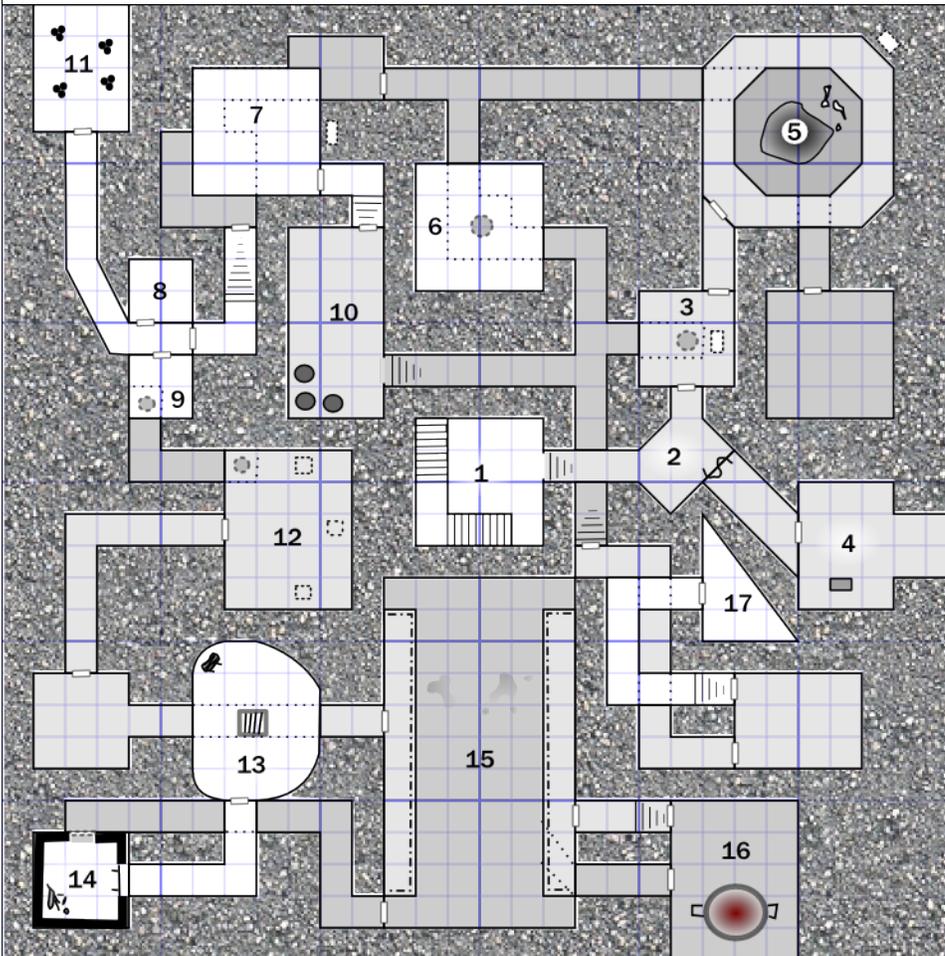


# Triune Labyrinth of Insane Mutations

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Testing grounds of the Triune Cult (Chaotic anti-druids who use their powers to twist nature.) Tunnels/chambers are limestone with flagstone flooring.

## Wandering Monsters

If a random encounter is indicated, roll 3d6 and read numbers from left to right:

1<sup>st</sup> die -2 = # of mutated beasts

2<sup>nd</sup> die = # of believers (ordinary men w/ short swords, leather and shield)

3<sup>rd</sup> die/2 = # of cultists (anti-druids w/ sickles and robes.)

If 1<sup>st</sup> die -2 > 0, also interpret dice results as type of mutated beast: 1<sup>st</sup> die = use Even or Odd column, 2<sup>nd</sup> die = head of beast, 3<sup>rd</sup> = body.

	Even	Odd
1	Bat	Bull
2	Wolf	Dragon/Wyvern
3	Toad	Jackal
4	Orangutan	Owl
5	Lizard	Lion
6	Snake	Scorpion

**Shading** = depth underground

white - 45', light grey - 55', dark grey - 65'  
dotted lines = overlapped room or hidden cache

**Room Key** – unnumbered rooms contain straw, rubble and barrels (1d6: 1 = dried meat, 2-3 = grain, 4-5 = wine, 6 = oil)  
**doors** – locked (2 in 6) unless noted; rooms 4, 11, and 16 may have secret doors to other sub-levels if desired.

- Stairwell:** Lit tiki torch in mount hole, center of floor.
- Bend:** Torch rack, NW wall. Rotating slab (SE) blocked on other side with spikes (visible through crack under slab.)
- Vestments:** Purple robes, red/green borders, on pegs. Hidden trap door. Cache under flagstones: 2,500 gp.
- Shrine:** 2 cultists lighting candles on altar. Candlesticks: 30 gp each. Large silver offering bowl: 15 gp.
- Pit:** Cache, NE upper level: 5,000 sp. Bones on lower level. 80' Pit : risk falling if jumping to upper level.
- Ambush Room:** Upper room 20' above: 1d6 winged killer frogs descend from hidden trap door if they hear noises.
- Hayloft:** Stacked bails, ashen graffiti on floor: "WRAP THE RISING SUN IN STENCH." Cache: *Stinking Cloud* scroll.
- North Cell:** Locked. Insane ogre; roll reaction every turn.
- South Cell:** Locked iron door. Hidden trap door, 20' drop.
- Outfitting Room:** Backpacks, piles of clothing. If disturbed, 2d6 giant screaming rat-headed ants emerge. Three barrels contain 500 gp worth of salt each.
- Stone Cairns:** Breaking cairn curses (1 in 6): use mutant chart for animal features (lasts 1-3 months.) Mutant command amulet under one cairn. Mutants retreat from wearer or obey command; commands fail on 1 in 6.
- Feed Room:** Barrels of rotting meat for mutants. Hidden trap door. One concealed cache below floor contains 600 gp; others release seizure and paralysis gas when broken into.
- Watchpoint:** Ever-burning torch shines through grate in floor to passage below. 1 in 6 each time tunnel is used: upper level occupied by 1d6 believers. Stack of javelins and two oil flasks. Coiled rope ladder in NW can be used to descend through grate (if opened) or in room 14.
- Chimney:** 30' high, rubble (former ladder) on floor, Bars block access to lowest level; upper level ledge in front of east doorway has iron hooks to attach rope ladder (area 13.)
- Grand Chamber:** Two railed galleries on upper level overlook lower level and 10' tall gold statue of mutant in north. Statue is different every time room is entered; it weighs 5 tons and is worth 500,000 gp intact, 20% otherwise. Splatter marks on floor are dried blood. 3 double-headed snake-owls with scorpion stingers roost in western gallery.
- Culture Vat:** Perpetually bubbling goo produces mutants (1 in 6 chance every turn or any time organic matter touches goo.) 5 glowing green gems in bottom of vat worth 300 gp each.
- Mystery Room:** Empty, but large mural on NE wall is magically animated, depicting scenes of history of cult. 1 in 6 chance each turn it will reveal a secret of the cult (including secret door in area 2 or what's at bottom of pit in 5.)