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The Phantastical
Phantasmagorical
Montie Haul
Dungeon



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"Whaddaya mean, a traffic ticket?!?!?"

Welcome to the flakiest dungeon in the world, the Pyramid of Pallapot the Peripatetic. Here the intrepid party of adventurers will find incredibly confusing conundrums, intensely silly situations, indubitably terpsichorean treasures, inappreciably morose monsters, and inadvertantly funny fantasy. Any party which manages to emerge from this dungeon with more than a bare fragment of their collective sanity remaining didn't take up the challenge of the adventure in the first place. This is truly one of the worst pieces of nonsense ever propounded as a dungeon adventure, but it is also one of the most amusing tricks that a GM can pull upon his players. Comic relief for all . . .

but don't say we didn't warn you!!!

THE PHANTASTICAL PHANTASMAGORICAL MONTIE HAUL DUNGEON

This booklet contains the descriptions and contents of the rooms of a great structure, the Pyramid of Pallapot the Peripatetic. Maps of the two levels are included to aid the GM in locating his players during their exploration of the pyramid. Standard dice conventions are used throughout the booklet.

Many of the rules and/or suggested handlings of situation in the adventure refer to various requisites (physical and mental statistics for the characters). The GM may match the abbreviations used in the booklet with the particular names used for the attributes in his campaign. It is assumed that all requisites are generated on the roll of 3D6 (range - 3 to 18, although some requisites may exceed this limit); if a different system is used, many of the numbers used in the booklet will prove erroneous.

STR - strength, force, muscle
CDN - co-ordination, manual dexterity (thoughtful actions)
REF - reflexes, agility, speed (instinctive actions)
STM - stamina, constitution, health, endurance
DSC - discretion, common sense, wisdom
IQ - intelligence, reasoning ability, learning skill
TAL - talent, psychic ability, power
MGR - magic resistance, luck, will
MAG - magnetism, charisma, leadership, sex appeal
APP - appearance, good looks, beauty

Occasionally a situation will require a character to "make a saving roll against" a particular requisite. All saving rolls are made using the total of 2D12. If the total of the roll is greater than the given requisite, the saving roll has been unsuccessful (and whatever penalty awaits, will occur); if it is equal to or less than the requisite, the saving roll has been successful (and the character is saved from a horrible fate). An unmodified total of 2 ("1" on both dice) is always successful, while a total of 24 ("12" on both dice) is unsuccessful, always. If a penalty or bonus to the saving roll is noted, subtract or add that amount from the requisite before the comparison is made.

Armor classes (AC) are referred to by type of armor, as "Leather", "Plate", etc. GMs are advised to use the combat system that their players are most used to. An AC described as "nigh on infinity" means that it is, to all intents and purposes, impossible to hit the person involved. A list of non-player characters the party might run into is included at the back of this booklet; their attributes are given as well as the type of armor they are wearing (a symbol followed by a number, which incorporates ability to dodge as well as the armor factor - AC0 is considered unarmored), weapon skills (as HAC0, what roll on a

Symbol	Levels
Green	1-2
INTERmediate	3-5
VETERan	6-8
ELite	9+

D20 they require to strike a non-armored opponent), and HTK (based on an average human having 17 at the first level of experience, progressing to a normal max of 35). Experience levels are described in terms of general ability in one's field, and cover a group of actual levels of experience. All bonuses for requisites and experience have been included in HAC0 figures.

A melee round (abbreviated mr) is 15 seconds long. Under normal circumstances, a lightly loaded character can move whatever number of movement units the system used in the GM's campaign allows.

The Phantastical Phantasmagorical Montie Haul Dungeon

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first printing: February 1982

THE PYRAMID
OF
PALLAPOT THE PERIPATETIC

It is a hot, muggy day, and the party would rather avoid the heat by spending the day indoors. The nearest tavern is but a few steps away, and seems to beckon comfort in its shadowed interior. The party enters, takes a table in one corner, orders a round from the serving wench, and begins some sort of dice game, at which they are all still happily rolling when (with the thunder of somber and ominous music) a shadowy figure appears in the doorway (normally, this would not be anything out of the ordinary; but in this case, the shadowy figure says, in deep and menacing tones, "You, the party in the corner playing dice - I would wish to speak with you!!

(This should definitely catch the party's attention, since none of the people at the tables in the other corners are playing dice - nor, in fact, are there any people at the tables in the other corners [there do not seem to be any people at all in the whole tavern, the party is quite alone]). The shadowy figure walks in, with a jingle of spurs and the creak of well-worn leather. He strides confidently and purposefully toward the table where the party sits . . . and trips over a chair. Going down with a crash, he fails to arise (if the party investigates the prone shadowy figure, they will find little either of interest or value on his person). After a few minutes, he will recover - shaking his head, and mumbling something, sotto voce, about "...damned spurs...". If the players allow him to revive unharmed (if not undisturbed), he will apologize for "his little clumsiness", and move to sit down at the table the party occupies. As he sits down, however, the chair he is attempting to occupy will suddenly move out of the way, and he will fall awkwardly to the floor, sputtering curses and assorted maledictions on a person named Numma Tuuzon. If asked, he will ascribe these accidents to his brother, the aforementioned (very emphatically aforementioned) Tuuzon, who enjoys taunting him thus, and does so by means of his magical powers. Actually, the shadowy figure himself is extremely accident prone, quite literally a walking disaster area, and his brother only helps out a little (well, maybe more than a little).

As soon as things calm down somewhat, the shadowy figure (no longer as shadowy as his entrance indicated) will introduce himself as Numma Huanzun, and will ask the party if they would be willing to accept a mission and a challenge from his father, Numma Huanbozh (should the party demur, it is up to the GM to convince them to say yes - otherwise, this is likely to be an extremely short adventure).

The challenge consists of exploring a perilous dungeon - guarded by horrible (and treacherous) monsters, cunning traps, and fiendish mechanisms - to recover an ancient device of great magical power. Numma will describe a large and glamorous treasure which is to be the party's reward (in addition to whatever else that they may find within the dungeon), and offer to provide as much information as is known about the dungeon. The party has been chosen, he informs them, because they appear to be very competent, and may have a chance of survival.

Once the party has agreed (remember, Mr. GM, it's up to you to get them to agree!) to take up the gauntlet, or challenge, or whatever, Numma will give them directions to the dungeon, which he indicates is in a structure lying at a point in the desert some 300 miles to the

east. He will tell a strange tale about the origins of this structure and the twisting passages of its dungeon: It seems to have come from another plane, another time, perhaps even a different universe, and simply appeared one day. It has remained since then, an enigma, for no object of its size could possibly have been built overnight, as this one was (at least, not by any powers anyone knows of in this world). Because of the strange origins of the structure, and multitudinous rumors of wierd occurrences in its near vicinity, Numma recommends that the players be more than a little careful in the casting of any spells pertaining to movement, or the twisting or warping of space. In fact, he warns, these types of spells, most likely, simply will not work (85% chance), or will produce results which will be severely warped and at variance with their norm (15%). As an example, a spell designed to provide passage through a wall may deposit the person using it within the wall, or some nearby rock, etc.

The region where the adventure starts is primarily dry plains with decreasing amounts of vegetation to the east (the GM may wish to provide for encounters on the way to the dungeon - those typical to an arid climate would be recommended). When the party has approached to within a few miles of the point described as the position of the structure, they will see the top of an immense pyramid looming above the sands of the desert. At a point exactly a mile from the pyramid's base, they will come upon an oasis, where they will be able to fill canteens, and make whatever final preparations they might wish.

The pyramid is truly huge, almost a thousand feet on a side, the construction rising nearly 600 feet, to a 10' square platform from which a panorama of the sandy wastes for many miles around is visible. There is an opening in the center of the south face, some 100' above the ground level; there are large doors visible there, which appear to offer the only entrance to the hulking stone edifice.

THE MAIN ENTRANCE
TO
THE FIRST LEVEL

These huge bronze valves are placed in a recess in the side of the pyramid, and appear to be quite immobile (in truth, they are). The lock on the doors seems to be quite simple, and any (semicompetent) thief will have no trouble at all in picking it successfully. These doors do nothing, however, except waste the party's time, and perhaps confuse them a little. The actual entrance to the pyramid is on the wall somewhat (about 50') above the doors. There is not much of a chance (only 15%) for a casual glance to reveal the existence of the true doors (they are blended in with the stone of the pyramid itself); however, any reasonably detailed or extensive search will always reveal their existence.

These doors are secured with a Complexity 2 lock, which has a magical trap embedded in it. The effect of the trap is an arcane blindness; if the attempt to pick the lock fails, the character must make a saving roll against MGR, or be completely unable to see. This blindness does not wear off; it requires magical aid to negate it. Only three types of spell will work - those which dispel or negate magic, those which have a specific curing effect on blindness, or those which have very powerful healing effects. Once the lock has been opened, the true doors will swing inward with ease, opening into a long corridor, 20' wide, which stretches onward into darkness.

When light sources have been provided, the party may begin to move into the pyramid. The corridor is very musty, and reeks of ancient life, as well as more recent death. There are myriad tracks disturbing the dust on the floor, but they all seem to cancel each other out; even the most experienced of trackers will not be able to determine anything from these prints. The walls of the corridor are covered with paintings and drawings. These illustrations have no apparent common theme, appearing to be mainly nonsense: a picture of a rabbit with a top hat, another of a handsome elf holding a wierd metallic stick in front of his mouth (into which he appears to be speaking), a mural showing a pack of cards with limbs, armed with spears, and marching in some odd formation, etc. Arrant inanity!

The party may travel unhindered for a hundred feet. At the point marked on the map, an invisible wall, of some form of arcane force, has been placed. There is little chance to see it, but it may be sensed. As soon as someone walks into the force wall, or touches it, a low rumble may be heard. Huge blocks of stone will fall, filling the initial 60 feet of the tunnel. Anyone who was in this area must make a saving roll against REF, or that person will be caught under the tons of rock, and crushed. At this point, upon the fall of the stones, the force wall will disappear. The corridor continues onward for another 120', at which point, it ends at a pair of large double doors.

THE ROOMS OF THE FIRST LEVEL

1) The Reception Room

What the Players See -

This room is strangely shaped, and is bare of furnishings except for a high table in the middle of the far wall, with a smaller piece of furniture next to it. On the tall table (actually a bookstand and writing desk) is a large, heavily bound book, which lies open, and an inkboat, with a quill sticking out of it. The small table has a silvery platter with various fruits, sweetmeats, and cheeses, and a decanter of a purplish liquid, with a set of eight matching goblets.

GM's Information -

This room is entirely harmless. The book is merely a register, albeit highly enchanted, but there is nothing at all ominous about it. When the book is inspected, it will be seen that it has several columns, including: Name, Place of Origin, Profession, and Intentions. The GM should note that at no point are the players requested to sign anything. The book is arcanelly intelligent, and will be capable of discerning, automatically, the name of anyone who makes a mark in the book. Should that one not be able to write in literate fashion, he needs simply make his mark in the book, and the book will change it to the appropriate name. This is also the case under any of the other columns; the book is capable of reading a person's mind, and can tell what the character meant when he wrote in the book - it will translate any gibberish (or chicken-tracks) into the primary language of the character's race of origin (if the character has, at some time, altered races, it will appear in the language of the race he was born), and set the required information in the proper column. If any party members should refuse to sign in, those members will not be permitted to go through either of the side doors until they have done so. The food on the table is very good, and will be magically replaced, from time to time, or after the party leaves the room.

2) The Library

What the Players See -

Every wall in this room is covered with shelves, upon which may be found an amazing number of books. Spaced strategically around the room are a number of well padded and comfortable chairs, each with a small side table (suitably furnished with ashtrays and other appurtenances of luxurious comfort).

GM's Information -

This room is obviously a library. It has books ranging over a multitude of topics; unfortunately they are all written in some alien language (after all, this pyramid does come from another plane), and the only way to determine what is written in a book is through arcane means.

Should the players spend a long time in this room (at least an hour) searching through the books, the other door will open, and a slender woman, wearing glasses, and with her hair up in a bun, will enter the room. She will look suspiciously at the party (assuming they have not vandalized the library), then begin speaking to them in an odd sounding, truly foreign tongue (the same language that many of the books are written in). If the party informs her (somehow - maybe sign language?) that they are not capable of understanding her, she will begin ranging through the various languages she does know - and she speaks quite a few (mostly from other planes, however; the only one that might possibly be understood is Orcish). If there is no easy way for the party to communicate with her, she will become angry with them, and insist (in some tongue that the party has no chance of interpreting) that they leave (by either door). If communication is possible, then she will ask if she may help them; she is, however, not very willing to help, and will attempt to get rid of the party as rapidly as possible.

The woman is the chief librarian here, and her greatest delight is to be with her books (she occasionally has to go out to eat, etc.), which she cares for as if they were her children. Any damage done to any the books (including simply dropping one on the floor) will cause her to fly into a berserk rage. She will attack (concentrating on the one she considers to be the "demon who destroyed a book"), and, in process of attack, will change into her alternate form, a vampiress. If the party has damaged any books before she returns, she will attack instantly on entering the room.

