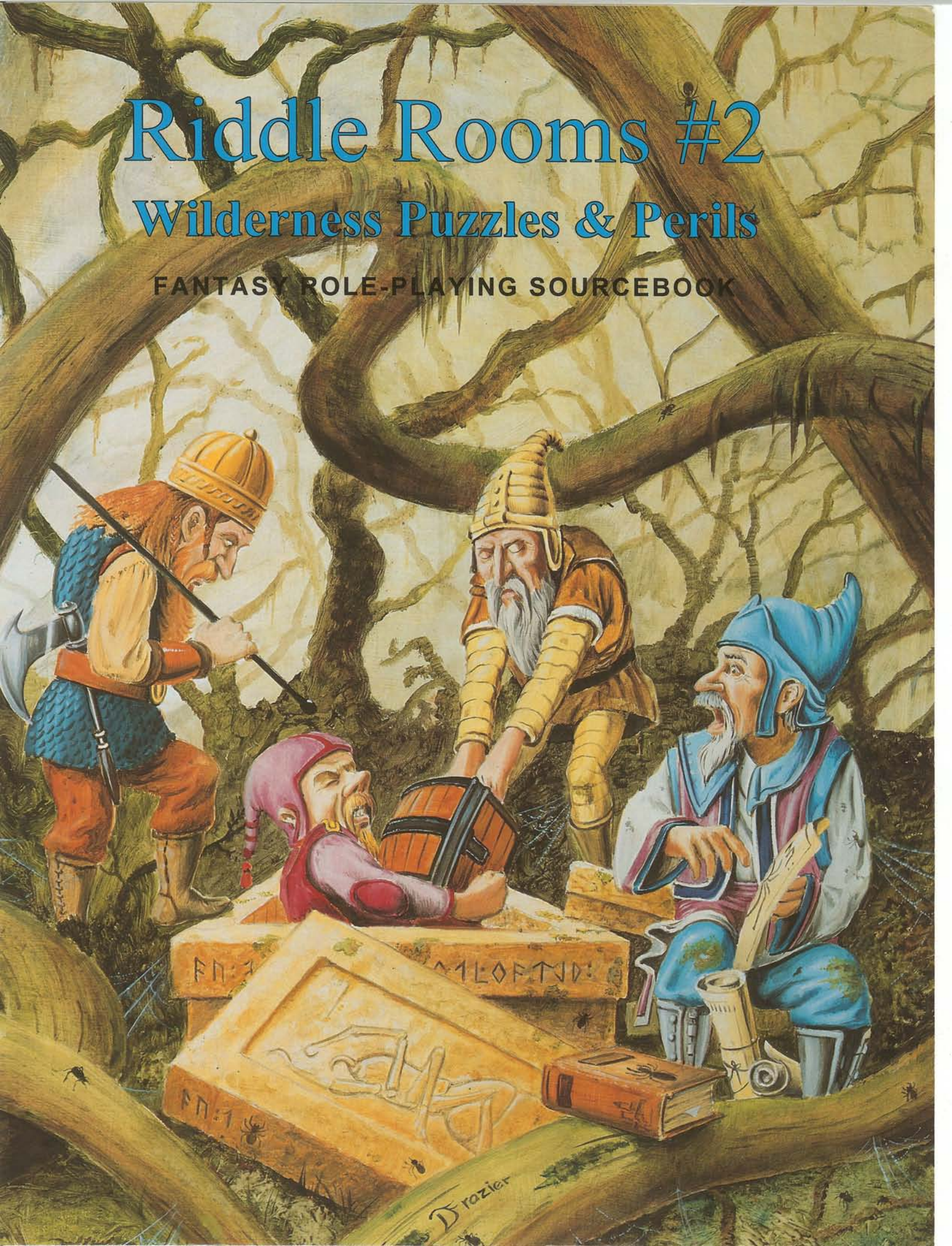


Riddle Rooms #2

Wilderness Puzzles & Perils

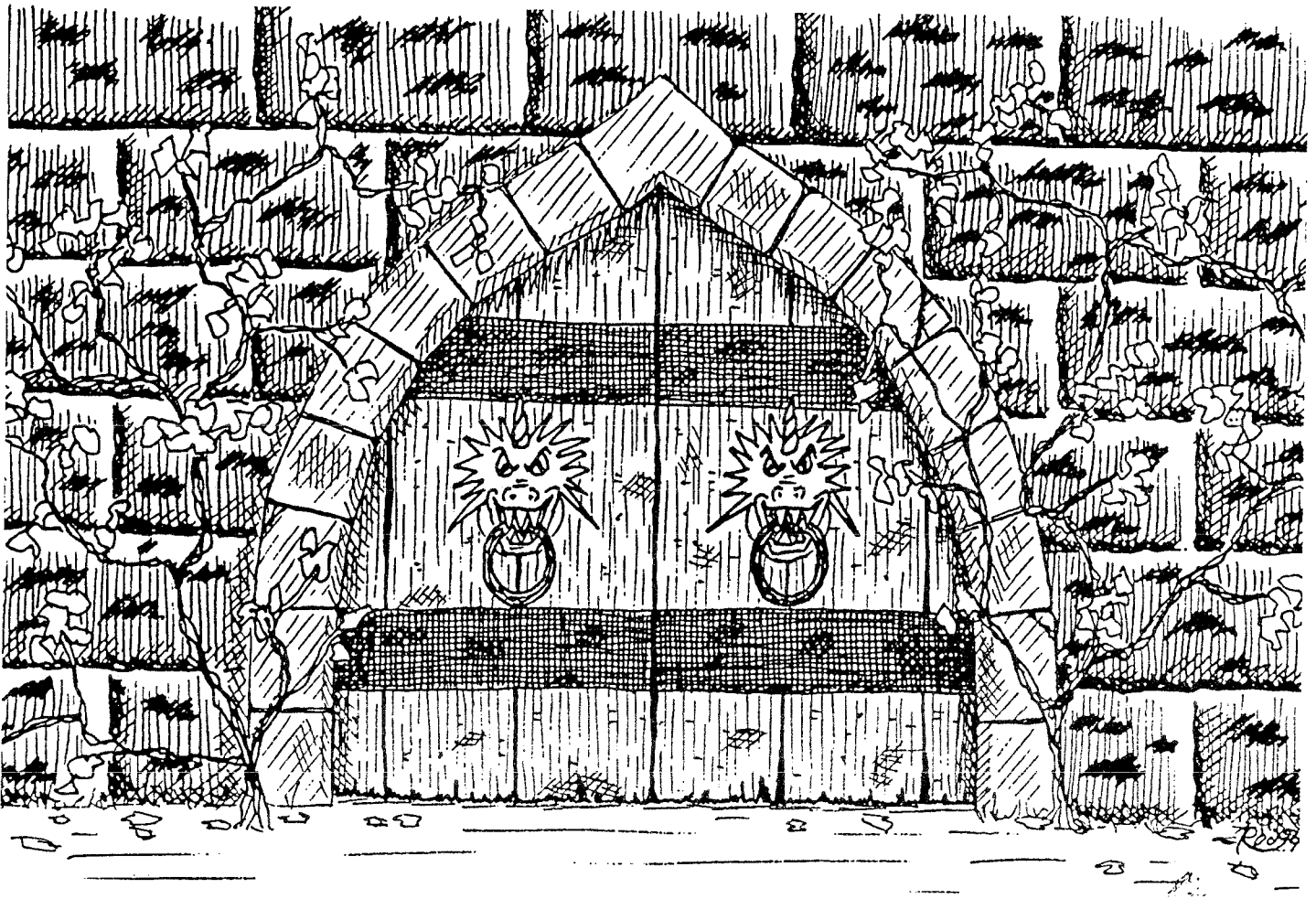
FANTASY ROLE-PLAYING SOURCEBOOK



Riddle Rooms #2

Wilderness

Puzzles & Perils



Cloud Kingdom Games, Inc.

Riddle Rooms™ #2 - Wilderness Puzzles and Perils

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Game Master's Handbook

What is *Riddle Rooms #2*?

Riddle Rooms #2 is a fantasy role-playing sourcebook which can be used to enhance any campaign. Each encounter in *Riddle Rooms #2* contains a riddle, puzzle or challenge which your players must overcome in order to solve the encounter and earn treasure. Because the obstacles presented in these encounters require thinking and problem solving, characters of any ability or skill level will be equally challenged.

Wilderness Puzzles and Perils is the second in the *Riddle Rooms* series. The encounters here take place in forests, mountains, jungles, towns and other outdoor settings. If you are designing a dungeon adventure or want to fill up rooms in an old decaying castle, barrow mound, dank cave or other indoor setting, *Riddle Rooms #1 – Dungeon Dilemmas* has twenty encounters that fit into any dungeon.

Components

- *Game Master's Handbook*: This has all the information which you, the Game Master, need to know. Each *Riddle Room* is described along with its solution, plus ideas for monsters, treasure and traps.
- *20 Illustration Tear-outs*: These sheets show your players the encounter. Give these to your players when they reach a place in your adventure where you've put a *Riddle Room*. The *Illustration* tear-outs are bound into the Game Master's handbook. Remove them by tearing along the perforations. Some encounters require more than one sheet — this is noted in the *Game Master* information for those encounters. A few of the illustrations need to be cut before being used. Feel free to photocopy these pages.
- *5 Bonus Riddles*: These are individual riddles not contained in any *Riddle Room*. The ones we present here are designed so that you may have a mystic or seer give them to your players. These riddles will lead them to far away places. A great way to start a new chapter of your adventure!
- *A Riddle Item*. Riddle Items are magic items that have a riddle associated with them. Solving the riddle will give the players clues about what the item can do and how to use it. Riddle Items may take many components to be useful and so give players a long term riddle to solve as part of a campaign

How To Use Riddle Rooms In Your Game

Riddle Rooms will fit into any adventure and any gaming system. You can place a *Riddle Room* encounter almost anywhere. When your players come to an encounter, give them the corresponding *Illustration* tear-out sheets. As the party tries to solve the puzzle, refer to the *Handbook* for all the details.

The *Game Master's Handbook* explains how each encounter should be solved. Every encounter contains enough information for even the weakest party to succeed. No special abilities or spells are required and you may choose to have magic not work in some places to encourage your players to triumph with their wits, not by brute force.

How To Use The Game Master's Handbook

In the top corner of each encounter's page in the *Handbook* are one or more symbols. These symbols make it easy for you to see what your players can get from the encounter.



