

THE CENTER FOR UNIVERSAL MUNIFICENCE

LOWER LEVEL

Location 1-4

- ~12 supplicants including Vittoria, 5 meet-and-greet including Mikla, 3 overseers including Parrgukah
- Ritual in rooms 2-3
 - Potion: Sweet Water, the ceiling waterfall from #18
 - Disintegrating mist of contributors' valuables and treasure from #10, centipedes crawl on everyone and bite, survivors are elevated to insiders (staff)
- Ankheg, 6 hd
 - 34 hp, AC 2/4, 3-16/1-4, acid squirt*
- 9 centipedes, ¼ hd
 - 1, 1, 1, 2, 2, 2, 2, 2, 2 hp, AC 9, weak poison
- Embedded in creatures' heads
 - 4 ornamental gems in 4 centipedes, 10 gp each; 1 ornamental gem in ankheg, 15 gp
- Room 4 *✓ suffer space antirealism supply*

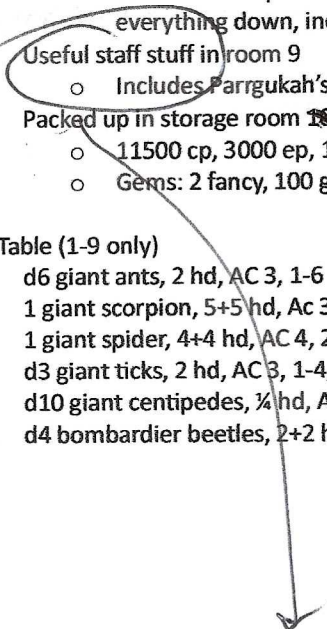
Location 5-6

- Tiger flies: lesser priests – happy to explain
 - Bzzk, male, 6 hd: 27 hp, AC 4, 2x 1-8/4-24*, poison
 - Kwva, female, 4 hd: 16 hp, AC 4, 4-16, paralysis
 - Scroll: Protection vs. devils (works vs. Law)
 - Suspended bodies with developing larvae
- On display in room 6
 - Sword: +2, Plate mail: +1
 - 2 semi-precious gems, 35 gp each; 3 semi-precious gems, 50 gp each; 1 semi-precious gem, 100 gp; 1 fancy gem, 90 gp

Location 7-9

- Coating/swarm, 3+3 hd (gray ooze)
 - 18 hp, AC 8, 2-16, corrodes metal
 - Coalesces into cifal, additionally
- Cifal, 8 hd
 - 30/9 hp*, AC 6, 1-12, 1 hp only from edged weapons
 - Coalescence operates as alarm: lesser priests, staff, and ankheg massacre the supplicants and lock everything down, including entry point with constant Ritual Table results
- Useful staff stuff in room 9
 - Includes Parrgukah's gear and Atthia's access point
- Packed up in storage room 10; some is brought out for the ritual
 - 11500 cp, 3000 ep, 1650 pp
 - Gems: 2 fancy, 100 gp each; 1 fancy, 120 gp; 1 fancy precious, 500 gp; 2 gemstones, 1000 gp each

Ritual Table (1-9 only)

1. d6 giant ants, 2 hd, AC 3, 1-6
 2. 1 giant scorpion, 5+5 hd, Ac 3, 2x 1-10 + 1-4 poison
 3. 1 giant spider, 4+4 hd, AC 4, 2-8, poison, web
 4. d3 giant ticks, 2 hd, AC 3, 1-4, blood drain
 5. d10 giant centipedes, ¼ hd, AC 9, weak poison
 6. d4 bombardier beetles, 2+2 hd, AC 4, 1-12 acid cloud
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suggestion includes Save w/possible penalty seems pretty reasonable

TRANSITION

Location 10 & 14

- The two panels
- Crystal Hypnosis Ball
 - Voluntary use + induced vulnerability to Jacinth
- Scarab of Insanity
 - Area/group: Save vs. Magic -2 and Resistance is at -10%
- Room 14
 - Access to Inestimable Beauty

they are the

suggestion

Location 11 & 12

- The two pillars
- Crystal Hypnosis Ball
 - Voluntary use + induced vulnerability to Orb
- Scarab of Death
 - Voluntary acquisition + no save vs. horrible demise
- Room 12
 - Access to Annihilation

they are the

suggestion

Location 13

- **Oordripor, 8 hd: high priest (mastodon)**
 - 32 hp, AC 6, 5*: 2x 2-16, 3x 2-12
- Sphere of Annihilation
 - 2' diameter; 40' range to initiate movement, 3" range for controller; will move when activated, toward initiator, 8'/round; 15% control chance (+1% for Parrgukah), -5% if contested
- Wearing jewelry
 - Platinum belt buckle with gems 8000 gp, platinum medallion with gems 14000 gp

Location 15

- **Selesh, 6 hd: high priest (displacer beast)**
 - 23 hp, AC 4, 2x 2-8, -2 hit penalty, saves*
- Jacinth of Inestimable Beauty
 - Save vs. Charm, 20'
 - Know Alignment 1x/day, Immunity to Fear; Haste 1x/day, Heal 1x/day; Yearning, cannot be separated for more than a day; Sentience, 1-3% cumulative to emerge, per primary power use, 1-4 response p. 163 DMG; Creeping Doom 1x/day; consumes mineral treasure 20%-80% value to sustain its use
- Wearing jewelry
 - Silver gorget with gems 2000 gp, silver diadem with gems 8000 gp

UPPER LEVEL

Location 16

- Defenseless large bug cataloging and organizing everything
- The archives
 - Tons of worthless records: converted to gibberish
 - Map (a temple the Center is targeting): 400000 cp, 30000 sp, 21000 ep, 16000 gp; Sword +1/+4 vs. Arthropods, Dagger of Venom, Plate Mail of Vulnerability

Location 17-18

- Vestibule 17
- **Mark't, 7 hd:** the emergent avatar (coiled dragon)
 - 28 hp, AC 2, 2x 1-3 + 1-8*, 2-16 + 2-12
 - Chitinous Command (Ritual Table), Water Fire 1-6, Charm Monster (ankheg)
- 3 giant wasps, 4 hd
 - 9, 9, 14 hp, AC 4, 2-8, 1-4, poison
- Hovering and disintegrating
 - 4000 gp
 - Wrought gold jewelry, 1500 gp, 6000 gp; gold jewelry with gems, 4000 gp