

Watery Palace of the Ooze Behemoth: Level 7 - The Tesseract Prison of the Putrescent Lord

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Overview

There are dark and terrible things in the world that man was never meant to see. When gods dream the dream of reality, dark nightmares creep into that reality. Gods cannot simply wish the darkness away, it is part of the whole. Instead they trap it, entwine it, ensnare it and hide it away. They set up safeguards and hope that no one finds the darkness, but the darkness whispers...

This level is a trans-dimensional trap, designed to contain the Putrescent Lord (PL). The walls and floors are slimy. Slithering tendrils of ooze can be seen creeping across the walls. Constant dripping of water (and worse) is present everywhere. The PL can't leave his chamber until he is released, but he can exert his influence throughout the dungeon, manifesting slime beasts, the **Impish Wizard**, illusions and mind altering magics. The PL knows that adventurers find an easy path even more suspicious than a difficult one...

There is little real treasure here. The PL will "create" enough treasure to hold the adventurers interest. It will, of course, in due time turn out to be worthless or illusory.

The **colored arrows** in the map mark trans-dimensional warps that wrap reality back upon itself. Travel in both directions is possible. "North" is toward the top of the page.

The Impish Wizard

At some point in an earlier scenario, the adventurers should be befriended by a likeable, impish wizard. The wizard is helpful and generous with his magic. He is, however, merely an extension of the PL, created to cajole and convince the adventurers to help it escape. The wizard is powerless to remove the wards or manipulate the stone tablet. The adventurers must do all of those of their own free will. Of course, the wizard can suggest...

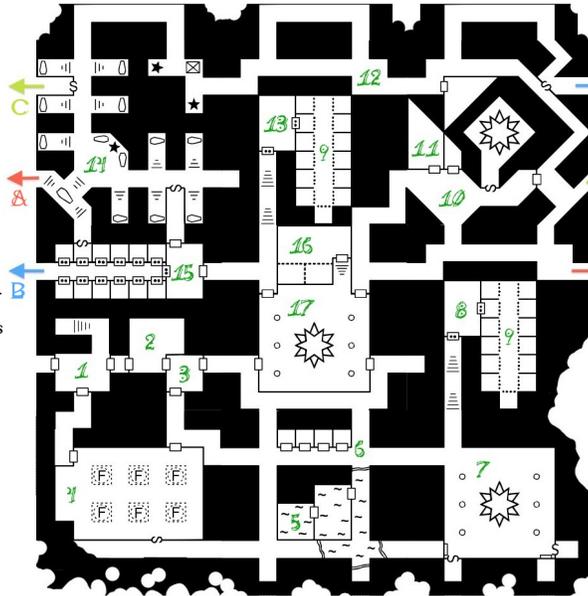
The Stone Tablet

In the descriptions below, text within [braces] is used to describe what is happening to the stone tablet found at #5 on Level 5 "**The Pearly Spiral of the Endless Hunger**". In the absence of [braced text], the tablet can be thought of going inert.

The adventurers must activate all four parts of the tablet by reading them aloud, in order, in the proper rooms before they can gain entry into chamber #17. The doors to #17 are marked with runes similar to those found on the tablet.

Random Encounters (1 in 6 chance)

- Slime pours from cracks in the ceiling
- Tentacles grasp from the walls
- The walls and the floors shake, slide and settle disconcertingly
- 2d6 ravenous slime beasts erupt from the floor
- A wave of slime pushes the adventurers down the hall
- You have stumbled into a large slime-filled pit in the floor
- 1d4+1 Undead warriors on patrol (see #14)
- Apparition of a beautiful woman is seen at a distance



