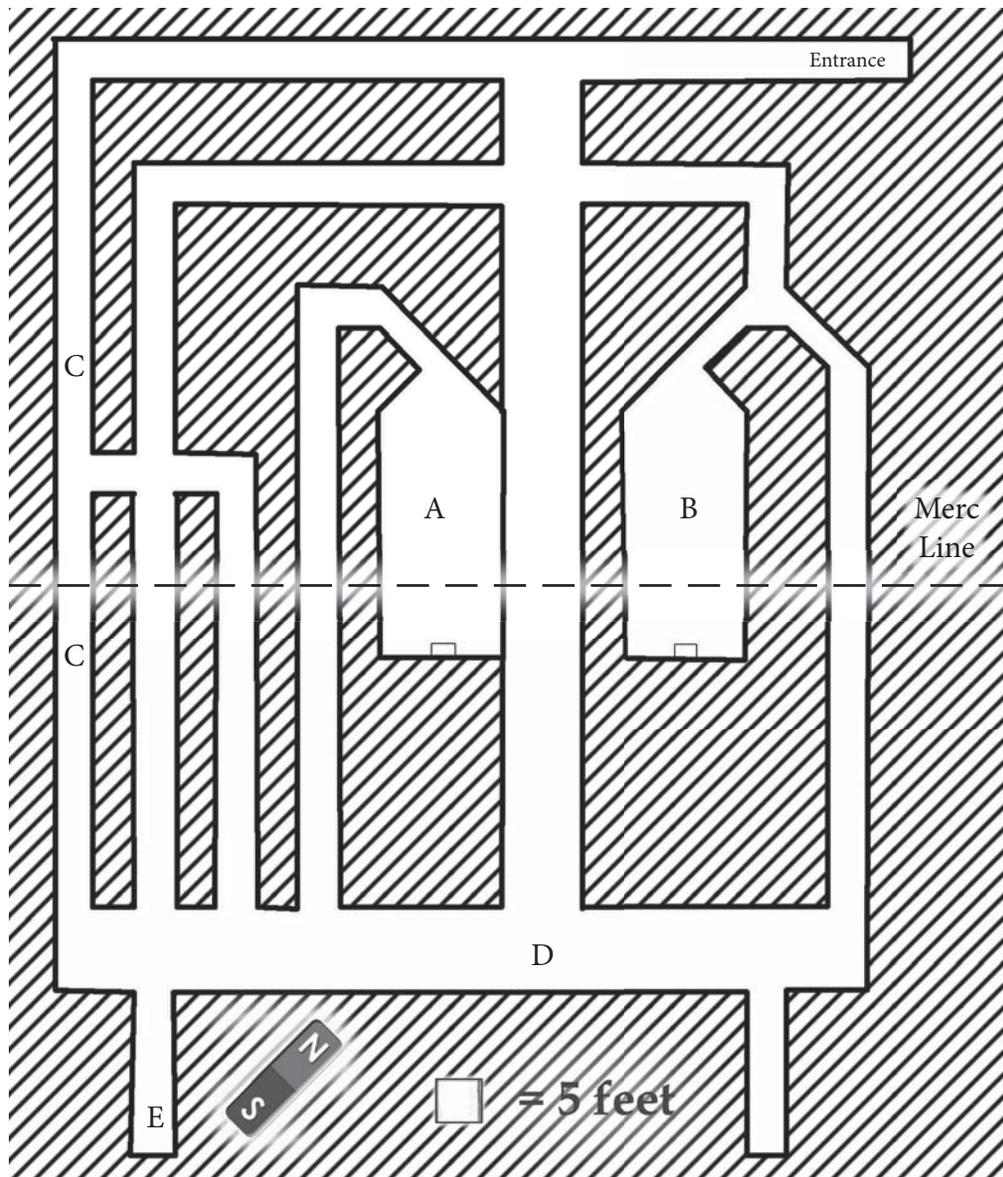


Dungeon Rooms



The Halls of Power (Part 2/3) by Michael Getridge

These ruins were built by an ancient civilization intended to maintain energy throughout the kingdom. Hordes of slaves walked these halls generating electromagnetic fields powering this vast complex. With the fall of the kingdom all that remains are several ruins buried beneath earth and rubble.

The heroes are hired to search for the legendary EMMC Stones. These stones are reputed to be able to generate energy to help in making powerful magic items. The heroes must wander from location to location to find and retrieve the EMMC Stones and escape.

Easy enough, however they are not the only ones looking.

A. Transistor Trap: Activates once it is entered. A bolt of electromagnetic energy lashes out and pushes 1d6" in a random (d12) direction but never toward the door. Very difficult strength feat to halve distance, less difficult with two heroes in the room and deactivates with three or more. Door is false. Activates Location D.

B. Transistor Trap: Activates once it is entered. A bolt of electromagnetic energy lashes out and pulls 1d6" in a random direction but never away from the door. Very difficult strength feat to halve the distance, less difficult with two heroes in the room and deactivates with three or more. Door is false. Activates Location D.

C. Resistor Trap: Debris composed of carbon and magic-oxides. Critical success is required to notice the debris is purposefully placed here blocking the passage. If it is removed it may cause Location D to overheat; both Location C removed Location D will overheat and cause serious heat damage.

D. Iron Core Inductor Trap: This trap activates when entered. This passageway is circular; walls are lined with iron wrapped in copper coils. This tunnel, when activated, magnetizes all metals within; metal armor reduces movement, metal weapons reduce fighting skills, metal missile weapons half range and reduced skill.

E. Electromagnetic meteoric capacitor stones

Notes for traps: The bolts of energy in Location A & B cause no immediate damage but may cause damage by pushing/pulling the heroes into the walls. If hit with a bolt of energy all metals are magnetized. Effects are same as Location D. All penalties are cumulative.

The Electro-Magic Effect

All traps work off the electromagnetic field principle. As the heroes enter the corridors their natural electromagnetic fields generate the power needed to activate the traps. If eight or more characters enter the dungeon all metal takes on the effects of Location D. Location D is where the heaviest EMFs are generated. If all traps are activated, Location D pulses an EMF that holds in place all metal objects. Armor must be escaped, weapons are useless.

In case of overheating (all of Location C is removed), Location D will emit a weak EMF causing the entire complex to do 1d6+d6/rnd in heat damage. At 5d6, complex will melt.

Mercenaries for hire

Someone has hired mercenaries to retrieve the EMMC stones. These mercenaries are a hardy lot and equally thorough. A minimum of 12 will enter after any player crosses the Merc Line. They begin by splitting up in groups of three to search for the stones. Each group that enters Trap A or B will require a difficult Intelligence feat in order to deactivate the trap and be freed. Location C likely will be circumnavigated.

Activated trap effects are cumulative.

Notes on Experience: Experience needs to be awarded for teamwork, ingenuity and bonus experience for anyone who recognizes the dungeon as a schematic for a Simple High Voltage Generator