

The Flooded Factory

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Random Encounters (d8): 1. One mutant cleaning up corpses 2. 1d4 mutant swan, confused and lost 3. Heavily mutated adventuring party 4. Mutant child who is rapidly aging 5. 1d4 mutants experimenting on corpses 6. Fungus-covered corpse animates 7. 1d4 mutants cutting off their own limbs 8. One mutant making "art" from body parts

An Ambitious Experimenter

Trying to create the ultimate being, Kallen made many horrific creatures using a powerful sphere. The device he created to control sphere's power broke, and his attempts to shut off the device were unsuccessful. His body started to dissolve before he could reach the sphere. He has remained there, so close to the edge of his journey, for hundreds of years. Removing the power source is the only way to end his curse.

Decaying Mutants

Kallen's creations took control of the factory, and they follow in their old master's path. The factory flooded, and the moist environment caused rapid decay. The purple fungus that now fills the factory introduced a random element that made the mutations much more wild and powerful. The mutants have seen this as a sign that the water is helpful to their goals, and insist that everything be moist at all times. They are stuck in an endless cycle, carving off pieces of themselves that grow like cuttings from a plant, filling in the gaps in their ranks as they inevitably perish in piles of miss-hapen flesh.

0. Entrance

Stairway [narrow, mud, slippery], **mushrooms** [purple, glowing], **moisture** [dripping, humid]

The entrance is **covered** in **brush** and **debris** from the above-ground structure, but is not well hidden.

1. Fungal Foyer

Stairway [narrow, muddy, slippery], **moisture** [dripping, sticky, humid], **mud** [thick, oozing], **spores** [amber, light, floating], **shriekers** [large, purple, growing from corpses, glowing], **corpses** [mutated, rotten, dismembered, humanoid, strewn], **smell** [unusually strong, mint], **door** [covered in fungus, not visible]

The **shriekers** make a **loud noise** if a bright light gets near them, **alerting** nearby mutants. The heavy cloud of spores makes it **difficult to breathe**. The door to [2] is hidden behind a thick coating of purple fungus.

2. Crypt

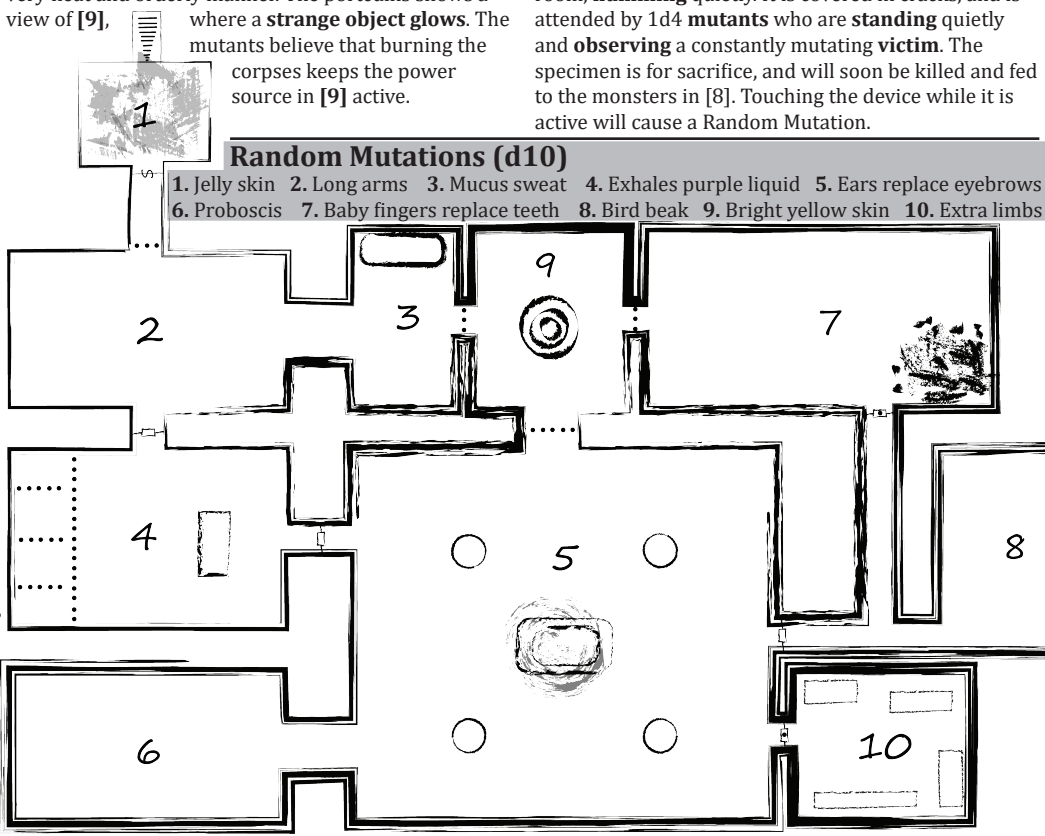
Portcullis [10' wide, rusted, stuck], **corpses** [huge piles, missing limbs, fungus, vines, growing carrots], **fungus** [purple, covered, glowing], **vines** [thin, pale brown, dry, brittle], **carrots** [mutated, inside corpses, large, purple, bulbous], **water** [5" deep, flooded, dirty, rancid]

If someone enters the room, there is a small chance the **portcullis** will be **knocked loose** and fall. The carrots will cause mutations if eaten. Some of the **corpses** are of previous **adventurers**, and can be looted if anyone is brave enough to look through the pile of rotting corpses.

