

type device beside this receptacle. There is another similar receptacle, but smaller, next to the floor on the far side of the machine. If the room is paced out, it is forty feet east and west by eighty feet north and south.

NOTES FOR THE REFEREE: This is a matter-conversion machine. When materials are placed in the larger hopper and the operator says into the microphone what object is desired, the material put in is converted to the object desired, which comes out the other side. Twice an object's weight in raw materials must be used; for instance, if a flashlight is wanted, it takes twice that flashlight's weight in other types of materials for the machine to function. It will "eat" amounts of raw material insufficient to construct the desired object, or material which exceeds the needed amount. If volatile substances are put into the machine (such as gunpowder or gasoline), the machine will explode, killing everyone in the room.

XXXIX: The beams of the flashlights reveal an empty room with no apparent exits.

ON CLOSER INSPECTION: When the first character enters the room, a dazzling light blinds him/her and all other characters who have looked into the room.

NOTES FOR THE REFEREE: Only the presence of heat (such as body heat) will activate this light. It will turn on every time someone enters the room, and turn off if all characters leave the room. If someone remains inside, the light will turn off after one round, then on again one round later, and so on.

UPPER TREASURE ROOM: The beams of the flashlights reveal a large room with a pile of stuff in the southwest corner. There is the smell of dung in the room and players can also see a pile of bones along the northern wall.

ON CLOSER INSPECTION: The bones are all human except for one bear skull. There are several sacks in the pile in the corner. If the room is paced out, it is forty feet east and west by sixty feet north and south.

NOTES FOR THE REFEREE: One sack contains three potions of extra healing in milk bottles; another sack contains an ebony wand case with a wand of magic missiles that none of the campers will be able to use; another sack contains boots of levitation, and another sack contains a +3 mace. Under the sacks is a coffer holding 30 pieces of jewelry, worth 250 gold pieces each.

CLOSET: The second floor closet is lined with empty coat pegs. Above these are shelves for hats. There are all sorts of hats there: top hats, stocking caps, ski masks, leather hats, felt caps, wool caps, and cloth hats. On the floor are several different sizes and types of rubber boots. There are enough of these to fit all the characters if they all wish to wear boots and hats.

WASHROOMS: All second-floor washrooms are the same. They have a sink with a mirror and an empty cabinet behind the mirror, a stool, and a bathtub. All of them work perfectly well and will not overflow. All washrooms are made of the metal that all of the other rooms are walled with.

Third Floor

NOTES FOR THE REFEREE: Every one of these rooms is covered in green tiles that are four inches square. These tiles are unbreakable and cover the walls, floor, and ceiling. All noise in these rooms is magnified so that sound volume is doubled. The noise made by a rifle shot will do 1-4 points of damage to all creatures in the same room. Sound also carries up to three rooms away so that no one is ever surprised by anything.

1: The beams of the flashlights reveal a glowing pillar in the center of the room. There is another exit on the opposite wall.

ON CLOSER INSPECTION: If the room is paced out, it is thirty feet square. The pillar is a 10-foot-diameter beam of light emanating from the ceiling, with an indistinguishable shape inside about 3 feet off the floor.

NOTES FOR THE REFEREE: If the beam is broken in any manner above the creature that is inside, the light goes off and a hell hound is released. Tossing things into the light will cause them to go through and then fall to the floor, but the beam is not broken. The hell hound will follow and attack retreating players until it is dead (HP: 40; #AT: 1; D: 1-10; AC: 4; SA: Breathe fire).

2: The beams of the flashlights reveal a room with one exit plus a spiral staircase. There is a leather sack suspended in the air in the middle of the room.

ON CLOSER INSPECTION: The sack is ten feet above the floor and appears to be filled with little round things. It is drawn tight and is about three feet long by two feet wide.

NOTES FOR THE REFEREE: These rooms are all the same, though they vary in dimensions. The sack is magnetically positioned and if someone applies more than two pounds of pressure on the thing, it will fall to the floor. It is filled with several thousand ball bearings that weigh five ounces each.

3: The beams of the flashlights reveal a science lab of some type with benches that have many different types of microscopes on them. There is another exit on the opposite wall.

ON CLOSER INSPECTION: There are a total of twenty-two benches and each one has a different type of microscope. There is a huge one in the northeast corner of the room that is too big to fit on a bench. The tables are also filled with slides, glues, and the materials to make other slides. If paced out, the room is ninety feet east and west by thirty feet north and south.

4: The room glows from its own purple light. There is another exit on the opposite wall. There is a pile of bones in a southern corner.

ON CLOSER INSPECTION: The bones are dried, yellow human ones and fall apart upon touch. It feels very hot in this room. If paced out, it is sixty feet east and west by seventy feet north and south.

NOTES FOR THE REFEREE: For every 60 seconds the players stay in the room, over and above the time it would have taken to pace it out, they will take one point of sunburn damage from the action of the ultraviolet light.

5: The beams of the flashlights reveal a room filled with benches and metal parts of all different types. There is some type of robot in the northeast corner of the room, and another exit on a side wall.

ON CLOSER INSPECTION: The parts all appear to be used to make robots; there are several things that must be robot heads, robotic tentacles, robotic legs, robotic chests, and robotic hands. There are wires and transistors everywhere. If the room is paced out, it is sixty feet east and west by seventy feet north and south.

NOTES FOR THE REFEREE: If the players ask about tools present for putting robots together, you ask them what they think should be there—and whatever they name will be there. The robot in the corner is activated by touching its left shoulder with anything metal (HP: 100; #AT: 1; D: 5-50; AC: 1; SA: None). When started, it will advance on the players and attack. If the players flee, it will start roaming the building and there will be a 10% chance of meeting it in every third room.

6: The beams of the flashlights reveal a room coated in what appears to be red plastic. There is another exit on the opposite wall.

ON CLOSER INSPECTION: The red stuff is hard enough to walk on.

NOTES FOR THE REFEREE: As a character takes his/her tenth step into the room, feet or foot coverings will stick to the floor, and no amount of pulling will rip shoes or other footwear loose from the floor. This action works with all things from socks to bare feet. Moisture is the only thing that frees the stuck materials; bare feet will sweat enough in sixty seconds to free themselves. After sticking once and being freed, another ten steps will cause a character to stick again.