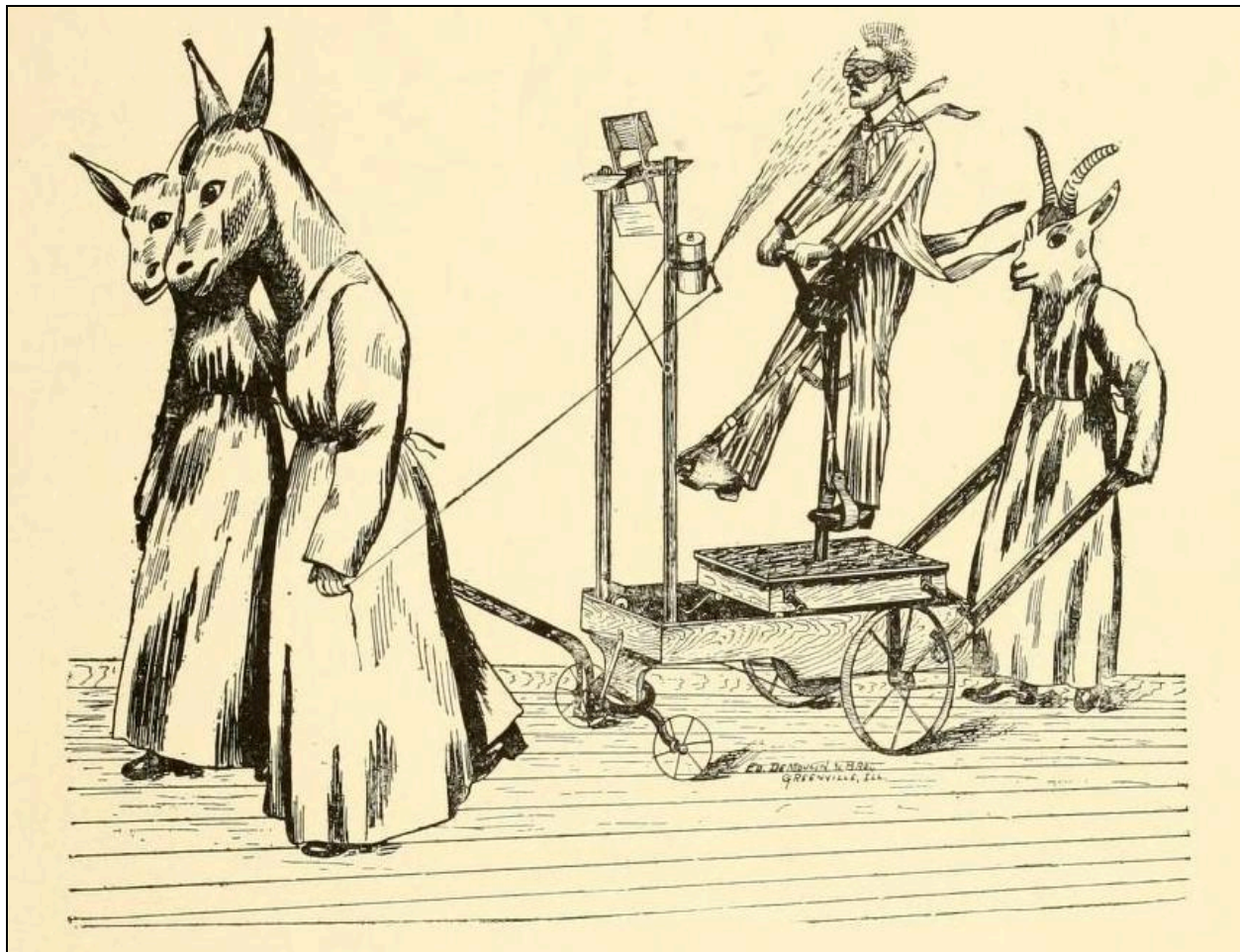
4) Glowing Skin 5) Fingers Grow Together 6) Slowly Turn to Pig 7) Cronenberg-ation

8) Tongue to Snake 9) Severe Vomiting 10) Extra Limb

In any group, one will be 4HD with 14 HP, and have the spell *Mass Mutation*.

Mass Mutation: Caster makes Mysterious Syringe attack against all within 50ft.

Members of the Sisters of the Cell, Omnicron Delta Theta - most infamous of sororities, expelled from campus for unethical and dangerous biological experimentation. Friendly towards animals. Always looking for test subjects, willing or unwilling.