If the party deals with her in her normal form, she has no more powers than any other ordinary human woman. In the vampiric form, however, she will have the equivalent of plate mail as armor, be capable of two attacks each mr (at HACØ -2 - she's one tough cookie), and seem to be immune to normal weapons (only damage from a magic weapon is at all permanent; all normal damage will be regenerated at the rate of one-half her STM per mr - that inflicted by magic weapons is regenerated at 1 point per mr); additionally, she has a powerfully hypnotic gaze (saving roll against REF to avoid - penalty of 3 to HP if consciously avoiding gaze; if her gaze is met, saving roll against DSC or paralyzed with fear). If sufficient damage can be levied on her in one mr to exceed her HTK, she will be temporarily dispatched.

3. The Museum

What the Players See -

This room is filled with numerous glass cases; these containing dozens of interesting items (all of which were considered of great importance on the world from which they came; here they are quite useless). There do not appear to be any readily apparent methods of opening the cases.

In one case is a bent stick, which has a sign which says - "This powerful periapt was used by the great mystic Wuht Jusae, when he challenged the mighty Worm of Newaruk to single combat - and lost." In another, there is a large piece of charred wood, with several nails sticking out of it, the inscription reads, "This is the only remaining section of the infamous Temple of Balzuv, which burned to the ground a thousand years ago, in a conflagration known as the 'Great Balzuv Fire'".

There are many more, and each seems to be a relic of some great disaster, or some ridiculously idiotic hero (generally some token of his demise). There is also one small platform, surfaced with a metal plate; the platform does have a plaque at its base - the plaque is blank.

GM's Information -

The items contained in the museum's cases are quite useless to anyone on this plane. The cases can easily be broken open, but such breakage will cause an extremely loud siren to sound (saving roll against STM, or deafened for 1D6 hours). At this point, all lights in the room will be extinguished (even arcane ones); a squishy rustling will be heard. When lighting is re-established, it will be discovered that the case has been repaired, but that the case-smasher(s) has disappeared. Such persons can be found in the next room, the Lobby, chained - very thoroughly - upside down on the wall; they will have no idea of what happened after they smashed the case, except that they woke up in this ridiculous position. Their equipment will still be on (or underneath, on the floor) their bodies, and there will be a small tattoo on the back of their right hand, reading

"THIS PERSON HAS BEEN A VERY, VERY BAD (boy/girl/thing)"

There is no way to remove the tattoo, short of amputation; even if the skin is cut from the back of the hand, the resulting scar tissue will show the wording. It is in a language readable by nearly all races.

Should anyone step on the metal plate of the empty platform, s/he must make a saving roll against magic resistance at a penalty of 5, or that person will become a statue, in the pose assumed when the second foot touched the plate. At this time, an inscription will appear on the blank plate (it is in a very common language, and should be readable by any literate person); it says, simply, "Sucker".

4. The Lobby

What the Players See -

This room is outfitted as a lobby or entryway. There are several large chandeliers hanging from the ceiling (as well as any larcenous party members who disappeared from the Museum). Several large sofas are placed against the wall, although they all appear rather old, and worn down. Above the large double doors to the north is a sign, which reads (in the native language of whomever reads it [it is magical]):

Beyond This door
Lie Death and Doom
Heed this Word
Watch and Ward
For Life is Short
And Life is Cheap

In the alcove to the south, there are three doors. The two on the sides have small placards on them, while the set of double doors is painted a pitch black.

GM's Information -

This room is, as it appears, just an entryway to both the Black Room, to the south, and the rest of the dungeon to the north. There is nothing arcane or dangerous about it.

5. The Black Room

What the Players See -

When the doors have been opened, any party member familiar with magic will sense very strong arcane influences emanating from the room, and will be able to recognize that the entire room radiates tremendous power of some type. The floor and all four walls are pitch black, a black which seems to absorb all light that impinges upon its surface; the ceiling is painted a thick and gory blood red, a red so gruesome it seems to drip. Nothing can be discerned on any of these surfaces, except for a golden path, one foot wide, leading down the center of the room, and disappearing into the distance. The exact size of the room can not be determined from outside (or just inside) the room.

GM's Information -

If anyone attempts to step on the black portion of the floor, he must make a saving roll against MGR at a bonus of 4, or immediately disappear (re-appearing, quite unconscious, in the Lobby after some member of the party has stepped upon the golden path). The same will occur to any character who attempts to fly, or levitate in some fashion into the room (the GM could, in order to avoid angry players, give a hint to someone about to fly into the room - such as, "I wouldn't do that if I were you!"). As soon as any one member of the party steps on the golden path, the rest of the party (all remaining characters, even those remaining outside the room at a considerable distance) will be transported to an small viewing area (with no obvious exit) overlooking a small arena-like area - a circle of white some 25' in diameter, bounded by a glowing rim, with a smokey-looking wall some 10' beyond the rim. The party members in the viewing chamber will discover that a great deal of their equipment is missing - they each have only four (repeat, 4) items (an item is defined as a set of armor, or a shield, or an individual weapon, etc. - a bow and arrows is two items, one for the bow, one for the quiverful of arrows; it is suggested that the GM allow the players to choose the items of equipment they will have with them). Although they will know what is happening to the person back in the room they just left, the party members in the viewing chamber will not be able to communicate with him/her. They have become, for the nonce, strictly spectators to that character's fate (this should be strictly enforced by the GM - character-to-character telepathy will not work, and player-to-player voice should be similarly disallowed [although player-to-player telepathy can be allowed]; it is suggested that the GM use the Great Spell of Compelling Obedience on Players ["One more word out of you, and your character's dead!"] to prohibit the other players from advising or counseling the player whose character is currently on the path in the Black Room). In addition, the character in the room must have one foot on the path at all times; should s/he step completely off the path (i.e., both feet), then s/he must make the saving roll indicated above. Should s/he "die", that character will disappear from the ken of the other players (who, however, will not be released from their confinement); he will be deposited (alive but unconscious) outside the entrance to the Black Room, in the Lobby, minus one item (selected randomly - item in this case referring to, for instance, a quiverful of arrows, rather than one arrow). A randomly selected party member from the other group will replace the "dead" one on the path, appearing at the point of departure.

The person on the path in the Black Room will know what has happened to the others, but he will not be able to communicate with them, any more than they can reach him. Once the rest of the party has been situated, a voice, deep and menacing, will intone, "CONTINUE!" At this point, the character will realize that the "golden" path is not what it originally appeared to be. The 10 foot long section s/he is on is gold, but the next ten foot section is white, the following is green, and the final section is a deep red (very similar in shade to the ceiling; it should remind the player of nothing other than blood). Beyond the red section of the path is a circular area, ten feet in diameter, which seems to be a pearly grey in color. In the center of this area is a pedestal, on which lies a sword in a jeweled scabbard. Each section of the path will have a different effect, each effect becoming active as soon as the marching character steps on that color. The effect of the gold is already apparent (one's compatriots disappear!); the character may stay on the gold section as long as s/he wishes and nothing further will happen (eventually everyone will die of old age or some other natural cause - like starvation!). The doors behind him have closed, and will not open until all encounters have been resolved. The person still in the Black Room will always, as soon as both feet are on the new color, be momentarily paralyzed until the action for that color has been resolved. There are various results for victory or loss in the various encounters of the Black Room; these are given at the end of the room description.

WHITE - when this section is entered by the marcher, a door (seemingly in thin air) will open near the rim of the arena, and a tall gaunt man will step out. He will look around as if slightly dazed. The last two fingers of his right hand are missing; on the third finger of his left hand, there is a ring, of a very light appearing metal (there is a sense of tremendous potential power in both the man and the ring). The man's eyes are a glowing green. He will announce that he is required, by forces beyond his control, to fight one of their number, and that he is quite sorry to have to do this (one of the characters in the viewing room is to be his opponent, not the person on the path). He will stand still until one character makes the choice (or is chosen) to combat him (if none do, then the group in the viewing room will eventually starve to death, or run out of air, etc.).

As soon as the choice is made, a voice will intone, "The combat commences now." The green-eyed man will begin, visibly, a ritual to summon power. Although he appears virtually unarmored, and does not seem to be particularly healthy, he has the aspect of one to whom incredible power is available. The half-handed one will require two mr in which to summon "wild" magic; his opponent, therefore, has two rounds in which to work nearly unopposed. Once the man has summoned his power, his attributes increase remarkably. His EAC is raised to 20, he may inflict 12 to 40 points of damage (4D10, but reroll any die that reads less than 3) in a flash of blazing energy, or he is able to heal 4D6 points of damage on himself (only if he does nothing else that mr). Since he does not actually wish to destroy, he will usually tend to heal himself; if his opponent persists in attacking him, he will, however, eventually tire of being a "good guy", and fry him. If the party member who is his opponent realizes that the combat can be ended amicably, and sues for peace, the green-eyed man will normally agree - it does appear, at first, however, that no such agreement is either likely or possible. An amicable ending to the combat will count as a victory for the party member involved.

GREEN - immediately, one of the players (selected randomly - let them roll a D20 each, and the lowest wins [would you believe . . .!]) will be moved to a point ten feet in front of the door in the air, near the center of the white circle. A few seconds later, the door will fly open, and a strange creature will leap out and attack the character. This being appears human, but it has no mouth, and both arms are large toothy serpents.

This creature should be able to attack first, due to surprise. In this instance, initiative dice - a D10 for each combatant - should be rolled; if the player equals or betters the snake-armed creature, s/he will not lose a mr. Unfortunately for the character, the creature has a bonus of 4 to its die roll, due to its sudden appearance. The character should be allowed a bonus of 1 for REF of 14-16, 2 for REF of 17-18, 3 for 19, and 4 for 20 or higher. The creature has incredibly high REF, and is able to dodge out of the way of many of the blows aimed at it; however, it is so avaricious to come to grips with its intended victim that, many times, it will forget to dodge - 35% of all attacks will be dodged outright, the remainder striking normally. The snakey arms give it the capability of two attacks each mr, with a successful strike injecting poison whenever the fangs reach flesh (i.e., whenever damage is sustained upon the character - armor is capable of turning the damage from the fangs in amounts equal to 3/4 its armor class). This poison is very toxic (saving roll against current STM at a penalty of 4; if missed, the character loses one third [round in favor of character] of present Stamina - if STM is reduced to or below one-sixth of original STM, the character is dead). It is possible that the character may sustain sufficient damage to "kill" him without dying from the poison.

RED - in the viewing room, where the remaining players are, a brilliant flash of pure blue-white light will temporarily blind each character. The length of the blindness is immaterial; what does matter is which character regains his sight first. Each player should roll D100; the one with the lowest roll will be able to see before the rest. This person will, when his eyes have recovered, find himself just off center of the white arena circle; when he looks up, he will behold a sturdy looking human with a flat, impassive face, and glowing green eyes (again, glowing green eyes!) opposite him. This man stands in a relaxed fashion, and will bow slightly to the opposing character. He will tell the character that he is Brond, and that it is his duty to attempt to destroy him/her. He will salute once, then attack.

Brond has a relatively low armor class, but he has a 65% chance of dodging or turning any blow against him. He may make 2 attacks each mr, with each successful blow doing 5D4 points of damage. If both blows are successful, and both rolls to hit exceed the requirement by 6 or more, the character has been instantly slain.

As the other characters recover from their blindness, they will find that they are no longer in the viewing room; they are ranged around the white arena circle, about 5' from its rim. They will also find that they are not able to move to help their companion; nor will missile weapons be at all effective (the missiles will fall to the floor upon leaving the influence of their bow, blowpipe, etc.) - it is strictly a one-on-one battle. Once there is a victor in the battle, both combatants (rather one combatant, and one corpse) will disappear.

COMBAT RESULTS -

Loss: if the encounter opponent wins, that being will disappear totally, and the character (unless killed by poison) will find himself in the Lobby, outside the entrance to the Black Room with all the equipment he had selected for the viewing chamber returned to him (except for one item which he took with him [roll randomly]).

Victory: should the character win, then s/he will be returned to the Lobby, just outside the entrance to the Black Room, with all of his equipment (not just the selected items) returned to him. However, he must wait until all of the encounters have been resolved to learn the fate of the remainder of the party (he can always go to the store for a six-pack), for the doors will not open. The character may spend his time reviving and healing any unconscious comrades in the Lobby.

Once the final section has been traversed, and all encounter combat has been resolved, the characters remaining in the arena will be returned to the Lobby (all equipment with the exception of one item [selected randomly] from those selected for the viewing chamber will have been returned), and they will be free to enter the Black Room (the floor of which will now appear much less menacing, and will not zap players). The podium in the center of the room (the full extent and size of the room may now be realized) may be approached. This podium is actually an illusion, and, even so, is heavily trapped; as soon as the illusory podium is touched, it will disappear (the real one will appear against the far wall of the room). The door from the Lobby will slam shut - creating draft enough to extinguish any torches. Immediately, each of the players in the room will be facing a Mummy of well above average hit points, and strength. These will fight with extreme ferocity, and for each that remains alive for more than 4 mr, another will appear. Should anyone die in this combat, it is permanent (unless the party has rapid access to restoration and/or resurrection spells).

