

Escape From the Lost Laboratories

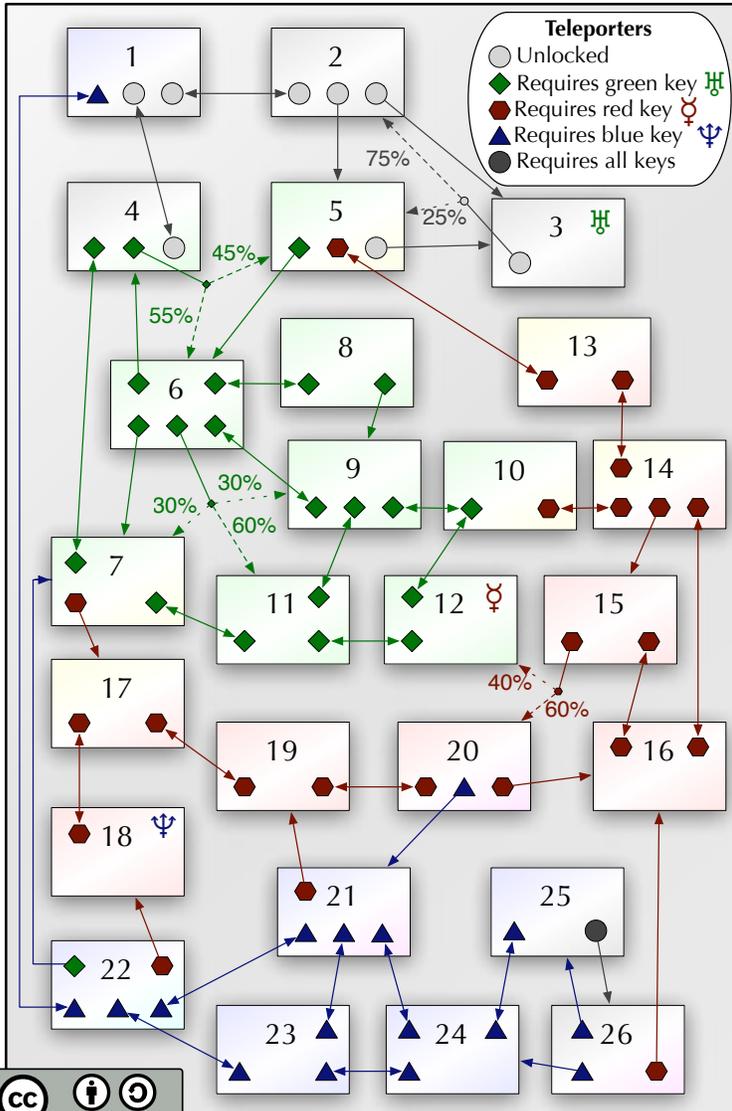
During a barely remembered golden age, a cabal of wizards constructed a series of experimentation chambers, scattered all over the world. To protect the public from accidents, great magical effort buried the chambers deep underground, with no connections at all to the outside world. With their intimate knowledge of the details and location of each chamber, the wizards simply teleported in and out of the laboratories, but their assistants and other minions could not. So the wizards connected the chambers with a network of teleportation circles, to allow minions with the proper keys to move about the labs.

The wizards have long since passed and, with them, the knowledge of the lab network. Even the few teleportation circles that would carry their minions into the labs from the surface were destroyed and forgotten. The network remains powerful magic, however, and undulates throughout the world. Occasionally, it malfunctions and "captures" creatures from the surface world, especially when strong magical events occur there. Events like the one that just happened around the PCs, transporting them all into room one...

The teleporters connecting the chambers are easily spotted, circular patterns glowing silver, green, red or blue. The silver circles transport any living creature, but the others require a key of the corresponding color to be held when the circle is activated (though the circle remains active to anyone for 30 seconds after this). Travellers arrive stationary to the destination's frame of reference.

Circles give off telltale sounds when used (listed in parentheses). Most teleporters are linked to another, providing two way travel (*wushhh*), arriving on the corresponding circle. Some work in only one direction (*kishhh*); travellers arrive at a random (but safe) location at the destination. Some of the one-way circles are malfunctioning and randomly send travellers to the wrong room (chance listed on map; *liss* for most likely path, *shaaak* otherwise). When this happens, all travelling on that activation of the teleporter arrive at the same place.

The keys are obviously magical, ancient and of unfathomable construction. Once every few years, the network reclaims the keys, wherever they are, teleporting them back into a random room in the network. The PCs are fortunate that the keys currently reside in rooms that will allow them to reach the control room and get home. Others have not been so lucky...