3. Oven

Archway [glowing, heat, flickering light, dried fungus], **oven** [15' wide, roaring fire, burnt corpses], **corpses** [half-burnt, dry, oven, piles, cracked skin], **smell** [burnt flesh, nauseating], **chalk marks** ["NOT MOIST", faces, strange, mutants, scribbles, gibberish], **portcullis** [embedded in ground, view of an object and piles of gold, pale green glow], **pipes** [connect the oven and the east wall, thick, covered in soot]

Corpses have recently been **placed** inside the **oven** in a very neat and orderly manner. The portcullis shows a view of [9], where a **strange object glows**. The mutants believe that burning the corpses keeps the power source in [9] active.



4. Moist Altar

Door [soggy, splintered, rusting], **flooded** [1' deep, putrid, slime], **altar** [slate, black, smooth], **mutants** [experimenting, singing, jubilant], **equipment** [medical, tubes, saws], **prison cells** [rusted, broken, chains, prisoners], **prisoners** [frantic, emaciated, wrinkled, mutated, growing mushrooms, chained], **murals** [faded, disjointed, confusing, faces, agony]

1d4 **mutants** are **experimenting** on **prisoners** on the altar, **filling** them with purple **water**, and sawing off flesh. The mutants insist that **prisoners** be kept **moist**, and are not easily distracted. If they run out of prisoners, they will use any nearby "volunteers."

5. Mutating Device

Device [15' long, broken, cracked, green glow, magical energy, bright, changing], **sacrifice** [humanoid, mutating rapidly, dissolving], **mutants** [observing, surrounding, solemn], **goop** [fleshy, piles, bloody, rotting], **acid** [ceiling, dripping, blue, sizzling, splattering], **shelves** [jars, body parts, amber liquid], **portcullis** [embedded in ground, view of an object and piles of gold, pale green glow]

A large, multi-faceted **device** sits in the **center** of the room, **humming** quietly. It is covered in cracks, and is attended by 1d4 **mutants** who are **standing** quietly and **observing** a constantly mutating **victim**. The specimen is for sacrifice, and will soon be killed and fed to the monsters in [8]. Touching the device while it is active will cause a Random Mutation.

7. Master's Folly

Door [locked, thick wood, sturdy], **shelves** [broken, piles], **jars** [smashed], **pile** [miscellaneous trash, next to door, corner], **portcullis** [embedded in ground, view of an object and piles of gold, pale green glow], **panel** [next to portcullis, green circle, small hole]

This room was once a storeroom that held food and other items. Now it is used as a **trash room** by the inhabitants. The most notable occupant is the **former master** of the dungeon, **Kallen**, who is **stuck** to the **ground** near the portcullis. His **legs** have **dissolved** into a fleshy mess, and he is unable to move. The rest of his body is a constant **state of flux** as it goes through grotesque mutations. He will **beg** to be killed. Hidden in what remains of his legs is the **key** to [9].

8. Recycling Room

Glow [pale green, blindingly bright], **magical energy** [shifting, swirling, mutating], **fumes** [toxic, odorless, invisible]

This room is **filled** with mutations gone wrong, once-human **beasts** that constantly **mutate**, growing parts that fall off only to regrow once more in an even more grotesque shape. The beasts constantly **feed** on the fallen body parts, which sometimes **grow** into new beasts. The beasts are **distracted** by their constant need to consume, and **ignore** any intruders. If anyone gets close enough to the fray, they may be mistaken for food and consumed.

9. Power Source

Sphere [glowing, pale green light, powerful magic], **plinth** [holds the sphere, ornate, stone], **piles of gold** [surrounding the plinth, glowing, shifting slightly], **portcullises** [east, west, and south; embedded in ground]

The **sphere** is the **power source** for the **device** in [5]. Touching it with bare skin causes a permanent Random Mutation. If it is **removed**, the **mutations** will **cease** and all the mutants and beasts will **die** in 1d6 days. The sphere can be used to induce mutations in others, but the user risks mutating themselves. If the **gold** is **touched** while the sphere is in place, **spikes** will come out of the **floor** and **walls**.

10. Armory

Door [metal, barred window, strong lock, blood streaks], **gem** [mutating, blood streaks], **weapons and armor** [rattling, mounted on wall, ornate, dusty], **chest** [worn, dusty, ammunition, equipment], **dust** [thick, footprints to door], **whispers** [ominous, incomprehensible]

The **gem** on the **floor** causes intense **pain** and **bleeding** if touched. The **weapons** and **armor** are **haunted** by the spirits of dead guards. The **equipment** is good quality, but anyone who uses it will hear the **whispers** as long as it is held or worn.