When (and if) this minor obstacle is surmounted, the party is free to acquire the treasure, a +2 shortsword (IQ 13, EGO 20) which has the following powers:

- 1) Speak (badly) With Undead - the sword does know how to, but undead are so incredibly boring and unimaginative that it feels that "it is just not worth the effort"; therefore the sword will usually (65%) refuse to do so. If the sword is willing to speak with the undead creatures, there is a 15% chance (for lower types, up through ghouls) that it may be able to command them to leave.
- 2) Create Illusion (once per day) - any illusion created by the sword will be very complete (sight, sound, presence, smell, and touch), and the sword will do its best to maintain the illusion for at least 15 minutes. It is very proud of its ability in this respect, and likes to show off. The illusion will comply (at least, in major particulars with the player's desires [the giant bear may be blue instead of normal bear color, but it will be a giant bear!]).
- 3) Know (and sometimes describe) Content - thrice per day, the sword is able to determine the exact contents of any container. The blade, however, is very uppity, and if it feels it has been being mistreated (a 50% chance), it will not impart its information unless suitably bribed (bribes can be negative ["I won't stick you in that crack and bend you double!!"] as well as positive ["How about a nice honing and polishing job? And maybe a new pommel?"]); it is up to the GM to determine the sword's reaction to various bribes).

6. A Men's Room

What the Players See -

On the placard on the door to this room is a drawing of a human in slacks (obviously a restroom). Within, there are 2 urinals, several sinks, and a single, enclosed stall - which appears to be occupied.

GM's Information -

This is a normal men's room - please note the operative word - "men's". If a woman enters the room, there will be loud shouts of outrage, and cries of "Get her out of here!", "This is a men's room!", "Well, I never! Imagine the gall of that woman!", etc. These cries come from the various fixtures of the room, which are arcanelly 'sentient' and have mouths which disappear when they close; these fixtures will continuously rag the players as they search (or use) the room. There is one fixture in the room which is dead; it has a spike sticking out of its mouth. If asked, the other mouths will tell long stories about "that awful, vicious elf that killed Jerry..." All of the remaining fixtures will make various derogatory comments about certain portions of the players' anatomy, and will not shut up (it's easy to see why Jerry died!). There is not really any occupant of the stall, just two boots sticking out from under the door, and that is all. The boots are very old, and are falling apart rapidly.

7. A Women's Room

What the Players See -

There is a stylized drawing of a human in a dress on the door of this room. This room is identical to the men's room, except there are three stalls, and no urinals.

GM's Information -

There is nothing of particular interest in this room, although there are similar (loud and relatively vulgar) mouths - of the female variety - to those in the men's room across the hall.

8. The Hall of the Pillar

What the Players See -

This large room is dimly lit by a large glowing ball set in the top of the vaulted ceiling, some 200 feet above the heads of the players. In the center of the room is a pillar, 20' in diameter, which rises to within just a few feet of the roof, just below the glowing ball. The pillar is constructed of pure white marble, and appears to have not a flaw on it. There seems to be nothing other than this huge column in the room.

GM's Information -

The pillar radiates magic, and so does the ball at its top, on the ceiling (obviously). Should anyone touch the pillar, they must make a saving roll against both STM and MR. If the STM roll is missed, the character will be rendered unconscious; if the MR roll is missed, then the character will be transported to the top of the pillar - naked. All of the character's equipment will be transported inside the large glowing ball on the roof, and the ball will glow just a teensy bit brighter.

The pillar slopes slightly inward as it rises, and the top is only 10 feet in diameter; this area is highly polished, and is quite slick and slippery. In addition, it is nearly 180' off the ground (quite a drop!!!). In the center of the top area, on the surface of the pillar, there is a small rune, which the poor character (or anyone else who manages to make it up to the top of the pillar by whatever alternative means) may be able to recognize as a symbol of power (saving roll

against IQ + 1/2 DSC). If a spell capable of dispelling magic is cast on this rune, the pillar will slowly sink, until the top has come level with the floor; the ball will sink, approach the spell caster, and allow that player to retrieve his possessions (or the last set to be swallowed). Should the rune be defaced (in whatever manner), the pillar will vanish, leaving the vandalizing player (and whatever companions have managed to reach the top with him) suspended (at least, momentarily) in mid-air, 180' above a 20' diameter hole in the floor (which is about 180' deep - the pillar has to have someplace to go when it sinks). At the same time, the ball will explode, sending shards of glass, and pieces of equipment flying throughout the room. The character(s) at the top of the pillar will suffer 2D10 points of damage due to the flying shrapnel (not to mention whatever damage the victims take from falling either 180' or 350' - depending on whether the hole is missed or made), and those on the floor will take 1D6 from falling debris.

When the players have managed to return to the ground (assumedly in one piece - they wish!!), the process of gathering all the scattered equipment may begin. It will take many hours and much searching before all the various characters' possessions will have been recovered (anything breakable will be broken). There may have been many other unlucky parties' possessions in the now exploded globe, from 1 to 10 of them; the number of other victims may be figured as 11 - square root (1D100). Each victim will have had:

- clothing (obviously) - 25% female, 65% male, 10% ????
- supplies - almost certainly; backpacks, food (most likely in thoroughly unusable condition, rope, and all kinds of normal dungeon delving supplies are likely to be carried (and, hence, found in the trove of the pillar and ball))
- armor - there is a 35% chance per previous victim of a suit of armor of some description - only 5% chance that a given set of armor will be enchanted - and it is likely that heavy metallic armor (such as full plate) will be dented and twisted by the explosion and the subsequent flight/fall
- coinage - 1D1000 assorted metallic types (1D100% copper, the remainder 1D100% silver, the remainder 1D100% gold, the remainder more valuable coins [GM's discretion])
- weaponry - 1D4 assorted weapons per victim (5% chance that each of the assorted weapons has been enchanted - again, GM's discretion)
- other magic - the GM has complete discretion on this (and should use it), but we would suggest using the following formula 6 - square root (1D100). This is not likely to produce an extreme superabundance of magic items (64% of the time it will produce none, zero, zip!), and the GM may wish to limit the strength or potential of whatever magic he allows the players to find.

9. The Room of the Teenage Girls (Groupies)

What the Players See -

The door to this room is unlocked and is opened very easily (it swings outward toward the party). When the door to the room has been opened, they will see an small room, some 10'-15' square (the dimensions are immaterial), with two young, nubile females in the center. The girls will turn towards the door as it opens, and, with looks of wide-eyed wonder and innocent idolatry, ask the foremost character, "Oh, GEE!!! Are you a (here insert the appropriate class of the character - e.g. Fighter, Mage, etc.)?"

GM's Information -

These two seemingly innocuous teenage girls are, in actuality, the lookouts for a large horde of similar adolescent females. These will, if the character answers "yes" to the above question, swarm into the room through hundreds of doors that suddenly appear in the walls (we told you the dimensions of the room were immaterial!), knock the lead character to the ground (by swarming over him en masse, and proceed to tear every piece of clothing and equipment belonging to the character from his - hopefully - quivering body (as well as from anyone else who attempts to halt the debacle). They will then run off into the distance (in whatever direction seems appropriate), squealing in delight about the souvenirs they have gathered ("I've got his pauldron!" - "I've got his mace!" - "I've got one of his magic books!" - "That's nothing. I've got his pants!"). If the character should answer no, then the GM may choose to handle this situation in any way s/he deems fit. Should the characters attempt to begin stripping or molesting the girls (or some other such nasty thing) before they answer the question, then the girls will become disenchanted with their "heroes", and will disappear (literally - they will simply vanish). Shortly, there will be heard cries of outraged adolescent femininity; a few moments later, a shower of reasonably well aimed garbage will descend upon the players (no damage, except to the players' egos). Otherwise, the only way to escape this threat is to close the door and retreat - FAST!!

10. The Gantlet of Fire

What the Players See -

This area appears to be a narrow tunnel, some unascertainable distance long, but apparently around 130' to 160' in length; the walls and ceiling are entirely encrusted with jewels, and the floor is a highly reflective (and quite frictionless) mirror. To the right of the entrance to this tunnel is an intaglio engraving of a skull; a red starburst winks from one of the eye sockets.

GM's Information -

The tunnel is enchanted with an illusion of distance; the final portion of its length, about 200' long, appears to be only 40' to 60' long. Once the characters have traveled 100 feet (at which point it seems to them as if they had traversed at least two-thirds of the length of the tunnel), intensely bright and hot beams of reddish light will begin firing (and ricocheting) throughout the entire length of the tunnel.

Since the majority of the tunnel is constructed of reflective materials of one sort and another, the only thing that will stop these beams will normally be a character. All characters must, each round that they remain standing or erect (even if moving) in the tunnel, suffer damage according to the following table (allow the player to make the first roll himself):

Dice Roll	Damage received
01-15	1D3 hits
16-35	1D4 hits
36-50	1D6 hits
51-60	2D4 hits
61-70	2D6 hits
71-80	2D8 hits
81-90	3D6 hits
91-96	3D8 hits
97-99	3D10 hits
100 (direct hit)	5D10 hits

Armor will absorb some of this damage, or possibly reflect it (GM's discretion as to amounts of damage shrugged off for various types and finishes of armor).

Normal movement rates are quartered on the slick surface of the tunnel floor (a character who can normally move 60' per mr will only be able to move steadily at 15' per mr); attempts to exceed these limits requires a saving roll against CDN to avoid a slip and fall (to rise to one's feet on the slippery surface requires a successful saving roll against CDN). As it happens, the average character can move just as fast on all fours as he can standing up - at least on this surface; additionally, any character who traverses the tunnel on hands and knees has only a 35% chance of being hit by one of the beams on a given mr.

There is also a chance, if the character has been hit, that he has been hit in an eye, which could cause considerable inconvenience (as well as blindness, and a chance to spend quite a while groping one's way out of the tunnel). The chance of being struck in the eye is equal to 3% times the original D100 roll, divided by 10 (83 divided by 10 = 8, times 3% = 24% chance of eye hit); this should be checked every melee round a character is in the tunnel. Should a player be struck in the eye, s/he will become incapable of any type of action due to excruciating pain (for a period of $[25 - STM]/2$ mr), and, during the incapacitation, must be helped along the tunnel by another character; no further rolls should be made for eye damage to this character - it is assumed that the person's eyes will be closed. Additionally, the character struck must make a successful saving roll against STM at a penalty of 3, or fall unconscious. Additional damage is accrued at one half (round down) of the character's remaining hit points (after absorbing the damage from the laser beams on the chart above) - this damage is not permanent, and will wear off at the rate of 4 points per hour, until all have been regained; if the character drops below one-eighth of his original hits, he will fall unconscious regardless of the result of the saving roll above. Roll a D100 to determine the extent of eye damage, and consult the chart below to see what effects the character must suffer:

Roll	Temporary				Permanent			
	HACØ	CDN	APP	ES	HACØ	CDN	APP	ES
01-30	6	-1	-4	-30%	0	0	0	-10%
31-55	8	-3	-6	-50%	1	-1	-2	-20%
56-75	10	-4	-8	-65%	2	-2	-4	-30%
76-95	12	-6	-10	-80%	4	-2	-6	-50%
96-00	15	-8	-15	-100%	6	-4	-10	-75%

HACØ - this is a penalty to be applied to the damaged character's chances of striking an opponent

CDN/APP - penalties to the character's requisites (there are no additional penalties to HitProb for CDN loses; this applies to other actions necessitating use of CDN, such as saving rolls)

EYE - this refers to the actual percentage of loss of sight in the character's eye

Temporary - Until there has been some magical healing, or professional help, administered directly to the eye, the character will suffer the conditions under the Temporary column. This are the short-range effects, and hopefully can be alleviated rapidly; they will wear off at the end of the adventure - just the permanent effects will be left.

Permanent - These are the penalties levied on the character due to having only one fully functional eye (assuming that no complete cure is available). Should the party be able to annul, magically or otherwise, the damage to his eye, the character will still retain the penalties

under this column for the remainder of the adventure. If no curing process is available, these penalties will become effective at the end of the adventure, and will continue in effect until a cure has been effected.

11. Kilroy's Room

What the Players See -

The door to this room is locked; it has a Complexity 1 lock. Once the door is opened, the party will be faced with an empty room. On the wall opposite the door is a huge mural, depicting a dragon with sword and shield engaged in furious combat with a fire-breathing knight. On the floor at the base of the painting is a scrawl in charcoal which reads:

*Igjpnw
Uyg Fcpc*

GM's Information -

The lock on this door is of Complexity 5, but is not trapped in the slightest. The mural on the wall is just a plain ordinary (albeit a little strange) painting. The charcoal writing on the floor translates to "Kilroy Was Here" - you just add two places to each of the letters to get the proper meaning.

12. Rabbit Hole

What the Players See -

When the door to this room is opened, all that can be seen within the room is a large mailbox, attached to the top of a post sticking out of the floor; next to the post is a large hole in the floor. As the party stands looking in, a rather large rabbit with a crushed-looking fedora perched on his head, and carrying a briefcase, will politely nudge his way through the party, muttering occasional asides referring to being "late for a very important date", or something like that.