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- [cool, vibrates] The stairs lead up to Level 6 "**The Tunnels of the Slime Crones**". The door to the west leads into a misty corridor that teleports anyone who enters to Level 2 "**The Ebony Obelisk of the Snail Demon**".
- A trio of **Hooked Horrors** are scraping around in this room. One seems quite confused and is possibly affected by the mind-warping powers of the PL.
- Scrawled in blood on the wall is a phrase written in goblin - "The Mud Lord was here". See Level 1 "**The Sunken Temple**".
- [warm, vibrating] The floor pits are filled with sacrifices who will be consumed by the coiling slime when PART ONE is read from the tablet. The doomed wail piteously from their confines.
- [cool] The floor is covered with watery slime, some ambulatory. A pink, leaking organic sphincter in the ceiling will open at a touch. It leads to a tubular passage (slimy but climbable) that leads to #10 on Level 5 "**The Pearly Spiral of Endless Hunger**".
- The Four Gates.** Due to the dimension-warping nature of the tesseract prison, the creator put in some "emergency exits" that could be used for rapid departure. If the appropriate keys are found, these four chambers can be used as one-way teleportation devices to four distant locations of the referee's choosing. The door *wizard lock* at 15th level when the door is closed.
- [warm, vibrating] A dark sphere of energy floats in the center of the room, encircled by glowing white bands of energy. When PART TWO is read from the tablet, the white bands vanish and the dark energy rises up to the slimy ceiling. The slime itself seems to gain a new vitality and energy. All slime creatures and other threats should be maximized once the dark energy is released.
- This room contains a rotting table, two chairs and a ring of rusty keys. A single picture of a beautiful woman with dark hair and seductive eyes can be found, oddly untouched by the slime corruption, can be found on the wall.
- [cool, humming noises] This room exists simultaneously in two locations within the tesseract prison. Entering from #8 means that you will exit to #13 and visa versa. The effect only operates when the party is unaware of its existence (a kind of quantum lock...)
- [warm, vibrating] A madman, once a cleric adventurer, dwells in the small room near this one. He has learned to subsist off the slimes and oozes and dwells here to prevent the PL from escaping. Since he is mad, he is immune to the mind-affecting powers of the PL. He will rant and rave about "the lord of madness" and how it must not escape. He hid the entrance to the secret room and will not reveal it. The interior of the

secret room is similar to #7. When PART THREE is read from the tablet, the PL will feel particularly emboldened and will try to hurry the adventurers to #14.

11. Contained within warding circles and enchantments, the priest of Jubilex (Level 3 "**The Coiled Grottoes of the Slime Spaw**") has hidden his heart in this chamber. He cannot be killed until his heart is destroyed.

12. **Vortex.** Magic of any kind ceases to work inside this area. The **Impish Wizard** will refuse to enter the area, because, if he did, he would immediately vanish from existence. Prisoners from #15 or sacrifices from #4 will regain their senses while here. Some might recover fully (referee's discretion)

13. This room contains a rotting table, two chairs and a ring of rusty keys. A single picture of a beautiful woman with blonde hair and seductive eyes can be found, oddly untouched by the slime corruption, can be found on the wall.

14. [warm, vibrating] The mortal remains of thirteen warriors, once tasked with guarding the tesseract, are interred here. Over time, they have been corrupted by the foul emanations of the PL and are now a strange **wight/mummy** hybrid that still defends the area. The warrior leader has a +2 *frostbrand holy sword*. This turn of events frustrates the PL to no end. He looks forward to the adventurers destroying the warriors and activating PART FOUR of the tablet.

15. [cold] The PL has entrapped and mind-wiped adventurers that have failed to release it. They are emaciated, drooling and pathetic. 1d4 cells are empty. [Roll random occupants](#). The adventurers will possess any treasure that was imprisoned with them.

16. [ice cold] The door is carved with runes indicating good and law. It will open at a touch. In the cells beyond wait two **Avenging Angels**. If released, they are strong enough to bar the SE and SW doors, effectively keeping the PL entrapped within the level. They will however weaken after 10d10 years and they will warn the adventurers of their eventual demise...

17. [HOT!] **The Putrescent Lord** dwells here. It is an enormous behemoth, capable of attacking each adventurer multiple times each round with its tentacles. It has magical powers over illusion, darkness and sanity. The true way to destroy the PL is to destroy it with the stone tablet. That involves getting the stone tablet **INSIDE** the monstrosity and detonating it with ice/cold magic. If the adventurers are here, the PL can now escape from the tesseract prison. He will attempt to devour the adventurers, as a reward for releasing him, to gather energy for his slithering trek to the surface. It cannot be reasoned with. It is a primal force of chaos and destruction, motivated only by its urges and a need to escape.