Doorway: The solution to the puzzle will give the players access to a new pathway, an opening to a dungeon, or the beginning of a new quest or adventure.



Treasure: When the players solve this puzzle they will get treasure. You may reward them with whatever treasure is appropriate to your campaign. The *Handbook* lists some suggestions for treasures that relate to the theme of the encounter.



Person: When the players solve the puzzle, they will meet a person or creature who may accompany the party. You can give this creature whatever capabilities or statistics you consider appropriate.



Deadly Danger: This encounter, if done incorrectly, will spring a deadly trap or unleash a terrible monster.

The first part of each encounter contains a description of what the players see. You may choose to read this to the party or let them work solely from the *Illustration*.

The next section is **Game Master's Information**. This tells you how the encounter is to be solved and what happens if the players fall for any of the encounter's traps.

In encounters where the players may fight a monster or where a trap may spring, there are three types of damage:

Minor A player should be able to take minor damage up to ten times without dying.

Moderate Players should be able to take moderate damage no more than three or four times.

Deadly Deadly damage should have a chance of either killing or seriously wounding a player.

If our description of trap or monster damage disagrees with your system, go ahead and change it.

The Suggested Treasure section gives some ideas for interesting treasures that are appropriate to the encounter. The approximate value of the treasures are: ♦ - small, ♦♦ - moderate, ♦♦♦ - very valuable.

The Players Need section tells you what items or abilities a party will need. These are generally common things like a rope or a bucket. Be sure your party can get these somewhere before arriving at the encounter.

Remember — these *Riddle Rooms* are here for **you** to put into **your** adventure! Feel free to change the contents, monsters and treasures as you like to fit into your role-playing system. Have fun!

Riddle Rooms #2
Wilderness Puzzles and Perils
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Ashes to Ashes

Encounter #1

Forest

While going through the forest you come across a dazed looking man smeared head to toe with ashes sitting within a cage made of thorns. He calls to you and begs you to help him. He tells you his name is Waerix and he was enchanted into his current pitiful form by an evil wizard. He will remain trapped in the prickly prison until he finds his proper home. He moans:

No door, no roof, this home aloof,
Mother sits in the house she knits
Children inside they all abide
They don't walk out, but there's none about
When the winter comes.

He then babbles meaninglessly and seems quite mad.



Game Master's Information



The answer to the riddle is a *bird's nest*. The players can easily find a bird's nest in the forest and give it to Waerix. He will then change back into his original form, a phoenix, and burst forth from the cage. He will become quite sane and thankful. Waerix will then either give the players treasure and knowledge or perhaps accompany them on their journey.

Until he is given the nest, Waerix remains insane and can tell the players nothing about his prior form or any other useful information.

If the players give him anything but a nest or basic comforts such as food and water, the object will erupt in a bright flame, destroying the item and doing minor damage to the giver as well as anyone else close by. Neither Waerix nor the thorn cage are hurt by the flame although Waerix will be covered in even more ash than before.

The thorns are magical and are much stronger than they appear. They can only be damaged by enchanted weapons or by spells. The roots of the cage go very deep preventing the players from digging Waerix out of his cage.

A character attacking or touching the thorns suffers minor damage and has a 50% chance of becoming dazed and confused for fifteen minutes – a minor form of Waerix's ensorcellment.

When the spell binding Waerix is broken, the thorn cage turns into an ordinary plant.

Suggested treasure:

- ◆ Transportation. Waerix may offer to carry or guide the players to their next destination.
- ◆◆ Magic feathers (one to each player). Each feather is a one use item that allows a player to either jump 30' horizontally over a chasm, or to fall up to 200' without damage.
- ◆◆◆ Phoenix Stone. If the holder of this stone is killed by fire, exactly one day later he will rise from the ashes and come back to life. He will be fully healed. After use the stone crumbles to dust.



Quest. The phoenix may enlist the players to help him fight the evil wizard who enchanted him.

Encounter #2
Crossroads

Sign of the Times



You have arrived at a crossroads. There is a signpost here with crudely drawn signs pointing in four directions. The signs read:

(North facing)	Find some Jewels
(Northwest facing)	To Water Spirit.
(South facing)	Put near here.
(West facing)	Treasure, place under

There are paths heading off to the northwest and north. Where these two paths lead is unclear since they are overgrown and twisty. To the southwest of the sign is an ancient stone idol. To the east is a dark cave. The path you arrived on exits to the west.

Game Master's Information

If the players head to the northwest, they will follow a twisty path about fifty yards before coming to a small clearing. In the center of the clearing is a ghostly figure which seems to be crying. Nothing but magic will allow the players to speak with the Spirit. If the players do use magic to converse, all the Spirit will say is: "It's gone! All gone." The Spirit will keep repeating this over and over again.

If the players head to the north, they will go a quarter mile and find a raging river with a path alongside. Continuing along the path they will come to a roaring waterfall flowing out of the mountain. The players will be able to see jewels glinting behind the falls. The water is so strong that it is impossible for players to get behind the falls. Even if someone did, by teleporting for example, he would be instantly swept off into the river and dumped out downstream.

If the players go east into the cave, they will be attacked by two bats each of which do moderate damage.