GM's Description -

Should anyone in the group attempt to stop him, the entire party will be instantly transformed into dormice (mouses? - in any case, a bunch of odd little rodents). The rabbit will hop into the room, open the mailbox and take out a letter. With the remark "Bills, bills, bills - oh God! how I hate bills!", he will jump into the hole and disappear.

If the party is transformed, they will eventually return to their true forms (a process requiring a few hours), at which time they can don their equipment again. If they've managed to avoid such trouble, there are other interesting things they can do.

If any of the party looks into the hole, s/he will see swirling colors, but no bottom or sides. It will seem safe enough, and no traps will be sensed. If someone is brave (read foolhardy?, adventuresome??, stupid???), and puts some portion of his body into the hole, that person will disappear completely. The character who passed through the hole will think he is in some wondrous place, with piles of gold, jewels, gems, and other fabulous treasures, beautiful women or handsome men, etc. If the other characters are unable to contact the vanished one, they should be informed of the "obvious" fact that undreamed of riches exist below. Until the entire party has gone into and through

the hole, this will remain the case; as soon as all have gone through the hole, the party will all reappear in the situation described below.

Should anyone look in the mailbox, s/he will find an envelope addressed to them. If the letter is opened, he will find a bill to them for D10*D10 gold pieces, payable to the firm of Halverschnagle, Halverschnagle, Halverschnagle and Smith, for "services rendered". This amount of the bill, in gold coins and other valuta, will immediately be removed from the character's possession. The mailbox is easily removed from the post; every time it is opened, an envelope will be found inside, addressed to whomever opened the mailbox; it also contains a bill, as above. Needless to say, H, H, H & S is a very rich firm.

When all the characters have passed through the hole, they will find themselves in a large, strange looking room, festooned with many long black cords, and attended by a number of elves in odd costumes; they will be standing at the end of a rather long line consisting of many humans dressed in various, even stranger costumes. These costumes range from dogs to trees to refrigerators (at this point, the characters should wonder what the heck a refrigerator is) to (you guess is as good as mine). . . Just as the party arrives, a rather furtive looking man with a large clipboard, glancing sidelong at an elf in a blue suit (who is leaning against the wall, sleeping), will approach them.

"Hello folks, my name is Milton Asbury, and I am in charge of PR for the show. The low-down of the whole picture is, that if you sign this contract, which says that you will not insist upon monetary compensation for being on the air, then I will tell Montie that you are 'OK', and you will have a good chance of winning something. So what do you say, folks, okay, huh? Here, will ya sign?"

At this point, most of the characters should be fairly well confused - and the GM should be prepared to press this advantage to the fullest by having Milton press the players into making a decision right away - he only has one more space open, etc.

Milton does not actually work with the show - he is a con man out to earn a few bucks, or whatever else he can get his hands on. The contract he has is 14 pages long, and written in an obscure dialect of Swahili (which only Milton, three nuns, and a very small tribe in Africa know). It is, however, a perfectly good legal instrument which awards the possessor thereof 104 items belonging to the signee. As soon as a player has signed (assuming that one of the party did sign), Milton will get a fiendish look on his face, and begin looking that player over, assessing what various items of value the player has. The problem with Milton is that he has a terrible sense of value, and will quite likely (40% chance) take mostly useless, or less valuable things. If the player is indignant, Milton will state, "It's perfectly legal!" Should the player persist, Milton will retort, "All right! I'm taking you to court!" Milton and the poor character will immediately be magically transported to some obscure night court in Des Moines, where the judge will (regardless of how either party states his or her case):

- 01-30 award both parties nothing
- 31-55 award Milton his just due (according to the contract)
- 56-75 award the player (D10*D10) GP in damages, and fine Milton a like amount
- 76-00 fine both parties D10*D10 GP for contempt of proper legal proceedings

And of course, both parties must pay an additional 100 GP in court fees. After this case is over, the player will be returned to the party, and all will feel like it was all a bad dream (albeit a rather costly bad dream).

If the party murders Milton, a large amount of applause will be heard, and many people will shake their hands, thank them, etc. Other than this, nothing at all will happen.

If the party is able to avoid Milton (or murders him out of hand), they will have a short wait (they are not allowed out of line, and there does not appear to be unguarded exit from the room), until they are ushered into a large room with a stage, many seats filled with an oddly dressed studio audience, and Montie. Montie is a handsome looking elf, a 35th level GSH (Game Show Host), who has an EAC of infinity (you can't hit him, nohow - auto fumble if any attempt is made). Hopefully, the players (as well as the GM) are familiar with the show "Let's Make A Deal", since they are now on it.

The players will be approached by Montie, as one of the first three sets of contestants. He will (as was his wont on the real show) make some disparaging remark about how truly unrealistic the party's costumes are, and will offer them 500 GP, or what is behind curtain number 3. If the characters should show any hesitation, he will then ask them if they would prefer what is under the small box which Jay (a fat elf in a loud sports jacket) is bringing down the aisle, or, they can pass up all of these, and take a risk on what is behind the box which Janet (a really scrumptious looking young female elf) is pointing to. The crowd will all shout for the players to "take the (at this point approximately a quarter of the audience will shout for each of the choices offered, although one voice can be heard crying 'take the girl, man!')".

If the players choose the small box, inside will be ten rings, which are obviously a set, all of which look quite valuable. At this point Montie will leave them alone - for a while. If the players take the large box, there will be some random item of above average wealth (about 4,000 GP) - 20% chance that the item is, in some way, magical - for instance, a beautiful golden necklace with a diamond pendant. If the item turns out to be magical, it could increase the wearer's magnetism by 106 (of course, it could also lower it by 106 - the item is fickle).

If the players take the curtain, they have been ZONKED!! Behind the drapery is a long staff, with a huge sign - "Cursed!" - hanging over it. As soon as the curtain is opened, the staff will fly towards the party, and attach itself to one of them (select randomly, giving a healthy preference to mages). The "lucky" (terribly unfortunate) character will think that this staff is the most powerful artifact ever created, but that everyone else is against the possessor and trying to take his wonderful staff from him.

The staff, Langpeezauud, has a certain intelligence of its own, crude and adolescent. It instills paranoia, extreme possessiveness, and a vague hostility toward anyone, and everyone, else. It considers intelligent humanoids to be very wierd, queer, interesting creatures, who are, despite their many faults, a heck of a lot of fun to kid around with, and enjoys the petty squabbles it witnesses (it usually helps create these squabbles, but let's be kind). The staff provides magical abilities and properties for its owner (not all of which are harmful):

- 1) the character is immediately vulnerable to any non-magical weapon (effective AC -20); this does not apply to magical weapons - the character retains his normal armor class against them.
- 2) the character becomes the target of all traps the party might encounter, regardless of the location of the trap (a pit trap, for instance, will fail to open - somehow - until the character with the staff is immediately on top of it, at which time the trap mechanism will activate).

- 3) in combat, the character may do only a fraction of his or her normal damage capability:

D10 Roll	Result
1-4	Normal damage
5-7	Three-quarters (3/4) damage
8-9	Half (1/2) damage
10	One-quarter (1/4) damage

This roll could be made on each blow (if the GM is feeling generous, or particularly mean), or for each full combat.

- 4) the character will take only half damage, and does heal at twice his/her normal rate.

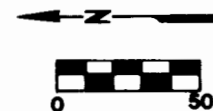
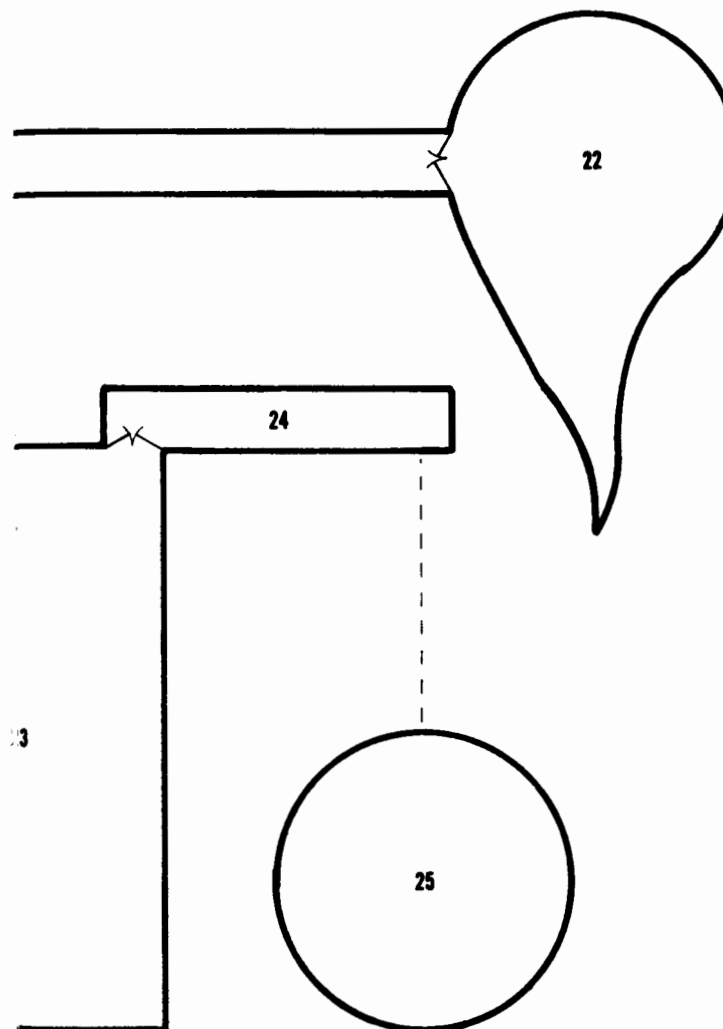
Obviously, the staff is not the nicest possession in the world to have. Unfortunately, the only way to get rid of it is to cast a curse removal spell on the character (a character can do this for him/herself, if s/he realizes that the staff is actually cursed [saving roll against 1/2 IQ]). The staff is very persistent, however, and will think that its new friend is just fooling it; it will automatically return itself to the same character in 1D4+1 hr. The only way to permanently rid oneself of the staff is to remove the curse, and then send the staff far, far away using some form of distance spell (teleportation or apportionment, etc.). The GM should remember, though, that such spells do have a problem working in the vicinity of Pallapot's pyramid. If the party should attempt to send the chosen character away (and succeed - remember above), the staff will mourn the passing of its "friend" for a few quiet moments, and then enthusiastically wed itself to another member of the party.

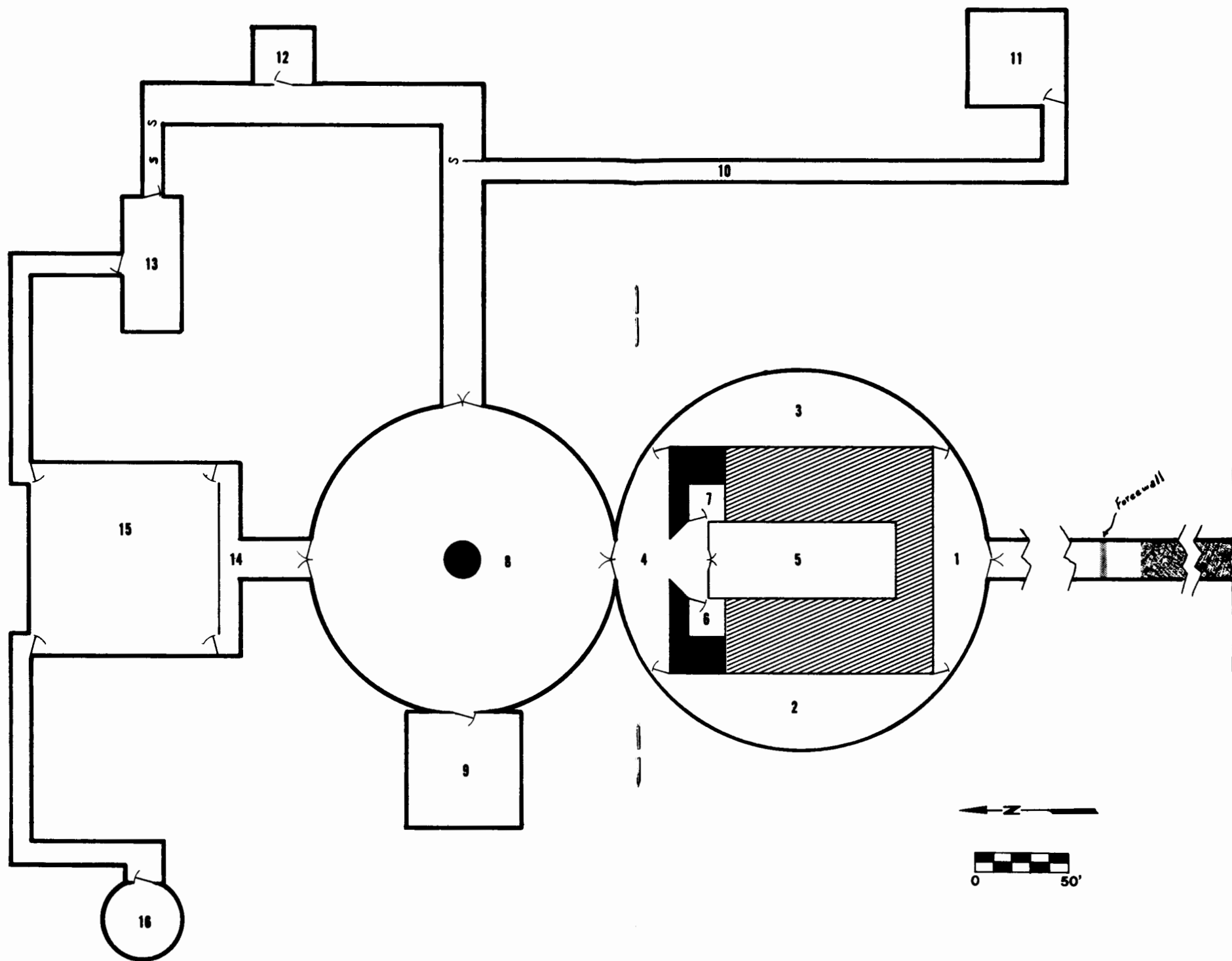
If the party has chosen either the large box or the money, they have a chance to be in the final game. The box gives them a 75% chance, the money only 50%.

