

CRAWLING RUINS OF THE LOST HERETICS

A lost cave in the mountains holds the prison of the **FOUR GRAND HERETICS**, HELD IN STASIS UNTIL THE END OF TIME TO BE JUDGED BY THE ONE TRUE GOD. Only a single **GUARDIAN** remains, patrolling the crumbling halls and watching over the heretics and the **VAULT** holding the evidence against them.

The Facility: Polished marble tiles from floor to ceiling glow faintly with each area having its own hue. This ancient facility is deathly quiet, yet strangely clean of dust and debris. **LOCKED DOORS** separate each major area and require a series of coloured **ORBS** to open. A hulking mechanical humanoid **GUARDIAN** patrols the facility. It is an **INDESTRUCTIBLE KILLING MACHINE** that will stalk the adventurers (or other creatures) if aware of their presence. Running, hiding, trapping it, or delaying it are the only ways to survive its deadly onslaught. There is a **1 IN 6 CHANCE** that the Guardian appears when entering a new room. If escaped from it is out of play for **1d4 ROOMS** before returning to its regular patrol.

Blue: (B1) Entry corridor with gilded warrior statues. Shoot **PARALYZING BEAMS** at escaping heretics. (B2) Overseers office. Strange ancient artifacts and the **BLUE ORB**. (B3) Judges chamber. Three **GEM ENCRUSTED** statues of stern holy judges stand in alcoves.

Orange: (O1) A simple storage room. Each adventurer can find one useful mundane item. (O2) A **SECRET DOOR** hides an office with the **ORANGE ORB**. (O3) Secondary entrance way leads to narrow mountainside pass. (O4) Library containing valuable ancient knowledge. **10% CHANCE** to find a map of the facility. (O5) Some sort of living quarters with strange mementos of the ancient people who built this place.

Purple: (P1) Security Room. Eight pillars with mechanical eyes scan for intruders and **ALERT THE GUARDIAN**. Huge sinkhole leads to **THE GREAT NEST**. The **PURPLE ORB** plinth can be seen in the hole but no orb is present. (P2) The Vault containing the Heretics treasures as evidence of their crimes. Requires all five **ORBS** to access.

Yellow: (Y1) More guardian statues (see B1). A **SECRET DOOR** between the statues bypasses locked door ahead. (Y2) **3 IN 6 CHANCE** the guardian is standing in a recharging chamber here, dormant for one turn. **YELLOW ORB** is on a plinth directly in front of it. Parts of the floor here have collapsed into the **RIVER CAVE** below.

Red: (R1) Stasis Chamber of the four heretics, each a shadowy figure encased in glowing crystal. (R2) Stasis Control. Machines monitor status next to controls to release each heretic. (R3) Reactor Room South. Strange thrumming machines. Glass tube with flowing plasma follows ceiling to (R4) Reactor Room North. Disrupting the reactor or tube causes **FACILITY SELF DESTRUCT SEQUENCE** to begin! (R5) The **RED ORB** sits on a plinth. This room has baffling depicting the crimes of the heretics.

Caves and Tunnels: A twisting warren of insect chewed tunnels, carved with no regard to humanoid dimensions. Lightless, confusing, slick with bizarre secretions. Over endless millennia subterranean creatures have burrowed around and into the facility. **THERE IS A 50% CHANCE THAT THE TUNNELS BREAK THROUGH WHERE THE MAPS MEET**. The **GUARDIAN** seems to ignore these caves and will not follow any creature into them, providing a safe haven of sorts.

A) Fisher Cave: **HEAVILY ARMoured CRUSTACEANS** dangle sticky filaments from above, pulling those entangled up to feast upon. **25% CHANCE** to find loot from devoured adventurers per fisher lair.

B) The Great Nest: **GARGANTUAN HIVE QUEEN** mutated by mild radiation from the **PURPLE ORB**. Rules over a teeming mass of bone gnawing **GIANT TERMITES**. Remains are quickly dissolved by the acidic **LARVAL SWARM** into nutrient paste for the nest. Floors in the facility above this area have a **CUMULATIVE 10% CHANCE OF CRUMBLING INTO THE NEST BELOW**. Termites drag prey back here.

C) River Cave: **ELECTRIC ALGAE** slope drops unwary fools into a swift subterranean river. Translucent **VORTEX JELLYFISH** float through air and water, stunning prey with psychedelic poisons. If hit by a jellyfish roll **1d4**:

Several tunnels leave the area, stretching off into the underworld.

Why Even Come here? (D4): 1) Hired by cult of the one true god to check on stasis pods. 2) The Heretics were great sages. They may have the **SECRET KNOWLEDGE** that you need. 3) A team of extremely tight lipped scholars has hired you as muscle and security. 4) You find the dungeon by chance.

Who are the Ancient Heretics? (D4): 1) Demi-Gods who challenged the divine order. 2) Wizards who sought knowledge not meant for man. 3) Corrupted Clerics. 4) Adventurers from the future, lost in time and space.

What is in the vault? (D4): 1) Primordial living weapons of destruction. 2) Books and scrolls containing the secrets of the universe. 3) Religious texts that prove there is no god. 4) A time machine.

What happens if you awaken the heretics? (D4): 1) They are dead. The stasis never worked. 2) They are despondent at the passage of time. 3) They are evil and immediately attack or plan to kill the adventurers and escape. 4) They are grateful to the adventurers for their freedom.

Stung by a Vortex Jellyfish? (D4): 1) Expel bodily fluids 2) Attack nearest creature in fear. 3) See the face of god, stunned for a turn. 4) Gain some strange insight into the universe.

Where does the Guardian appear in this room? (D4): 1) Right behind you! 2) Across the room. 3) It is already dealing with tunnel creatures. 4) It is patrolling this room but has not noticed you.

Where does the tunnel enter this room? (d6): 1) Floor 2) North Wall 3) East Wall 4) South Wall 5) West Wall 6) Ceiling.

Creatures from the Caves (D8): 1) Rust Monsters 2) Cranium Rats 3) Stirges 4) Xeno Phantasm 5) Automated repair gizmo 6) Rot Grubs 7) Maddened adventurer 8) Roll Twice and combine.

LEGEND: ORB DOOR

SECRET DOOR

SINK HOLE

ONE SQUARE = 5ft.