The idol to the southwest is extremely old and is covered with lichen. The players may pray and cavort all they want here to no avail. The idol is made of stone, 24" wide at the base, 4' tall and is very heavy.

To solve this puzzle, the players need to read the first word of each sign in NW, N, W, S order, then the second word then the third word to get: "To Find Treasure, Put Water some place near Spirit. Jewels under here." This tells the players to put some water near the Water Spirit. If the players put even a drop of water in the clearing near her, a pool of water will immediately form. The Spirit will smile at the players and disappear to the waterfall, get the jewels and bury them under the signpost. The Water Spirit then returns to the pool and becomes part of the pond. You can give the water in the pool magical properties such as minor healing.

Suggested Treasure:

- ◆ Magic water. When drunk directly from the pool provides a minor heal.
- ◆◆ Jewels: aquamarines, small sapphires and blue topaz.
- ◆◆ Magic gem. Allows the players to summon the Water Spirit to aid them. One use.

Players need

- A way to carry water .
- A shovel or some other way to dig.



Magma Force

Encounter #3
Mountain Cave

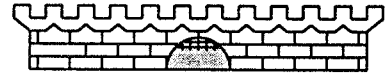
You enter a large cavern filled with bubbling, molten lava. Hissing steam and gasses rise to the ceiling. Islands of unstable rock are floating in the lava pool. Neither flight nor the use of magic is possible here. You can barely discern a pile of treasure on a rock island at the far end. Just inside the cavern the following words are seared into the stone wall:

Choose with care the path you walk
Great treasure you'll obtain.
For the very word you stalk
The path it does contain.

Lettering is seared into each rock island. It is possible only to jump from one island to an adjacent island — it is too far to leap diagonally.



Game Master's Information



The lettering on the islands are Roman numerals. The correct path to the treasure spells the word "Treasure" when you consider the Roman numeral I to signify the letter "A" Roman numeral II to signify the letter "B" and so on. Stepping on the wrong stone will cause it to tilt, slopping lava onto it and doing moderate damage to the player. The player must then immediately jump back to the island from which he just leapt.

The correct path is: ledge → XX → XVIII → V → I → XIX → XXI → XVIII → V → ledge.
T R E A S U R E

Suggested treasure:

- ◆◆ Lava ring. This ring spews forth a stream of lava on command to a distance of fifteen feet. The lava does moderate damage to the target. Five uses.
- ◆◆ Crystal vial. The liquid in this vial will melt ordinary rock until it turns to lava. This will melt 1000 cubic feet of stone (10' x 10' x 10').
- ◆◆ Salamander oil. When rubbed over the skin, protects the body from any heat damage for 24 hours. Enough for two human-sized applications.



Door. A door on the far island leads to a new underground adventure.





As you travel along the road you hear someone crying for help. When you investigate you see a man sitting in a large stewpot pleading for his life while a rather large and hungry looking troll named Moe chops up vegetables with the largest kitchen knife you've ever seen. Moe says he wants something but he's not sure what it is (he doesn't appear to be "eryvay ightbray"). The man in the pot is an oracle who told Moe that his true heart's desire is:

No nose to smell,
No hands to hold,
Never hears a sound.
Never sees with its eyes,
Hidden under ground.

The oracle is just a few hours away from being supper (trolls *don't* like riddles). Neither he nor the troll know the answer to the riddle but Moe offers not to kill you and might even give you some treasure if you can bring him his heart's desire.

Game Master's Information

The answer to the riddle is *potato*. When the players give Moe a potato he will initially be overjoyed but then will become suspicious. After all, it is just a potato. Moe instinctively knows it's the right thing, but something's missing. He will get angrier and angrier unless the players somehow placate him. If they try to take his treasure while he's in this state he will fight them.

The oracle is bound but not gagged. A little while after the potato is given to Moe the beleaguered oracle will go into a trance and chant:

Plant it deep, plant it well, water it with wine.
Soon it grows up to the sky, joy atop the vine.

If the players follow the instructions the oracle recites, a huge potato stalk will grow up into the sky towards a conveniently located Cloud Kingdom. Living in the kingdom is an incredibly ugly trolless named Braxine, Moe's heart's desire. When the vine shoots up, Moe will whoop with joy (hurting the party's eardrums) and climb away. A simple search of the area will uncover Moe's treasure.

The oracle is too shaken up to be of any use to the party and will make his escape as quickly as possible.

Suggested Treasure:

- ◆ Normal troll treasure: rusted armor & weapons, small glass beads, nicely polished bones.
- ◆◆ Moe the Troll. Moe will come running away from Braxine as she throws things at him (trees, boulders, etc). He will want to accompany the party to gain some fitting treasure to offer Braxine so she will marry him. Moe will stay with the players until they find something hideous enough to please a love-struck trolless.



Cloud Kingdom. If the players climb the vine, they will arrive at a Cloud Kingdom. Not far from the top they will find the trolless hurling insults and large objects at Moe (love at first sight!), a Riddle-Master living in a cloud cave nearby who can give them information, and a Castle of Magic in which a horrible Monster and several powerful magic items are hidden.

Players need:

Potato and wine. A nearby town or farm could provide these things.



Tinker's Doom

Encounter #5
Forest Path

Game Master's Note: Before running this encounter you should cut out the pieces of paper as indicated on the Encounter #5-A illustration.