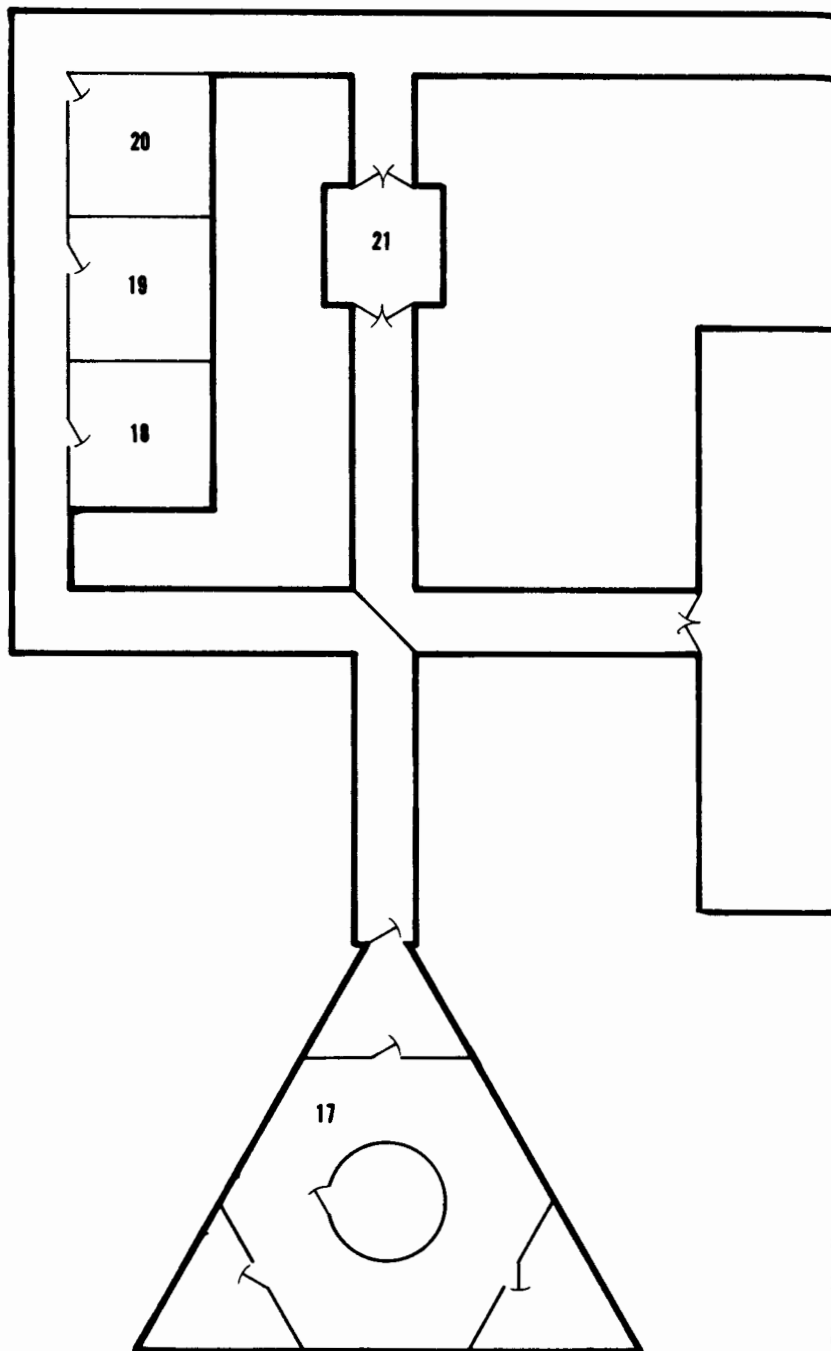
FINAL - The party (if they are lucky enough - GMs may wish to bend the probabilities a little here), and one other contestant will have a chance at the "Big Deal". After turning in anything they may have won up to this point, they receive the choice of Door #1, Door #2, or Door #3. (If the party took the box, they will have first choice; if the money, they will have to settle for second choice.) Their co-dealer is Mitzy Tritzelbarger, a housewife from Kenosha, Wisconsin (who came dressed as a tree, complete with falling leaves) - she won her show ticket at a church raffle. If she is to choose first, Mitzy will invariably choose Door #6 (her lucky number!) - upon being informed that there is no Door #6, she will pick Door #103 (most likely '2', since "that's half my lucky number!" - her arithmetic is about as good as her eyesight; if corrected, she will take door #3). If the party has first choice, Mitzy will hem and haw and settle, eventually, on a random selection between the remaining two doors. Behind the doors are various prizes.

Door #1 - this fabulous showcase begins with a display of "a lifetime supply of Bree, Burry, & Bumble Tobacco" - known for its aromatic aroma and mild but interesting taste. Behind the display board (which will be lifted away into the air) is "a brand new horse!!!" The horse is well trained, exceptionally so, and very gentle, meant for riding, not war, but it will give its owner years of service and riding pleasure. Included in this deal is a three-year supply of fine hay and oats. This "deal" is worth some 12,000 GP.

Door #2 - (the big deal of the day) as the doors open, the players see a large piece of parchment, with large, flowery script. This is a deed (all rights to the property) to a large country mansion with surrounding farmlands, located south of the city of Mandalai (way south). There are a few disconcerting legends surrounding the mansion which the new owners may find a little frightening, but there are no







problems that cannot be solved with time and the help of a mercenary company of 100 fierce dwarves. The package does come complete with the service of such a company, who will escort the new owners to their property (and, incidentally, clear the plantation house of the large number of orcs rumored to be currently residing there. The "big deal of the day" is valued at 24,000 GP (current appraisal), but when the basement is cleared out (this is not included in the dwarves' service), the property value should skyrocket.

Door #3 - there is absolutely nothing behind this curtain. The party will be transported to the door of the room where they started, at the beginning of this particular scenario, losing anything they may have won, but not yet collected.

Once the show is finished, the party will leave (with the help of transportation) and will find themselves, as above, at the door of the room where the whole brouhaha began. If they have won something, they will be escorted backstage (where they will see all sorts of fantastic gifts and prizes, and a crew of odd-looking, slightly demonic stagehands wrestling some of it - like the dragon - around); there the party will be informed that the prizes will be delivered to their homes, and will be awaiting them on their return - could the show's people please have the party's assorted addresses. If the party has won the big deal (the mansion), they will have a chance to meet with the leader of the dwarven mercenary company, regarding times and locations for the expedition to claim the party's new property. After all arrangements have been made, the members of the party will begin feeling a touch giddy, the scene will spin, and they will then find themselves (surprise!!) in front of the door to the room where this whole schmegegen started.

NOTE: The set of rings is a matched set, and nothing will happen until all ten have been donned by one player (in fact, nothing regarding them, other than that they are of magical origin, will be detectable until they are all on the hands of one player. At this point, the rings will begin constricting, very slowly (probably not noticeable until two or three hours after), and will continue to constrict until, four or five weeks later, the character's fingers begin to fall off, one by one. The rings may be removed from the victim's fingers before this eventuality by one of two methods:

- a) amputate one of the victim's fingers - the rings function only as a set of ten, not individually; they may all be removed, once one has been removed; or,
- b) with the casting of a curse removal spell upon the victim, allowing the removal of one of the rings; the same conditions as above apply.

13. The Room of the Laughing Dwarves

What the Players See -

If any of the party should happen to listen at the door into the room, he will hear sounds easily identifiable as peals of raucous laughter. When the door is opened, the party will find a baker's dozen dwarves (13, for those GMs who are not fans of archaic words and terms), rolling about on the floor and laughing uproariously; there is no apparent cause for the dwarves' strange behavior. As the party enters the room, the dwarves will laugh even louder than they have up til now.

GM's Description -

The dwarves are all dressed in chain, with good helms, and shields slung upon their backs; they appear to be armed with battle-axes

(double-bitted, short helve) or mauls (like 9lb. sledges). However, all of them are (pick your favorite expression for incredibly drunk):

§ three (naaaa, make that eight) sheets to the wind

§ on cloud nine (fifty-six?)

§ pie-eyed, potted, ploughed, wasted, shtinkin', tanked, etc. well, you get the idea.

The dwarves are incoherent with laughter, and are not capable of answering questions. They can only point to the door on the eastern wall. Should the party attack the dwarves, the little men will rise, and form a ragged battle-line; unfortunately for the dwarves, they are not even close to sober, so they will quickly collapse back into a giggling heap. The party can easily determine, upon examination, that the dwarves carry nothing of value.

13a. The Corridor of Invisible Gelatin

What the Players See -

A corridor some 20' long greets the eyes of the party when the door has been forced open. At the other end can be seen another door.

GM's Description -

The first door is a bit sticky, and needs quite a lot of wrenching to get it open. The length of corridor, although this will not be readily apparent to the members of the party, is filled floor to ceiling and wall to wall with vodka jello (in any flavor or combination thereof that the GM wishes). This jello is the cause of the dwarves' extreme good humor.

It will take a strong man a few moments to force his way through the gelatin, and such passage will necessitate a saving roll against STM to avoid a condition very similar to that of the dwarves. Of course, anyone who is courageous (or dumb) enough to eat the gelatin (which was the action of the dwarves - they found it quite tasty) will not receive the benefit of the saving roll - he will be just as pie-eyed, potted, ploughed, 'snockered, etc. as the dwarves.

14. The Traffic Light

What the Players See -

When the party approaches this intersection, they will see that each of the entrances to the two narrower corridors has a set of three vertically aligned crystal spheres over it. As the party comes up to the intersection, the lowest globe on the entrance to the west will be verdant green, while the highest globe on the entrance to the west will be glowing carmine. On the wall to the north can be seen a scrawled note (which looks like it was written by a pig)

WeEeEeEE
wEnt THIS
WaE →

GM's Description -

The traffic light here is well guarded (unbeknownst to the party), and infractions are treated as jaywalking. If the party proceeds to the west (with the light), all will be well, and they may proceed undisturbed. If, however, they go east, they have run the red light; a door in the south wall of the east corridor will pop open, and a large beefy man, dressed in blue, with a shield-shaped metal badge on his chest (above which is a nameplate, "Krupke, I. I."), will rush out, shouting "Hold it, you punks!", and brandishing a three-foot length of thin blackwood club. He will force the party to line up, facing the wall, feet spread and hands flat against the wall (if any of the party swings at him, the blow will be easily countered by the nightstick, and the offender will have earned himself a healthy crack "upside duh haid!", 2D4 damage, and a saving roll against STM to avoid being knocked kicking [unconscious]). Once the party is "in the position", Officer Krupke will frisk all of them, muttering "You Jets will go to any length to attract attention, woncha? Jus' las' week, you was out dancin' in the street. Buncha dumb punks, fightin' wit duh Sharks alla time!" as he strips the party of concealed weapons (please note that a sheathed or scabbarded sword is a concealed weapon, as is a slung mace, etc. - if fact, anything even remotely identifiable as a weapon is a concealed weapon by Krupke's definition). When all weapons have been collected, Krupke will tell the party that they may regain their possessions by coming to the police station with a note from their parents, saying it's all right for them to have their "toys back. Nice boys like you shouldn't be playing with stuff like this." He will continue with Lecture #324-a, On Crossing Streets Only At Traffic Lights, and follow up with Lecture #324-b, On The Dangers Of Running Red Lights; he will not tolerate any backtalk.

Should the party begin a "rumble" (i.e., the near demise of the first character to attack the officer does not deter the remainder of the party from attacking him), Krupke will blow his whistle. The party will be rapidly surrounded by a force of blue-clad figures (at least a dozen), who will aid Krupke in beating them into submission (the characters will rapidly discover that cops [a rather unusual form of life which infests the Pyramid of Pallapot] have an armor class of nigh on infinity [due to their skill in warding off blows with their nightsticks], and are deadly accurate in delivering blows with these same nightsticks, 90% of the time to the head - any character who sustains sufficient damage from a cop's blows to dispatch him probably deserved it, since cops will only hit a character once for each attack the character makes on the cop [usually that's all that's necessary!]). Once the party has been cowed, they will line them up, but checks for "liquor on the breath" will also be made, along with the weapons removal frisk. If any is discovered to have the faintest taint of vodka jello (or wine, or beer, etc.) on his breath, Lecture #647-c, On The Dangers Of Imbibing Demon Rum will be added to the others. In addition to this last penalty, the party will not be allowed to continue down the corridor, but must return to the Pillar Room, before attempting the light again.