Skeletons

AC Unarmored **HD** 1/2 **HP** 3 **Morale** 12

ENCOUNTERS

1d6 Bone Bludgeon or **1d4** Claw

Undead Immunities

The skeletons on this level are students who never escaped Academic Probation. They function under the control of Bones Maloy, who uses them to fetch students that aren't meeting the university's expectations.

Stone Statue

AC Plate+Shield **HD** 5 **HP** 44

1d12 Crush

Construct Immunities

One of several roaming statues from around the university. Each is only up and about for 1-3 Hours per Day. There are several types, with different shapes and ranges of threat:

d6	Shape	Lore	Will Attack...	Special Features
1	Lion	Library guardians.	Book Thieves, Cat-Abusers	2 attacks dealing 1d6+1 damage instead of Crush.
2	University Founder	Stoic sculpture of Archmage Gallax	Anyone wielding The Old Magic.	Spell: Animate Objects
3	Gargoyle	Perched atop the Religious Studies Building	Anyone, indiscriminately, randomly (1 in 10 chance)	Long jump distance.
4	Weeping Man	Appeared mysteriously one day in a side garden by the library. All attempts to remove it have failed.	Anyone who gets too close.	Tortured frown in inanimate state revealed as tortured psychotic grin. Anyone within 5ft directly in front must Save vs. Petrification or become a statue.
5	Stallion	The horse upon which Archmage Gallax is seated, without its rider.	Those who attack it.	2 attacks dealing 2d4 damage. Fast speed. If tamed by 3 consecutive Strength checks, will allow the rider to command it for 1 Hour.
6	Melted Muse	Iron statue of now-nameless muse melted into unrecognition.	Nobody.	Radiates intense heat, dealing 1d4 damage per Round to creatures within 5ft.

Graduate Students

AC Unarmored **HD** 4 **HP** 14 **Morale** 9 **Wizard** 4

ENCOUNTERS

1d6 Long Knife

Spells: Random

Professors might actually tolerate them, as they've proven themselves useful. Only the most ruthless students survive the undergraduate program and decide to continue their studies.

d20	Appearance	Spell	First on the Hit List:
1	Evil gnome	Animate Dead	Undergrads...
2	Scary goth	Bestow Curse	Their Mentor...
3	More piercing than flesh	Blink	Their Partner...
4	No face	Clairvoyance	Their Father...
5	Sumo!	Fear	Their Mother...
6	Literally on fire	Fireball	Their Abjuration Instructor...
7	Trench coat ate a person	Fly	Their Siblings...
8	Glitter central	Gaseous Form	Fellow Program Rivals...
9	Elder spawn	Haste	Custodians...
10	Secret skeleton	Hypnotic Pattern	The Police...
11	Librarian hobo	Lightning Bolt	The Secret Police...
12	Elf on a shelf	Major Image	The Ultra-Secret Police...
13	Knockoff Shrek	Nondetection	Everyone...
14	Bootleg preppy	Phantom Steed	The Dean...
15	A dirty, filthy gun	Prot. from Energy	Ghosts...
16	Goldfish bowl supervillain	Remove Curse	Geese...
17	Spaceman hermit	Sending	Professor Stich...
18	TUBES	Sleet Storm	And That Little Dog, Too...
19	Doc Ock with a Glock	Slow	All Their Imaginary Friends...
20	Bionic coffee press	Stinking Cloud	You!...

Undergraduates

AC Unarmored **HD** 1 **HP** 2 **Morale** 6 **Wizard** 1

1d4 Knife

ENCOUNTERS

Spells: Random

Everyone despises them. Nobody respects them. The bottom of the academic food chain. Ranked according to their Year. For when a personality is required, roll on the following table:

d20	Appearance	Spell	Name
1	Puffy-eyed	Alarm	Alstaff
2	Too short	Burning Hands	Bee
3	Anxiety-inducing	Charm Person	Chew
4	Mutant	Color Spray	Dennis
5	2/10	Comprehend Languages	Elvis
6	Vomit-skinned	Detect Magic	Falgrave
7	Fit like a walrus	Disguise Self	Gemini
8	Euthanized	Feather Fall	How
9	Dungeons-under-eyes	Find Familiar	Ilidia
10	Ghost?	Floating Disk	June
11	Bleeding	Fog Cloud	Karol
12	Hairy-lipped	Grease	Lep
13	Albino frog	Hideous Laughter	Minnie
14	Dingle dangle	Identify	Nupital
15	Too tall	Illusory Script	Organ
16	Sailing ears	Jump	Philinx
17	Father was clearly a snake	Mage Armor	Quop
18	Tuberculosis, personified	Magic Missile	Rins
19	Cancer beefsteak	Silent Image	Segg
20	Like an actual human being	Sleep	Timet