Off to the side of the road you are traveling on you see what appears to be a broken cart or wagon hidden in the bushes. Investigating further you find a wagon which has been dragged off the road and covered with branches to conceal it.

Sitting on the ground alongside the wagon is a small chest. It appears to have been broken open with an ax. Inside the chest are several brass coins and a torn piece of paper. The paper reads:

Tom, you think you're so smart —
Well here's the money I owe you.
Just figure out the riddle and its yours.

I stand upon the shoulders of

The paper is ripped right below this last line.

Game Master's Information

To solve this encounter the players need to find the other seven strips of paper which give them the remainder of the riddle. When they do this, they will end up with the full riddle:

- #1 I stand upon the shoulders of
- #2 The two who stand below
- #3 Another two will stand above
- #4 And so on up we go
- #5 Sometimes we're piled up short and stout,
- #6 Sometimes we're tall and thin.
- #7 Sometimes we keep the bad things out
- #8 Sometimes we keep them in.

The answer to the riddle is *bricks* and this poem was written by the tinker who owned this wagon. He was delivering payment for goods to his friend Tom when he was jumped by some bandits. They killed the Tinker and trashed his wagon but were dismayed when the cash box held nothing but brass pieces and the note. After tearing the note apart in anger, they covered up the wagon and left. Tom's payment had been concealed *inside* the bricks. Players smashing the bricks will gain the treasure.

The remaining scraps of the note are found in various places in and around the wagon. Each time a player finds a piece give him the corresponding scrap of paper from Encounter #5-A. These should be cut along the lines on the illustration so that the players cannot figure out the line ordering by trying to put the pieces of paper back together.

The wagon contains:

- Five rotted books
- Two rusted metal bird cages
- 150 links which could be used to make a sturdy chain
- Five keys
- A broken lantern
- Two wooden ladders. One has three broken rungs.
- Three iron statuettes. One female warrior, one courtly lady, and one male mage.
- Ten small pieces of quartz
- Six clay flower pots

A bushel full of straw The scrap with line #5 is here.
Fifty pound cask of nails
Pile of twenty bricks. The scrap with line #3 is wedged between two bricks.
Tools. Three hammers, an anvil, tongs and a pry bar.
A wineskin, which now contains vinegar. Caught beneath it is line #2.

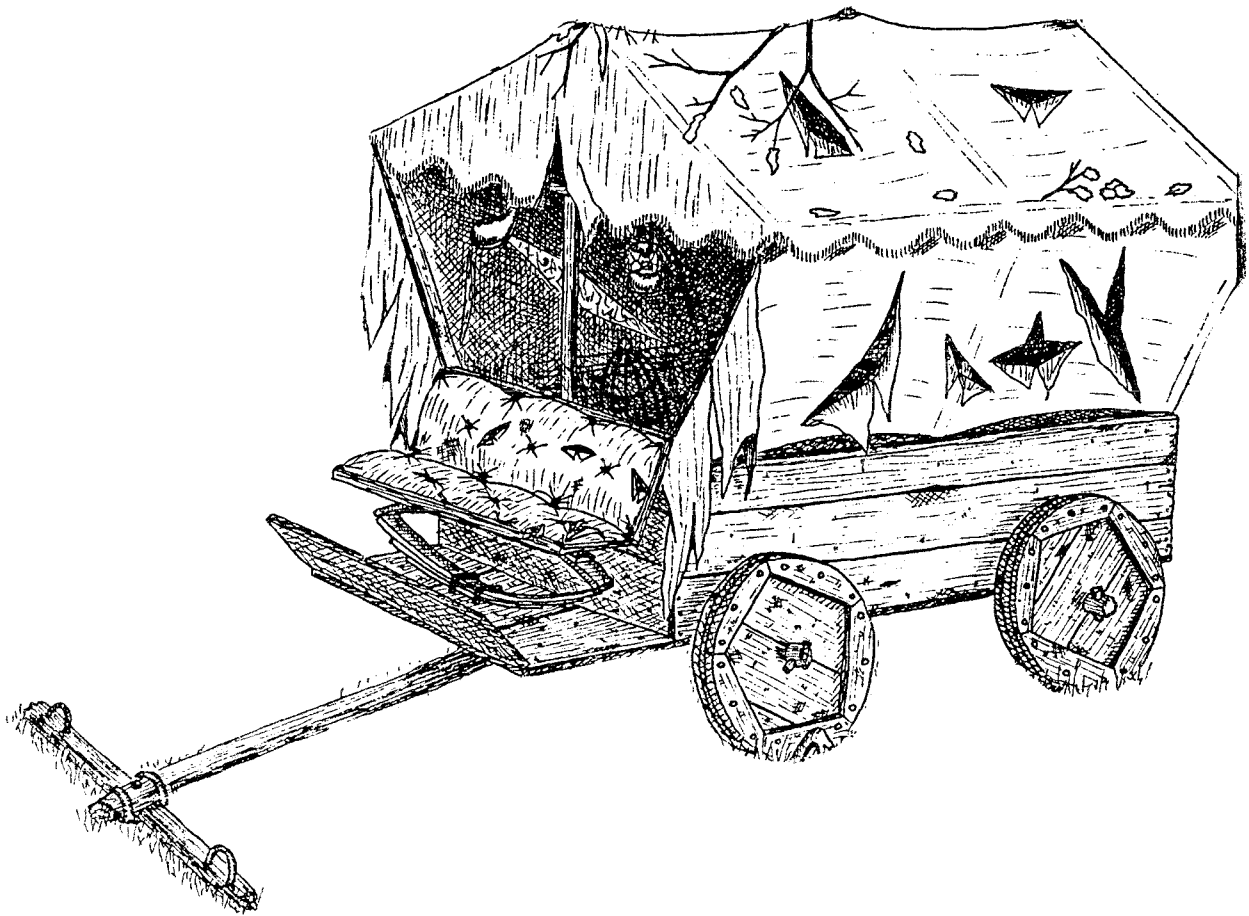
The remaining pieces of the riddle are found near the wagon. Some of these are visible in the illustration, some are not.