If the party returns to the area a second time, the lights will have switched (with west being red, and east green). If the group runs the red light again (by going west), Officer Krupke will deliver Lecture #325-a, On Being Dumb Enough To Run A Stoplight Again After Being Caught The First Time, a double length version of #324-a and #324-b. It is assumed that the party will not be crazy enough to repeat the debacle of attack again.

15. The Criss-Cross

What the Players See -

When the door has been opened, the party will be confronted with a wall of thick, white, virtually impenetrable fog. Little wisps of vapor will curl out of the room about their feet. A glistening path some 3' wide slants steeply downward (to either the left or the right, depending upon the door that was opened). The path seems to be clear, but this is all that can be discerned through the misty blanket.

GM's Description -

This room is quite heavily enchanted, and emanates a feeling of magic obvious to any mage of, say, 1st level or better. Most of the room reeks of illusion, including the fog (although attempts to disbelieve the presence of the fog will not cause it to disappear - in fact, if the GM is feeling truly nasty, such attempts to dispel by disbelief could cause the fog to thicken a bit, and close in just a little); however, the only illusion is that of depth. The path, while appearing to slant steeply is actually relatively level, and normally free of hazards, but if the party should start running, they may find it difficult to stop (the glistening of the path is caused by innumerable small droplets of water deposited by the fog - it is quite slippery). Other methods of traversing the room are allowed, flying, levitation, etc., but once the character should leave the path, he will be effectively blind in the fog, and may have considerable difficulty in regaining the path. Every 4 m or so (about a minute apart), a low moaning noise, building in intensity and tone, can be heard for nearly 10 seconds; this moan resembles that made by a foghorn (it is a foghorn).

The floor of the room appears to be several hundred feet deep, and any attempts at free-falling should be handled accordingly ("Yeeeeeeeeeeeeaaaaaahhhhhh!!!" Squutch! [this last is the sound of a body hitting a stone floor at considerable speed]). Should the party (by some means, gods alone know what) manage to reach the floor of the room, the GM is responsible for designing whatever is down there (after all, he was responsible for letting them reach the floor in one piece), but the GM should be quite sparing with treasures or goodies in this area, since the party wasn't supposed to get there in the first place.

If the party is traveling the path from SW to NE, they will find it nearly free of hazards, except at the northern end. The first person to reach the northern end will find (usually by putting his foot in it) a small rubbery piece of something slippery. A saving roll against REF at a penalty of 4 will prevent a spill, and a saving roll against CON will prevent a fall off the path if the person does slip. The small rubbery piece is just a hunk of the vodka jello from the corridor not far off, which happened to get left here (if the party has not been to the Jello Room yet, they would most likely not know what it is, particularly after it has been squished all over the path).

If the party takes the path from SE to NW, the party will encounter, about halfway across the path, a large party (the party's numbers plus 203) of very competent looking fighters, who will demand that the party stand aside so that they may pass. If the party accedes and stands aside at the edge of the path, the fighters will pass with a few ribald comments about rabbit-gutted adventurers and looks of smug superiority on their faces. They are, by the way, excellent fighters, and will prove more than a match, both in numbers and in ability, for most adventuring parties, being Veteran levels of above average STR and STM. If the party attacks as they pass by, the fighters will give them a stiff combat. However, should the party refuse to step aside originally, the leader of the other group will become quite petulant,

cry "Fine! Be that way! See if we care!", and lead his men in jumping off the path (remember free-falling?). After the players recover their wits, they may proceed to the other end without further hindrance.

16. The Sinking Well

What the Players See -

An empty circular room, about 40' in diameter, greets the gaze of those who open the door. Across the room is another door.

GM's Description -

The opposite door is an illusory fake, designed strictly to draw the party into the room. It is powerful enough to have only half the normal chance of being detected, and then only if the player doing the detecting specifically states that he is examining that door. It will disappear as soon as anyone approaches within 5' of it. If all the party has entered the chamber, well and good, for as soon as the door opposite disappears, the entry door will slam (despite any and all attempts to keep it open - it is an enchanted door, and is very proud of having been given its duty), and will prove virtually impossible to reopen (it's also a very stubborn door, and fiercely resistant, as well as being a damn sight stronger than is usual for its ilk).

The floor of the room will now begin to sink, at a relatively slow but steady pace. After the floor has sunk 20', a button with a small sign painted above it will be revealed in the wall opposite the entry door. The sign reads (in just about any - and every - language there is; somebody's bound to be able to read it, unless the entire party is illiterate):

To Raise Floor,
Press Button.

If some member of the party presses the button, the floor will rise, extremely rapidly - all the way to the ceiling! The damage caused is up to the GM (who can be quite subjective in this case); depending on the overall strength of the party, how well they've been playing so far, what the GM had for dinner, whether the pretty little 5th level mage kissed the GM, etc., the GM may decide to be lenient or vicious (however, we do not recommend making your best friend's 14th level Paladin into a holy pancake; things like that have been known to cause a little friction between people - s/he may reciprocate in kind, and we don't mean on your character!).

If the button is not pushed, the floor will continue sinking until it reaches the bottom of the well, another 40' below. A door (no illusion this time) will be revealed in the wall opposite the entry door; it opens easily and the party (those that are there, and those who have survived the return trip) may proceed quietly.

If the button is pushed, of course, the floor will rise (every time the button is pushed! - if the party is dumb enough to push it a second time, the GM should not hesitate to write [read squish] the party off; they'd probably kill themselves off some other way, anyhow), but will sink slowly again until it reaches the bottom. At this time, the door will be revealed and the party may exit (them as is still alive). As soon as the door closes, numerous tiny secret doors (boy, are these secret doors! not even elves have a chance to find them) around the base of the floor will open, and hundreds of little green men will dash out and clean up whatever mess has been made in the room - they hate messes, but love to watch people make fools of themselves (they'll be deeply disappointed if nobody touches the button).

THE ROOMS
OF
THE SECOND LEVEL

17. The Numbers Room

What the Players See -

This room is hexagonal; there is a door in the center of three of the six walls, forming the vertices of an equilateral triangle. There is a large piece of very thin parchment nailed onto each door (the fasteners used for securing the sheets to the doors are on the order of modern roofing spikes [about 12" long and 3/8" in diameter]); scribbled on these pieces of parchment are numbers. The door in the northwest wall has the number "1" on it, the door in the southwest wall is adorned with the number "2", and the eastern door has a "3" written on the vellum.

GM's Description -

This room is quite obviously empty. The only door which can be opened is the one on the northwest wall, with "1" on it. This door is locked (Complexity 2 lock), but will open easily once the lock has been picked or otherwise bypassed (whereas the other two will remain shut and totally unopenable, regardless of the efforts of the party). If the players remove the piece of paper on door "1", they will find the word 'This' engraved into the wood (in a fancy 'Old English' typestyle). Behind the pieces of parchment on the other two doors will be found magical runes engraved deeply into the doors' surfaces; these runes, when looked at, will cause those lookers-at to suffer one of a group of oddball effects (unless a saving roll against MGR is successfully made):

- 01-35 Inanity - for the next 204 hours the character will act very silly (treat his DSC as 1), doing, and saying, all kinds of nonsensical things; however, a saving roll against the character's normal DSC should be allowed if the contemplated action is either suicidal or obviously dangerous to himself - the character will not consider danger to others.
- 36-70 Laughter - for the next 3010 minutes, the character will suffer from uncontrollable laughter; these paroxysms of merriment will seriously affect the character's ability to walk, talk, and engage in combat (HitProb penalty of 6, and only able to swing a weapon in a mr when a saving roll against STM has been made) - the character will not be able to be silenced while s/he is conscious.
- 71-90 Paranoia - the character will be suspicious of anything and anybody for the next 104 hours; during the time of the affliction, the character in question will have a bonus of 35% on any initiative dice rolls the GM may make (for the party being surprised, etc.).
- 91-00 Clumsiness - for the following 6010 minutes, the hapless character will function as if he had a CDN of 1; this will affect all combat, as well as bumping into doors, walls, etc., dropping objects, tripping, and any other amusing (to the GM, that is) mishaps the referee might care to imagine.

When these effects do finally wear off, the character involved will find that he is not immune to further attacks of the same, if he should look at the runes again. If a character does do the rune bit again, and the same affliction hits, there is a 50% chance that the effect will be permanent.

17a. The Resting Place of Death and Doom

What the Players See -

In this triangularly-shaped room, there are really only three things of note: a large cardboard box in the back corner, and two diminutive female elves. The box lies, tucked far back in the corner, its top flaps open, while the two elvish girls are wrestling on the floor screaming various unprintable epithets at each other. They will not notice the intrusion for a few seconds; but when they realize that they are not alone, they will stop fighting immediately, look sheepish, and stand up - straightening their clothes, etc. Once they have re-arranged their deshabelle, they will introduce themselves as Gurth and Amarth (the elvish words for death and doom - any elf in the party will know that). These two innocent females tell a tragic tale - about how they were traveling with their parents when they were set upon by some horrible creatures (the description of which constantly changes) which captured them and took them to this place where they have been for several weeks and they are very hungry and would like some food if it could be spared and they had been hoping that someone nice and sweet would come and save them and the party appears to be such nice people and surely they would have some food that they could spare and wouldn't it be nice if the girls could be shown the way out of this horrible place and isn't the one in the plate so handsome and (etc., etc., etc.)

GM's Description -

These two "innocent" female elves are lying like a pair of Khouranistan carpets (you couldn't - and definitely shouldn't - believe a word!); they are damned good liars, and even someone with truthsense abilities will have the chances for detecting a lie halved. The two girls were left (well, actually dumped) here by the last party they traveled with through the dungeon (this group finally got tired of the girls' constant chattering, bickering, and outright fighting); they're looking for some method to get out, one way or the other. They are not dangerous - or rather, they don't mean to be - and can be a lot of fun to be around (and even with! - they're both cute, cuddly, and frolicsome), but they are both incredible jinxes (and such jinxes have an incredible need to be with other people - always). They will cause a party much difficulty if they should happen to be present. The girls are identical twin sisters, but they hate each other, and each is always looking for some way to get on up on the other. A not uncommon conversation between the two might be:

"I can't believe you, you mean to say that you actually believe that I would do such a thing?!"

"Sure, why not? After all, you are the shorter one."

"No I'm not! You are!"

"Say's you!"

After this, things are likely to collapse completely (on the floor into a schreeching, wriggling, hair-pulling, clawing heap - and woe be unto him who tries to wade in and separate the petite combatants!). If someone in the party is softhearted (softheaded??) enough to allow them to tag along, the party will be in for trouble (increase chances for bad things happening by at least 10% [GM's discretion, depending on many things - including the state of his digestion; if the GM is feeling mean, the girls could be worth a 20%, 30%, or even 40% jinx - we do suggest, however, that their maximum jinx possibilities be limited to 50%], add a penalty of 1 [at least - see above] to all saving rolls, and give each player [note - player, not just the character] a splitting headache). This bad luck will continue until the two have been safely disposed of, one way or another (the party may find that the pair are incredibly hard to kill - the easiest way is simply to lock them in a room).

The cardboard box in the back corner is full of dusty old pictures (in dusty old albums), and are of no real value to the party (the GM may wish to devise different sets of pictures which would be particularly humorous to the party). The real value in the room is on the bottom of the box. Taped to the bottom is an envelope, and in which is an index card, containing a riddle (it is written in a very common language):

Death and Doom will tag your trail,
Unless they're hung upon a nail.
One on two and two on three,
And then the way will open be!

The meaning of the riddle is relatively simple: if the two girls are taken back out into the hexagonal room, and hung upon the nails holding the parchments to the doors, one on the door marked "2" (it should be Amarth, but that's up to the GM), the other on the door marked "3", among other things, the party can leave them there (it is extremely unlikely that the girls will cooperate in this venture - anyone who hangs a girl should suffer a fair amount of damage from kicks, scratches, and verbal abuse). Once the riddle has been solved, a gong will sound; it will be found that door "2" may now be opened (providing, of course, that it has been unlocked).

17b. The Room of 10,000 Cream Pies

What the Players See -

Within this room, also three sided, are found multitudinous racks of assorted cream pies. All three walls seem to be covered with goo, but there is part of some writing visible on the left-hand wall.

GM's Description -

The message on the wall cannot be read unless the goo (which will be found to be old cream pie) is wiped off. Any members of the party who enter the room to wipe the mess off will find the reason for the gooey walls - as soon as they reach the left-hand wall, they will be bombarded with lemon meringue, coconut custard, chocolate cream, etc. The only way to stop the pies from flying is to toss some back - approximately 100 pies will have to strike the right-hand wall before the "enemy" will cease and desist. It will prove impossible to read the message unless the pies are stopped, since the writing will quickly be recovered as soon as it is cleared off, if the creamy delights are still flying.