Unlocked Section

1 Unfinished Lab: Water drips in slowly. Next to a corpse in remnants of fashion from last century, a name is carved into the cave floor, followed by "No hope".

2 Item Repair: Bones of over fifty different humanoid are piled among stone work tables, endlessly sifted by the ravenous undead remains of five cannibals.

3 Endless Foundry: Clockwork slowly, but methodically, assembles mechanical beasts from the myriad parts scattered all over. The green key is here, having been used as a central component of the largest of the beasts.

4 Temple to a Magic God: This large cathedral is still consecrated (and quite impressive), but water seeping through cracks has filled it entirely.

5 Fabrication: A large, partially assembled, stunningly beautiful contraption of stained glass dominates the room. The room's air, alas, is no longer breathable.

Green Section

6 Vestibule: Alcoves with exquisitely detailed statues of various spell casters surrounds a long dry healing fountain. Liquids poured into the fountain are purified into pure, fresh water. With enough water, the fountain could work again.

7 Glass Works: A bizarre glass works, with still active furnaces. Active, because the place is crawling with fire elementals.

8 Blast in the Past: Devastated by an ancient magical accident. Remaining stray energy attracts mindless extra planar creatures who now lair here.

9 Demonstration Theater: The devil in room 11 keeps three ogres, who appeared several days ago, here for entertainment. It will likely eat them before they starve. It has corrupted this room into a shrine to its own greatness.

10 Grotto: Magical light sustains an arboretum grown amok, complete with birds. Growing by the red circle, a huge, fireproof, tree-like fungus waits to feed.

11 Alchemy Lab: A devil captured by the network eventually discovered how to work the circles connecting rooms 7, 9 & 11 without a key. Able to teleport on its own, it comes and goes as it pleases. It wants to gain control of the network, but knows only these rooms so far. It is often here experimenting on the elementals from room 7, attempting to unlock more circles. Though it cannot teleport others, it might be convinced to help the PCs, for an obscenely high price.

12 Flight Lab: A plate on the floor instantly transfers everything landing on it to the ceiling, causing it to fall in an endless cycle. The teleporters are on the wall (the balconies around them are long since destroyed). Scattered debris falls forever, including the red key. PCs are likely to be injured by debris until they catch up to its speed (terminal velocity). A few zombies are also falling.

Red Section

13 Conjuraction Lab: An imp, once a familiar, was abandoned here. His boredom ended when he figured out, when the stars are right (once every few decades), how to gate in another imp. Now it's starting to get crowded.

14 Trap Proving Grounds: Six chambers in which room traps were developed. Many of them are still armed. The wizards used to give the red key to expendable minions and see if they could reach the teleporters through the traps.

15 Enchantment Lab: A magical fog (condensation of the room's ambient magic) inflicts temporary "confessional insanity". Victims yell out secrets at random intervals. The wide, high ceiling—close to collapse—doesn't like loud noises.

16 Transmutation Lab: Several hundred years ago, a visitor unwittingly activated a long dormant experiment here. Ever since, the direction of gravity randomly switches every few seconds.

17 Human Trials: Years of atrocity in this room created dozens of extremely angry spirits. Millennia of exposure to the room's residual energy allows them to shoot energy out of their mouths.

18 Bestiary: Filled with towering crystal chambers holding Very Bad Things in suspended animation. The blue key is here. Inside one of the chambers.

19 Climate Lab: The air and other elementals who shaped the weather in this vast chamber during the network's heyday change their mood every decade or so. Currently, they like it extremely cold and windy.

20 Targeting Range: An extended family of creatures who can phase through stone has made this vast, columned chamber home for centuries.

Blue Section

21 Time Lab: Ancient experiments have left random pockets of accelerated and decelerated time throughout this chamber. Some are obvious. Most are not. Some only activate when magic items enter them.

22 Council Room: A stone table seating 100 sits at the center of a silver pentagram. Five animated stone enforcers stand opposite each point of the star.

23 Smithy: Magical constructs with very large hammers waiting for years to do what they were built to do: pound things. They've grown a bit...twitchy.

24 Necromancy Lab: A thousand years ago, a not so wise dragon was pulled into the lab and managed to gather all the keys. She happened to be in this room when the network reclaimed the blue key, leaving her trapped. Her rage and the dark energies of this room combined to turn her into a powerful lich.

25 False Control Room: A convincing (but heavily trapped) facsimile of the network's control room conceals the circle that leads to the real thing.

26 Control Room: A massive, inscrutable device seems to grow out of the rock. If the PC's can figure out how to use the contraption, it will teleport them safely anywhere they want to go.