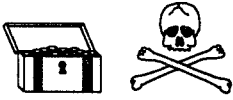
Caught in a bush on the other side of the wagon, line #8.
In a small bird's nest under the right front wheel, line #4.
Mixed in with rags lining the wagon seat is line #7.
In the broken cask off to the left side, line #6.

Each of the bricks is eight inches long, four inches wide and four inches deep. Half of the bricks are normal bricks, but the remaining ten have a hollow area in the middle. Players lifting a hollow brick and a normal brick will be able to tell which is which if they ask. The hollow bricks are stacked along the bottom. Hitting a hollow brick with a hammer, ax or other heavy tool will crack it open revealing the treasure.

Suggested treasure:

- ◆ Money, coins or jewels which would be easy to conceal in the bricks.





Chain of Command

Encounter #6
Mountain

A fierce black dragon with scales the size of dinner plates is chained to the entrance of a cave. He looks at you hungrily and smacks his lips suggestively. Gazing at each other you get the feeling that your puny weapons and spells will have little if any effect on the monster.

Carved into the stone outside the cave are the words:

In hundreds Loyal, Brave, and Bold,
That few can dare ignore,
In uniforms of black and gold
We gird ourselves for war.

A single wound is all we give
Armed with our lances keen
A single onslaught while we live
For Glory to our Queen.



Game Master's Information



The answer to the riddle is *bees*, and bees provide the only means to get past the dragon. The dragon is completely immune to all spells, energy attacks like fire, and weapons, and will do deadly damage to anyone foolish enough to attack it. Its only weakness is the sting of the bee. Bees are small enough to slip between the dragon's scales and hurt it. The dragon is allergic to bee stings and when stung will fall into a deep sleep that will last for several hours if it is not disturbed.

The players can solve this encounter by finding a bee hive and tossing it into the mouth of the cave. The bees will attack the dragon putting it to sleep. The dragon will awake and attack only if it is disturbed.

If the players try to slip by the dragon while it is awake, it will swat them away idly with its tail doing moderate damage.

The dragon is allergic only to bee stings, not the stings of wasps and hornets. These only make the dragon mad.

Suggested treasure:

- ◆◆ Dragon Friend Medallion. Dragons encountered by chance will not attack the wearer's party, provided the party makes no aggressive actions against the dragon or tries to steal from it.
- ◆◆ Dragonscale Shield. This shield is light, extremely strong and totally resistant to fire.
- ◆◆ Bees in Amber Necklace. The necklace is made from 10 pieces of amber, each with a bee inside. If a piece of amber is rubbed vigorously the bee inside will come to life and attack a foe. The bee automatically hits for minor damage. Each bee may be used once. Even after all the bees have been used the necklace is valuable as jewelry.



Encounter #7
Forest

Statues of Liberty

This clearing has six statues arranged in a circle. Each statue is posed with a hand outstretched as if to grasp some object. Between each of the statues is a pedestal with a different object on every pedestal. The objects are a sword, a harp, an axe, a club, a bow and arrow, and a spear. In the center of the circle is an obelisk made of marbled red stone.

Inscribed on the obelisk are these lines:

First one in had weapon sharp,
Third in line carried harp.
Axe bearer was turned to rock
After bow and arrow at 2 o'clock.

Neither 6 o'clock nor first one there
Would cast a weapon through the air
Yet the fliers came both in a row
10 with spear 'fore arrow with bow.

6 o'clock plus second in,
Noon with harp and widest grin,
Swordmaster plus one at 8,
All silently stand and wait.

Arm them proper set them free
Ordered as they came to me.



GAME MASTER'S INFORMATION



The statues in this clearing are members of an unlucky party who got on the bad side of a local witch. She turned them into statues as a lesson for them to be more respectful. The witch is long since gone.

The poem is a logic puzzle which places each weapon with a statue, and each statue at one of the 12 positions of a clock face. The poem contains the following information:

Lines 2 and 10 indicate the Harpist is at 12 o'clock and was Third

Lines 3, 4, 6, 7, 8 show the Spear at 10 o'clock was Fourth, the Bow and Arrow at 2 o'clock was Fifth, and the Axe was Sixth.

Line 1 then means the Sword was First.

Lines 5 and 11 place the Sword at 4 o'clock

Line 9 puts the Axe at 6 o'clock and the Club at 8 o'clock.