Once the battle is over, and the wall has been wiped (at least partially) clear, the message will be found to be (again, in a very common language):

Add yet insult to that injury,
And open the door to number three.
Goosey they are, and tasty through -
Plaster the faces of one and two.

Ahh, sweet revenge - truly sweet! Cover the girls with pitched pies, particularly their faces, and door "3" will easily open. They should be relatively easy targets if they're still hung from the nails.

17c. The Room of Life

What the Players See -

As the door opens, loud snores can be heard from within (the door is thick enough that sound does not otherwise penetrate). A counter can be seen cutting off the right-hand corner of the room, and the walls are covered with shelves containing assorted junkie (and other antiques) - there is a truly incredible mass of various odds and ends scattered upon these shelves. Opposite the door of entry is another door, set in the far corner; it is (very obviously) secured with a huge

padlock. The snores seem to emanate from behind the counter.

GM's Description -

If the party investigates the snores, they will discover a dwarf, sound asleep in a chair behind the counter. He appears smaller than a normal dwarf, only about 3-1/2' tall instead of the usual 4' to 4-1/2', and is clad in very old and ragged clothing. He will wake up if any of the party speaks to him, or reaches over the counter and shakes him.

After rubbing the sleep out of his eyes, he will look the party over (rubbing his hands together in glee), and say, "Ah! Customers! It's certainly been a long time since I had customers." He will now reach under the counter and pull up a rather large stand up sign:

Pyramid Bargain Shop

Good Quality
Used Items
and
Consignments
Vital Longlife, Prop.

At which point, he will sit back in the chair, and ask, "How may I help you gentlemen (and ladies)?" Vital is occasionally called by his nickname, "Life", and it has been noted that he is exceptionally short, even for a dwarf; the party will discover, when they try to deal with him, that he is very, very cheap (remember a certain bit of lore from the first level?).

When the party asks how to get out of this particular set of rooms, Life will indicate the back door, the one with the huge padlock. Upon examination, the door will prove to be too strong to batter down, chop through, or otherwise circumvent, and the padlock has enchantments embedded into it which make it impossible to hit with any weapon. After a while, Life will tell the party that he does have a key for the padlock, and that he will sell it to them for (some ridiculous figure - the GM should make it very high in terms of money in his campaign). Life will be able to be bargained down some 25% of his initial offer, but that is his lower limit, and if the party persists in trying to break him down further (after three repeats of the same price), the amount will start rising. If the party does bargain, by the way, Life will moan, kvetch, and generally make a total pest of himself, with complaints about such a price taking the food out of his children's mouths, the offer being less than he paid for the item, the item is a family heirloom and worth a veritable fortune, etc. Should any member of the party offer to sell him anything, he will probably (85%) bargain for it, but his maximum offer will be about 35% of its actual value, and he starts much lower than that, at maybe 5% - he is so cheap!

Should the party have started searching the shelves without awakening the dwarf first, he will awaken as soon as the first item is touched, and come charging out from behind the counter, swinging a short hammer (his aim is lousy, and he can't strike very high up anyway - if he ever does hit somebody, he does a lot of damage to the kneecap,

or maybe the big toe). If the person puts the item back, and the party tries to placate the little man, all will be well; if, however, somebody should happen to kill him . . . well, how long can a group survive on cream pies? Life is the only person who knows where and what all the items in his shop are; it would be impossible for anyone else to locate anything in particular - especially the key to the huge padlock on the back door!

18. The Artistic Penguin Room

What the Players See -

In the center of the room of this room stands a 12' tall penguin, contemplating an easel on which rests a blank piece of vellum. The penguin is wearing a bright blue smock with paint smears all over it, and he carries a palette with many daubs of paint on it (although an observant character may notice the absence of green - if asked, the penguin will emphatically deny the existence of such a color). The room is very cold, and the penguin is humming happily to himself. As the players open the door, the penguin may (60%) turn to them with an exasperated wheeze.

GM's Description -

The penguin is actually a penguin. He is, however, very bright for a penguin - not at all like his relatives, which are, as a rule, dumb birds. This penguin's name is Tooloose L'Trek, and he has visions of his paintings gracing the halls of rich estates and fabulous museums (as well as ghetto walls); he is an extremely gifted artist and his work truly should be in one of these places. However, he is a penguin, and the world is really quite prejudiced against penguins, believing them to be just animals, and hardly capable of producing masterpieces. Because of this, Tooloose has not been able to sell any of his paintings. After all of his disappointments, this penguin is a very morose bird, but he is friendly and congenial to everyone, although the only languages he speaks are Penguin (of course!), and an eccentric language from his own plane called French. Tooloose will offer to do a portrait of any member of the party; his rates are quite reasonable, and he will happily paint anyone willing to pay the 50 GP cost; he takes about two hours to finish his work - the portrait will be very good, and will seem almost lifelike.

Tooloose can be convinced to accompany the players - especially if they promise him a world free of penguin hate. If he does accompany them, he will bring along a large case full of paint tubes and brushes, and a large roll of parchment (which he says he found a long time ago, and uses for his work).

If any player carries a portrait of himself done by Tooloose for over a few hours, he will eventually notice (hopefully) that the portrait seems to be radiating light of some kind. In fact, the portrait (which is animated and capable of changing position and facing) has changed to that of a youngish woman, shown three-quarter profile; the only unusual feature is that her hair seems to be slightly thick and green (and move with a life of its own) - this portrait is capable of turning full face (it usually takes about three unrollings for this to occur), and greeting the onlooker with a smile (with appropriate dangers involved therein). Tooloose will deny all knowledge of what has happened; he truly does not know, since this will be the very first portrait he has done for a long time. The roll of parchment is actually to blame; it is magically enchanted to replace any portraits with that of a Medusa - and since Tooloose has never done any of this kind of work with this parchment, he knows nought of the curse. There is enough parchment left to do between 10 and 15 pieces.

Tooloose the penguin is very peaceable, and will not even defend himself if attacked. Should the party ruthlessly murder him, the GM should ensure that something nasty (and probably fatal) happen to the members of the party very soon.

19. The Truly Flaky Dungeon Room

What the Players See -

The entire room is filled with small golden flakes which crunch and crackle if pressed with one's hand, or stepped upon.

GM's Description -

The whole room is filled with Corn Flakes, Wheaties, Grape Nuts Flakes, Sugar Frosted Flakes, Post Toasties, etc. This is truly a flaky dungeon room. If the party searches carefully through the flakes, they will find, hidden in the back corner, a genuine Secret Decoder Ring!!! (GM's discretion as to value)

20. The Police Station

What the Players See -

When the door to this room is opened, the party will be struck by a forceful sense of lassitude, so powerful one can almost taste it. The 15' square section of the room immediately around the door is kept separate from the rest of the room by a mid-chest-high counter, solid except for an opening near the right-hand wall, covered by a hinged section of counter, which swings up. There are several people lounging around the room, and they all appear to be in some type of uniform. There are many desks throughout the room; all are very clean, lacking clutter of any kind - except for one in the far corner which is covered in piles of papers (many of which have fallen to the floor); at that desk is a man furiously scribbling away. When the party enters the room, a beautiful young woman will approach the group, and ask if she can help them.

GM's Description -

As might be guessed, this is a police station. It is a very back-water station, and relief is long (several hundred years) overdue. The occupants of the room have become rather lax in their duties; in fact, the only person who ever does any work is the receptionist (the industrious man at the back desk is actually a prisoner who has been told that if he doesn't write, "I am a very bad boy, and should be hit repeatedly on the head with a large, pointed stick" five hundred thousand times in one hour, he will be it repeatedly on the head with a large pointed stick. There is also one patrolman who remains on constant duty at the traffic light on the first level (see room 14). If the players encountered Officer Krupke on the first level, and had their weapons confiscated, the armaments will be here, and the players may recover them.

If the players remain in the room for over five minutes, one of the officers will look at a clock, and yell to the unfortunate in the back of the room, "Time's up, Lenny!" at which point, Lenny will fall to the floor sobbing and crying about how unfair life is, and that he didn't do anything, really. The policemen will look at him with pity, and then give him another ten minutes (this has been going on for a long, long time!).

21. The Room of The Black Knight's Bridge

What the Players See -

Spanning the room, which appears to be have no floor, is a rickety wooden bridge. Some 25' below the bridge is a rapidly flowing stream, running into, and out of, the room through low ceilinged tunnels; these

have thick iron grates covering their mouths (which should effectively halt any thought of exiting the room by this method).

Standing in the middle of the bridge is a tall man dressed in black plate armor. He carries a huge two handed sword, and has a mean look on his visor. If anyone approaches him, then he will say, "Pass not may you" and will assume a ready position, thoroughly blocking passage on the bridge. The bridge is so narrow that only one person at a time may safely move forward.

GM's Description -

This is actually not The Black Knight, it is his younger brother, Knight Black The, who was cursed to do everything backwards. He is an excellent swordsman but has never won a battle, since his strokes do not damage, but instead heal (he does everything backward). If the players begin moving towards him threateningly, he will retreat (moving forward of course), and say, "You attack to want don't I" as he moves forward sheepishly.

If the players are smart, they should be able to maneuver the Knight to a point where the party will be able to make their way across the bridge. Should the party have trouble bypassing the Knight, he will (eventually) become tired and allow them to pass - by attacking, of course. Each time he hits (HAC0 12), he heals 104 points of damage on his target; each time he is hit (plate armor, with no dodge), portions of his body will fall off (similar to his brother, except, of course, backwards); the first time he is hit, his head will pop off, next each of his legs, and finally his arms will be individually severed from his torso (his sword will continue to be swung until both arms have been lopped off). His head will shout at the character who hit him, screaming blessings and various compliments about the character's heritage, as well as a description of a beautiful paradise the character will attain upon his demise. Should the players return through this room, then the Knight will have pulled himself together, and will be awaiting his revenge.

22. The Small Fortune Room

What the Players See -

As the players enter this room, they will see a wooden sign mounted on a post directly in front of them. The sign reads:



The room itself is circular, and is empty other than the sign, with which the party may do as they wish (it is a very agreeable sign). To the east (in the direction of the arrow on the sign) is an opening to a tunnel, which appears to wind off into the distance.

GM's Description -

The tunnel to the east is heavily enchanted; however, should the players enter it, they will not notice any effect (until it's just too late). The tunnel narrows rapidly, and winds only a short way beyond the room. The players will, likely, not be able to detect this, however, for as the tunnel gets smaller, so do they. By the time they

reach the end of the tunnel, they will actually be only 6 inches in height; they will probably not notice this, since they have nothing with which to make a comparison. It will appear that they have wandered hundreds of feet into the tunnel (where they have actually gone only 80'), and while the tunnel does seem a little cramped that is, after all, the nature of tunnels.

At the end of the tunnel, the players will find a chest, apparently about 2' by 3' and 1-1/2' high. This is apparently the 'Small Fortune' the sign spoke of (little do they realize how small). The chest is secured with a Complexity 2 lock, and is trapped. If the lock is not successfully picked, nor the trap located and disarmed somehow, before the chest is either opened or moved, a loud click will resound through the tunnel, and, 20 feet down the corridor (behind the party, back toward the original room), a four foot thick section of wall will slowly begin moving to block the tunnel. It will take only 2 mr for the block to completely block off the tunnel, and the characters will need to react speedily in order to make it to the other side before they are trapped; it requires a saving roll against REF in order to make it to the other side. If someone grabs for the chest, he must make his saving roll at a penalty of 1 (+1 for each 5' away from the chest that he was when the trap was sprung). Note that all of these distances are made with respect to the players' size at this time.

As soon as the tunnel has been blocked off, water will begin pouring into the room from the narrow end. The depth of the water will rapidly reach the players' waists (it doesn't take long to build up three inches of water), at which point it will slow down, eventually stopping at about neck level for a dwarf (about 4' equivalent) - only hobbits will really have any worries. The water will not ever fill the room; its purpose is to make the players worry a little bit.

If players are trapped, they must succeed in battering their way through the stone block (it's a fairly soft hunk of limestone), or use some type of magical means of escape. Battering will, regardless of method used, take a minimum of two hours (the stone is very petulant, and will be indignant that anyone would try to destroy it after so much work was put into carefully putting it there).

If the magical option is used, there will be no trouble with the spell itself (this is an exception to the normal situation involving distance spells in the pyramid - effective only for this room), but the GM should realize that magic does not know the difference between scales, and any spell involved in carrying a player a specified distance will send him that distance. This could cause problems, especially if a player should happen to end up in a wall (now wouldn't that be just awful!).

When the party returns from the end of the tunnel, each of the members will begin to grow (again, they will probably not realize this). This is where the neat part comes in, since what gets smaller does not necessarily get bigger. As the players leave the tunnel, each must make a saving roll against MGR. If the roll is successfully made, the person will return to his original height. If the roll is unsuccessful, the unlucky individual will be shorter, to some degree; roll a D100 to see what the new height of the character is:

01-10	25% original height
11-25	40% original height
26-50	50% original height
51-75	75% original height
76-90	90% original height
91-00	lucky, 100%

Naturally, the chest remains the same size it was when it was found (about two inches by three inches, and one-and-a-half inches high).

