

Seven Spindles and a McGuffin

by Wordman

Background

Fantasy? Pulp? Sci-fi? Horror? Supers? Up to you. We know this for certain: the now vastly important whoziwhatsit was buried with the Important Guy, who did the thing, in the place, back in the day. Rumor puts his resting place in an underground complex that has remained undetected...until now.

How to use this map

Print two copies, one for main use, the other for parts. From the latter, cut out the six circles on the right and the large circle in the center of the map. Place the six smaller circles (in any order) onto your main map's dark circles. Each of these circles represents a large **spindle** that rotates, changing the configuration of hallways and how (or if) rooms connect. Every ten minutes of game time, each circle rotates 45° clockwise. Overlay the large circle onto the main copy, with hallways at 8 o'clock and 12 o'clock. For now, this spindle is locked in this position.

Sea Section

A **natural cave** connects to the sea providing one of the entrances to the complex. Rowboats can be through most of the cave; however, at high tide, the very end of the chamber will be almost completely flooded. The hallway leading from the cave into the complex floods to some degree (how much depends on the tides). When a spindle connects a passage to here, fresh sea water will flow into the spindle and wherever it leads. A tribe of intelligent (though primitive) **amphibious humanoids** have claimed this section as their home. A bad experience with a trap in the center spindle has made it a tribal taboo to enter there.

Fissure Section

An earthquake opened this fissure several decades ago, exposing this part of the complex to the sky. While the sides of the fissure are steep, the rubble strewn floor of the rift gradually slopes upward to the surface. Rooms ripped open by the fissure form cave-like entrances to the complex, several dozen feet above the rift floor. A number of **unsavory creatures** from the surface have made it down here over the years, though few have penetrated far into the complex.

Fungal Section

The fungus grown for food long ago in the cave in this section has mutated into semi-sentient, mobile form. **Fungal creatures** have spread throughout this

section, along with several species who have been '**converted**' by spores. These species live in symbiosis with the fungal creatures, eating fungus to survive and supplying waste (and their own remains) to feed the fungal creatures.

Factory Section

The **clockwork/golems/robots/automata** who once provided manufacturing labor in this section still remain. While some have broken down and others standby for humans to come along, a few carry on with their duties. None will leave this section or go through secret doors without correct orders. The lone vent to this section has been clogged for some time and, combined with the waste output of the manufacturing work, the air in this section is **fairly toxic**.

Memory Section

Once a religious or bureaucratic headquarters, something (undead, cursed crystals, insane AI) repeatedly tries to **overwrite memories** of visitors with those of past inhabitants. Also, several chambers act as a prison for immortal beings, who will try to **trick the group** into deactivating the devices that contain them.

Tomb Section

A catacomb containing remains of once renowned, but now forgotten people. Up the stairs is the resting place of Important Guy, complete with **many false tombs** and other surprises.

Specific Locations

Certain locations are marked with letters on the map. They are:

- C** This collection of rooms houses **controls for the spindles**; however, a malfunction now prevents the center spindle from rotating. The characters (perhaps with parts and help from the factory section, perhaps not) should be able to correct the problem and gain control of the spindles.
- M** This room contains the **McGuffin**.
- T** This room is actively used as a **temple** by the current inhabitants.
- V** Each of these rooms sits at the bottom of a 3' diameter **air shaft** up to the surface. Most shafts have a small structure built over them there, keeping most of the rain water out. Even so, a grate covered pit in the floor collects excess water and whatever else might fall down the shafts.
- Z** This room was once a shrine or temple to one deity or another, but the current inhabitants don't care.