The full ordering is:

- | | |
|------------------|------------|
| 1. Sword | 4 o'clock |
| 2. Club | 8 o'clock |
| 3. Harp | 12 o'clock |
| 4. Spear | 10 o'clock |
| 5. Bow and Arrow | 2 o'clock |
| 6. Axe | 6 o'clock |

To solve this puzzle, the players must place the correct object into each statue's outstretched hand in the correct order. If the wrong item is placed in a statue's hand, or is placed in the wrong order, the statue will animate and attack with that weapon. After doing moderate damage, it will drop the item and return to statue form. All items do moderate damage if they hit, including the harp.

When the correct item is placed in a statue's hand in the correct order, the statue will turn back into a living being. The enchantment prevents any freed people from helping the party solve the rest of the puzzle.

Suggested treasure:

◆◆◆ The people are the treasure in this encounter. They are:

- (12 o'clock) **Harpist:** Callimaya the Minstrel. She knows many old songs and much history and can answer questions for the party. She is also an extremely skilled knife thrower. Her main goal is to travel to places of historical significance. She will stay with the party as long as they keep adventuring to places that are interesting to her.
- (2 o'clock) **Bow & Arrow:** Fanuel the Ranger. He is a half-elf who can act as a guide to the party. He is an excellent hunter and tracker. He will stay with the party as long as they are adventuring outdoors and don't spend too much time in towns. He will not participate in underground adventures.
- (4 o'clock) **Sword:** Bangor. He is an old sea captain, and will help the party with any adventures that require travel over water. If the party has no need of water travel at the moment he will tell the players about an inn where a message can be left for him if they require his services later.
- (6 o'clock) **Axe:** Wolf. He is a woodsman who can occasionally talk with animals. He is also a superb craftsman who can build small items from wood, or aid in the construction of any structure which uses wood. He is somewhat insecure and needs to constantly be proving his worth to the party. He will stay with the party as long as he is contributing and is being thanked and rewarded.
- (8 o'clock) **Club:** Gruff Grunter, a stalwart Dwarven fighter. He is very skilled at fighting giants and has killed such notable giants as StormBringer and BoneCrusher. He is obsessed with finding and killing his nemesis: a giant named Ernie. Gruff will stay with the party as long as their actions bring him closer to finding the ever-elusive Ernie.
- (10 o'clock) **Spear:** Ümbara. Raised in the jungle, she is a skilled animal trainer who can break and train any sort of normal animal, many magical animals, and some monsters as well. She will stay with the party as long as she is seeing new varieties of animals and monsters.

Note: Feel free to change the races of the people above to fit your campaign setting.

Encounter #8
Mountain Top

No Way Out



At the top of this mountain is a grassy clearing. A small house is built in the back of the clearing so that its rear wall is right above the cliff at the edge of the mountain.

The outside of the house looks normal. It is built of wood with a thatched roof. When you peer in the window you can see that there is no one in the house. When you try the door you find it is unlocked and you can enter the house.

The house contains a small wooden bed and bedside table, straw scattered on the hard dirt floor, a small oven made of stone, and several metal pots and pans. Sitting on the bedside table is a piece of ornate parchment on which the following haiku is written:

Closed yet still open
Easiest to see with steam
But best when unseen

Lèvroÿ ðij krædele fõ
Pieçtõ forla kÿ nemchõ
Ðarsu àgrækõ ðij rækka
Inforiðij bæ nælõ brækka.

On the rear wall of the house is a very strong looking metal door. When you try the metal door you find that it is locked.



Game Master's Information



The answer to the riddle is *window* and the window in the house is the key to solving this encounter. If the parchment is viewed through the window, the text on the bottom will be readable while the text on top remains unchanged. The foreign writing says:

To open the metal way wide
Seek leaf of tree
Wipe along the side
Opening then beckons gladly.

There is no other way to read the script. Even magic will fail to decipher the strange language. The instructions in the text tell the players to wipe a leaf along the edge of the steel door. If they do, the sap in the leaf will activate the magic in the door, a pull-ring will appear, and the door can easily be opened. This is a magical door and it does not open over the cliff behind the house, instead it opens to a place of your choosing: another part of the world, a different plane, a treasure trove – wherever you choose. There is no other way to open the door.

Although the trees near the house are barren, there are numerous leaves lying about the clearing beneath them. The cellar beneath the house contains a pile of fire wood, several partially filled casks of potatoes, carrots and turnips, a dozen head of cabbage wrapped in burlap, several old gardening tools and 40' of rope.

The rest of the items in the house are ordinary. There is nothing of interest on the roof. If the players manage to get around to the back side of the house, either by climbing or magical means, they will see that there is no door on the back of the house corresponding to the metal door on the inside of the house.

Suggested Treasure

- ◆ Magic Oil. When this oil is rubbed on a window the window will magically open. Three uses.
- ◆◆ Magic Window. When placed on a wall this becomes a one-way window into the room on the other side of the wall. This window will last for one hour. One use per day. The window is 3' by 2'.
- ◆◆ Window on the World. This magical window shows a different part of the world each day. The place the window looks out onto changes each night at midnight. The view displayed is randomly chosen, but is always scenic. The view does not change when the window is moved. The window itself is small, only 1' by 1'.



The metal door can open anywhere you choose to send your party.



The Village Idiot

Encounter #9
Town

Game Master: give your players the illustration that has Encounter #9 on the front and Encounter #9-A on the back.