Inside are many little teensy bright jewelly things which are much too small for them to be of any real value. If the party should be lucky enough to meet any of the "little fellas" (and we mean really little - six inches high!), it is likely that these tiny people will be willing to pay the going rate for such jewels and gems as are contained in the chest (about 10,000 GP, but they use the smallest gold pieces you've ever [hardly] seen).

23. The Crowded Full of Gargoyles Room

What the Players See -

As the players enter the room, they will notice that the room seems filled with statues of some kind. Upon closer inspection, they will see that the statues are those of gargoyles (at this point, one of the party members will suddenly "remember" that when gargoyles sleep, they become statues; immediately after this is made public, the entire party will suffer an uncontrollable urge to sneeze).

Upon further search of the room, it will be found that the southernmost 30' of the room is free of the gargoyles. On the west wall is the leering face of a gargoyle, about 10 feet tall, and apparently part of the wall. The mouth is open, and, back near the tonsils, there is a small hole, 3" or 4" in diameter, which extends as far back as any of the party might be able to reach (by any method). On the eastern wall, directly opposite the face, is a massive set of doors. They appear to be so massive that there is no way to open them.

GM's Description -

The statues of gargoyles are exactly that - statues of gargoyles - and are completely inanimate (although some are enchanted and radiate a sense of unease). There are exactly 314 of these statues, which could make the party quite paranoid about sneezing, and very apprehensive, if they should believe the story about sleeping gargoyles.

The large gargoyle face radiates a very strong sense of magic power. It is the only means by which the double doors opposite may be opened; these doors will not succumb to any normal form of punishment (in other words, they just ain't gonna open). For the magic of the face to become operative, a certain code word must be said aloud; this key word is 'pour', in any language. The face will then spout forth the specified liquid substance in a stream of such tremendous pressure that it will strike the doors with almost no decrease in the height or force of the stream. As an example, if one of the players state "Pour water!", a stream of water will gush from the hole in the gargoyle face, striking the doors pure center. Obviously, for the doors to be opened, some type of acid must pour forth. The GM should take into account where the players are at the time when the stream is active since anyone hit directly by the stream will quite likely be dead (especially if the liquid was corrosive). To stop the flow of liquid, one need only say "Stop!".

Should the players ask for something of potential worth such as molten gold, the GM must decide whether or not to let the players achieve any reward; after all the gold is molten, and when it cools, it will all be in one huge clump. If the players devise some kind of plan which seems plausible, then give them a little reward.

24. The Corridor of Lights

What the Players See -

This corridor is very musty, and motes of dust hang suspended in the air (they were all mass murderers and deserved the punishment). Shafts of light (sunlight apparently) hatch the corridor, creating a weird ambience (sort of like an old Hitchcock flick). The beams have no apparent source, and are not all aimed in the same direction. As the

players move down the corridor, strains of music will be heard, growing louder as they proceed.

GM's Description -

It is not very difficult to avoid touching the beams of light; most people will be able to duck them easily. If, however, there is someone in the party with CDN of less than 8, then s/he will have a slight (20% + 5% per point below 8) chance of having a beam strike him. Should a beam of light touch someone, a loud rumbling will be heard and, suddenly, . . . nothing will happen. However, a few feet down the corridor, a tall thin man with one brown shoe (his feet are shaped weird, and he kind of hops around) will appear, look around dazedly, see the party and run away (this is very difficult with only one white shoe). The second time a beam of light is impinged, that character must make a saving roll against CDN in order to avoid a giant flyswatter which swings out from the ceiling. If the saving roll is missed, the character will be smashed against the wall, and pinned there, helpless; it requires a combined STR of 40 in order to pull the 'swatter away from the hapless character.

By the time the party reaches the end of the corridor, the music will be very loud, and will cause drastic communication problems (the music is the soundtrack from some old Frank Sinatra movie [although the characters won't know that]).

At the end of the corridor is a door which, when opened, will cause everyone in the length of corridor to be transported to room 25. If the party "met" the tall thin guy, he will also be found cowering at the end of the tunnel, and will make a good pet for someone, although he is not house-trained.

25. The Personal Chambers of Pallapot the Peripatetic

What the Players See -

The characters will suddenly find themselves in a large circular room; it is comfortably furnished with a large round bed, hundreds of cushions (each a different color - just try to think up the names of hundreds of colors; we dare you), and a few poisoned spikes (just to liven things up a bit). There is a 50% chance that Pallapot is not there (he is out peripatetic); however, he will nearly always return within a few turns (2D6).

GM's Description - Pallapot is a wizened old man who looks like a wizened old man. He is very old, and through the years has lost considerably more than just his hair. Pallapot is rather forgetful, and does not tend to remember anything longer than five seconds or so. He won this pyramid, and all that is in it, a long time ago in a poker game; eventually he retired here when he had nothing else to do, and has lived here ever since, wandering the halls of the dungeon, meeting and greeting people, and frequently rediscovering the many wonders of the pyramid.

If the players arrive while Pallapot is out, they will most likely wish to search the room. When they do, they will probably find the chest which Pallapot keeps under his bed. In this chest Pallapot keeps all of his possessions, most of which are quite inane and useless. Should the players dig through the mess, they will almost certainly find the secret panel on the bottom of the chest (it is labeled "Secret Panel" in a script that magically imparts its meaning to anyone who looks at it, even if the person can't read; the panel is also outlined in a bright fluorescent pink). This panel is trapped; when it is opened by anyone other than Pallapot, the spell Hold It Right There, Fella will be set off (this was one of the spells which Pallapot developed in his earlier days as a powerful mage - he had an unusual sense of

humor). Essentially, the spell will cause the player to freeze, unless a saving roll against MGR is made; he will remain inactive until someone (usually Pallapot) speaks a key phrase which will release him. The key phrase in this case is "Damn, I forgot what that word was." Which, of course, Pallapot has forgotten, but he will probably (90%) say it by accident, when he observes the "frozen" person.

Inside the secret compartment is a small black felt-covered case with a miniscule clasp on it. If the clasp is turned to the right, the case will disappear, to be replaced by a finely balanced throwing dagger (with a familiar looking clasp on its pommel). The dagger, if thrown, will fly to the target, strike (doing 2D3 of damage), and then return to the thrower. It should be noted that this target need not be living, nor need it be in sight - the dagger will fly to whatever target the thrower wishes, and upon touching will teleport back to the thrower's hand (there is a 5% chance of it returning point first). To return the dagger to its case form, the clasp on the pommel need only be turned, in either direction. While the item is in the case form, if the clasp is turned to the left, the case will open, revealing a pair of bracers. If both bracers are worn by the same person, all of that character's saving rolls are made at a bonus of 2; if a character wears only one, his saving rolls are made at a penalty of 1. If the bracers are not in the case when the clasp is turned to the right, the dagger that appears will not have any magical powers.

If Pallapot is around when the characters arrive, he will welcome them to his home, and try to answer any questions that the members of the party might ask. Unfortunately, about the only thing he remembers about the old days is winning the pyramid, and his wife Penny (now gone for days (or until the players stop him)). He will be very congenial with the party - tell them to make themselves at home, warn them about the spikes, and probably then leave. Before he goes, however, he will tell them that if they wish to leave, they may use the elevator, which is in the corner. If anyone in the party realizes soon enough that the room is round, leaving no corners, and speaks up, Pallapot will apologize for his forgetfulness, and indicate the elevator; otherwise, there is little chance the party members will manage to locate it.

If Pallapot returns as the party is actively searching through his room, he will enter with a resounding, "What's all this then?!?!" Unfortunately, Pallapot has forgotten most of his spells - the only one he is likely to remember is Cause Boredom (another of Pallapot's "humorous" spells). If the players make their saving rolls against MGR (at a penalty of 2 - Pallapot was a powerful mage), they will not be affected; however, any who miss will immediately become totally bored, suffer from endless ennui, and care little for anything at all. This will last until the player (eventually) makes his saving roll (which may be tried once every 2 hours). Beyond this, Pallapot will not put up much of a fight, especially since he will quite rapidly forget why he threw the spell in the first place; he is also unlikely to remember how to fight, or even that he can.

When the party takes the elevator, they will find themselves on the platform at the pinnacle of the pyramid, and will have to find a way to the ground by themselves.

WANDERING ENCOUNTERS

If the GM would wish to make life a little more interesting for his players, he can supply an occasional wandering encounter from some of the denizens that infest the Pyramid. It is probably reasonable to check for an encounter in each stretch of hallway, and once each hour the party spends in a given room. Roll a D10; on a 1-4, an encounter occurs:

01-20

Pallapot the Peripatetic - can be found, on occasion, just wandering among the halls and rooms of his abode. He will seldom pay any attention to the party, since he only notices people who have reached his private quarters. Pallapot has used magic and arcane powers for so many centuries, that he has become quite magical himself; among other things, he can walk through walls (as if they were no more than the veriest illusion!), and is likely to stroll in one wall of a room or corridor, look around with a slightly confused, "I should know something about this" gaze, and then wander out again through the opposite wall, totally unconcerned with whomever was present.

21-45

Pallapot's Mother - is a very tiny little old lady who can be found shuffling slowly along the corridors in a vain search for her son. She is firmly convinced that any party which meets her (she cannot move fast enough to catch up to anybody else) has done something horrible to her son, and will strike out with her umbrella at anyone she can reach. Her aim with this instrument is deadly - she never misses - and she is capable of delivering 1 (and only one - but always one) point of damage (regardless of armor class) to anyone she strikes, such damage bypassing any armor class absorption allowed. She cannot move very fast, only one (1) movement unit per turn, and it is quite easy to avoid her; anyone who gets killed by Pallapot's mother was simply too stupid to get out of the way!

46-80

The drunken dwarves (from Room #13).

81-00

The Ancient Marinater - is a very (very) old chef once employed by Pallapot. He now wanders the corridors of the Pyramid, occasionally finding supplies to mix up a very fine meat basting concoction. He will pour this concoction over one member (selected at random) in any party he meets, and then run off cackling. There is no purpose to this - he is extremely senile, and quite mad.

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CHARACTER DESCRIPTIONS FOR "THE PHANTASTICAL PHANTASMAGORICAL MONTIE HAUL DUNGEON"

Rm#	Character	Character Notes	Class	Purse	Requisites										Weapon	Combat	Damage	Armor Class	HTK
					ST	CO	RF	SM	DN	IQ	TL	MR	MG	AP		HACD			
2	The Librarian	(Human) (Vampire)	VEI/HU/LIB EL/VM/FTR	none	9 14 12 15 17 12	9 10 12 10	24 14 22 36 17 12	9 21 19 18	CLAWS	-2	306	NON 0 NON16	22 76						
5	The Green-Eyed Man	(Powered)	VEI/HU/MAG	none	13 12 8 17 14 15 24 12 12 10	NONE													
12	The Creature Brood	MONSTER EL/HU/FTR	none	20 19 30 18	-	-	15	-											
			none	18 17 19 20 16	9 11 13	9 14	HANDE	3	504	LTH 4	66								
13	Dwarves 1-5	VEI/DW/FTR	none	15 13 12 17	8 10 10 15	7 6	LG AXE	3	405	CHN 6	31								
14	Dwarves 6-9 Dwarves 10-13	VEI/DW/FTR	none	17 12 12 15	7 12 11 13	8 6	MAULE	4	404	CHN 6	33								
		INT/DW/FTR	none	16 14 11 16	8 11 14 14	6 7	MAUL	5	304	CHN 6	28								
15	1. I. Krupke Policemen	EL/HU/COP	none	13 17 16 14 12 10 12 19 12 10	NTSTKE	-10	204	INFTY	42	INFTY	36								
		VEI/HU/COP	none	13 16 17 15 12 11 10 20 11 12	NTSTKE	-10	204	INFTY	36										
17a	Fighter leader Fighters 1-5 Fighters 6+	VEI/HU/FTR	none	15 16 13 14	7 13 10 16 17 10	BDSMDE	2	404	CHN 9	41									
		VEI/HU/FTR	none	16 14 14 15	6 12 11 15 11 12	BDSMDE	3	404	CHN 8	38									
		VEI/HU/FTR	none	16 15 12 17	6 13 10 17 10 14	BDSMDE	4	404	CHN 7	35									
17c	Death (Gurth) Doom (Amarth)	INT/EL/JMX	10D10SP	6 17 14 13	5 17 13 19 14 19	NONE	-	-	NON 0	286									
		INT/EL/JMX	10D10SP	6 16 15 13	5 17 11 17 14 19	NONE	-	-	NON 0	283									
18	Vital Longlife	EL/DW/NON	10D1006P	11 13 12 19 18 12 14 21 7 9	MAUL	10	204	NON 0	37										
21	Too loose L'Trek	PENGUIN	???	10 18 8 17 13 11 9 14 6 14	NONE	-	-	SKN 3	29										
25	Knight Black The	INT/HU/FTR	none	20 15 13 19 6 10 12 22 10 ??	GTSMDE	15	406	PLT12	216										
W	Pallapot	EL/HU/MAG	none	9 12 13 22 3 17 23 5 9 10	SPELL	-	-	NON10	192										
		EL/HU/MOM VEI/HU/CHF	none	4 7 6 17 4 8 10 23 4 6	UMBRL SAUCE	auto -	1 -	INFTY NON 0	10 22										