

The Planeshifted Insectarium of St. Tindalonius

A renowned weaver of magic, explorer extraordinaire and collector of the peculiar, Tindalonius was a person of no small merit. His earthly time ended as he reached godhood by unknown means, leaving all his wealthy seclusions, experiments and creations to slowly fade away, ownerless. The Insectarium is one such place, an oasis of exotic fauna and obscure knowledge, forgotten and ripe for the taking.

DESCRIPTION:

RANDOM TABLE:

MONSTER	LOCATION	LOOT	ENCOUNTER/EVENT
---------	----------	------	-----------------

The Floating Spire

A non-euclidean spire looms overhead, visible from all spots in the Insectarium, omnipresent, but unreachable. This is why you have come here...

Contemplating Booklice

Forgot what it wanted to do, mumbles to itself. Whispering attracts its attention. If helped to recall what it wanted, will fly to the Spire and start eating it. (HD 3; AC 15; 1d6/1d6 wing slice)

Jumping Klazomaniac Spider

Screams random names, 40% it says PC name. If they respond, it will pay attention. Looking for its 5 children. If found, will jump to Spire and spread its web for the PCs. (HD 4; AC 16; 1d6 mandibles/1d12 body slam)

Cobwebbed tunnels, save vs. Paralyzation or get stuck.

Mantis Temple relics (d4)

Gospels of Mantis Religiosa (if read, 5% chance you begin fervently worshipping the insect God)

The Mandible Sword (+3, 50% chance to decapitate the victim instantly; can't be resurrected; save vs Magic or become addicted to using the weapon)

The Emerald Carapace Robe (+3AC; wearing it continuously incurs a weekly save vs Magic; fail and the robe becomes harder to take off, yet the bonus increases by +1AC each time, as it melds with the wearer, turning him into an insect)

Mantis Nymph Amber Stone - exotic and expensive; if taken out of the Insectarium, the insect will escape after a day and begin a process of endless metamorphic growth.

Bullet Point Ants

They protect the hive and talk in lists. Intrigued by weird facts. If PCs are worthy, will grant entry to the Queen. (HD 2; AC 13; 1d8 mandibles)

Trivia Ant Queen

Thirsty for knowledge of other worlds. If impressed, will reveal one way to reach the Spire. (HD 3; AC 15; 1d12 bite)

Antholith

Giant sedimentic nest with remnants of a dying hive. Dark twisted pits.

Derelict Temple

A hollowed out menhir used by an insect cult, now devoid of life. Echoes of a chanting choir are heard in its giant nave.

Librarynth

Dusty labyrinthine library. Smells divine. Every 1h spent inside, gain a class bonus (a spell, save bonus, etc.) On 3rd hour, save vs. Magic or go insane. 90% chance it contains any desired book. 80% chance any book will disintegrate on touch due to being stored in neglected conditions.

Spire of St. Tindalonius (d3)

*PCs should always find any one item of great importance to the campaign.

Spellbook (contains all MU spells up to level 5, but with an insect twist)

Magical Scroll (if deciphered, save vs. Magic or suffer instant amnesia)

Cicada Circlet (wearer can speak with insects, but unable to use any humanoid language next 2 days)

ROLL D7:

Planeshifting Chaos 1

The Insectarium shakes as it enters another plane of existence (save vs. Magic or get sucked back into your original plane)

Whispers in the Air 2

Strange incantation echo through time and space (save vs. Paralyze or be dazed, compelled to walk off the platform)

Bullet Pointless Ants 3

Mute drones who forgot their lists. Forever sad and angry. Attack on sight. (HD 2; AC 15; 1d8+5 mandibles)

Screaming Spiderlings 4

They rush at you swiftly, screaming. Look vicious, but all they want is to cuddle up with you and chirp. Want to find their mom. (HD 1; AC 12; 1d6 bite)

Mantis Cult Survivor 5

Insane humanoid who escaped being eaten by its God. Wails obscene apocalyptic verses. Hungry, wants to eat you. (HD 1; AC 10; 1d4)

Mothling Swarm 6

They glow with a warmth of a hundred dark suns. Their touch dries things and causes sunburns (HD 3; AC 17; 1d3/1d3/1d3, 10% rust item each strike)

Calming Cricket Sound 7

Nothing happens

Moth God Guardian

Utters warnings of what it is guarding. No second chances, no debate, kills anyone who comes closer to the God. (HD 7; AC 18; 2d6 pincer, 2d6 horns)

Athlas God Moth

Ancient. Devoured the Suns of innumerable worlds. If released, it will destroy the Insectarium. It will kill anyone in it's way. Illogical and immortal.

God-Cage

Nothing but darkness. The cage is infinite, you are lost if you descent.

Stefan "The Moth" → xmoonxhowlerx

<https://verbum-ex-nihilo.blogspot.com>

<http://creativecommons.org/licenses/by-sa/3.0>