You have entered a small walled town named Magrathea. As you pass through the gate, a strange man comes running toward you. He is dressed in a blue floppy hat, a red shirt, and green and orange trousers. He has a boot on his left foot and a slipper on his right. There is a sock hanging out of his shirt pocket and a belt tied around his right knee.

He jumps around in front of you giggling for a few moments then says:

I'm a hole in the sky
Where water is often lost
With a rope hanging high
Climb me nice and fast.

He jumps around some more and then runs back into town.



GAME MASTER'S INFORMATION



This is a fairly normal town with a number of shops that advertise their services with signs on their rooftops. The man who greets the party is the Village Idiot. The Idiot capers around town saying strange things. He never engages in conversation or answers questions — he merely makes statements. Unfortunately his statements are often confusing or seem quite wrong because he always gets the last word mixed up. In fact, he always uses the exact opposite of the intended word.

The poem he intended to tell the party was:

I'm a hole in the *ground*
Where water is often *found*
With a rope hanging *low*
Climb me nice and *slow*.

The answer to this riddle is the *well* and if a player climbs slowly down the rope in the well he will notice a small alcove containing hidden treasure far down the shaft. If the player doesn't climb slowly or doesn't carefully examine the walls as he goes, he will miss the alcove.

To solve the riddle, the party may need to question some of the townspeople about the Idiot. These people will respond with things like, "He never speaks truly", or "He is always mistaken". You could have the Idiot accost the party at a later time with statements like "Today is very cold" on a hot day, or something else to give a hint about the statements.

If the players spend a lot of time doing strange things around town such as climbing on buildings, trying to take signs, playing with the gallows and so on, the sheriff will warn them to stop. If the party persists, the sheriff will ask them to leave town. The sheriff is a burly man who was once a brave fighter and is not to be trifled with.

This town has many interesting buildings in it. On the left side of town, going back from the gate are:

- The Inn. It is called "Thunder Cloud Inn" and has a wooden sign over the door with a picture of a thunder cloud pouring rain.
- The Bakery. This shop has a large wooden donut on the roof.
- The Market Place. It is an open air market arranged in a semi-circle. There is a well in the center of it.
- The Wheelwright. There is a large wheel on the roof. Next to it there is an old cart wheel hanging from a tree branch. Children are often playing around it.
- The Smithy. It has many heavy chains hanging from the ceiling.

On the right side of town, going back from the gate:

- The Tavern. It is called "The Tornado Tavern" and has vine covered walls.
- The Brothel. Called "Heaven's Gate Brothel", it has a gaudy chandelier hanging from the ceiling inside.
- The Barber. This has a large wooden tooth on the roof (he's also the town's dentist) and a barber pole in front.
- Mayor's office. The mayor is friendly and will encourage the party to do business in all the shops in town.
- The Jail. The sheriff is in here during most of the day and will be helpful as long as the party is acting normally. The sheriff will be especially friendly if the players bring him a donut. Next to the jail are the town gallows and stocks. Neither seems to have seen much use lately.
- The Stables. There is a large horseshoe on the roof and lots of rope and tack hanging on the walls.

In the center of town:

- Winged Angel. In the center of the town is a statue of a winged angel holding a sword.

Suggested treasure:

- ◆◆ Divining rod. This will find any water source hidden under ground.
- ◆◆ Potion of Lie Detection This potion allows the drinker to determine whether someone has just spoken a lie. Five doses.
- ◆◆ Well digger. This special shovel digs at 100 times the normal digging speed if it is going towards a large amount of water within 100 feet.



Doorway. The alcove in the well has a secret doorway in the back leading to catacombs below the town.





Magus Panivorous

Encounter #10
Jungle

You have arrived at the ruins of an old city in the jungle. Most of the walls have collapsed or are covered with vines. One small building which looks like a mausoleum still stands. On the front of it is a two-faced, carved image of a powerful looking man. The head facing to the left looks benevolent, the head facing right looks stern. Flanking the heads are two riddles, and a warning is inscribed below the heads:

Heads were crushed beneath the wheel,
As they died they formed a meal,
Cast they were as into hell,
A staff was forged with auburn shell.
Best break it into pieces few,
For when it's served it does serve you.
Yield this treasure unto my teeth,
Lofty wisdom I'll then bequeath.

From the heavens and from below
In all who live, but does not grow.
It flies, it runs, it falls, it creeps
It runs away from he who weeps.
For some a road, for some it's home
For many death when it should roam.
Give unto me this substance clean
And mighty powers will be seen.

Wake me not in foolish way
Or certainly the fool shall pay.



Game Master's Information



The answer to the riddles are *bread* (left) and *water* (right). If the players place some bread in the left mouth or a sip of water in the right mouth, that mouth will be imbued with the spirit of Panivorous. Panivorous was an ancient and powerful, yet kindly, wizard who once ruled here. Panivorous subsisted entirely on bread and water. When woken, the heads will say "Oh the years, the years. I must sleep, sleep, sleep. I thank thee for thy gift. What would'st thou know before I return to the arms of Morpheus?"

The head on the left represents the kindly side of Panivorous. It will act as a teacher, answering up to three questions about history or nature. It will also teach each party member a new skill or increase an existing skill that relates to good magic, nature or healing. The head on the right represents the stern side of Panivorous. It will answer up to three questions about past battles. It will also enchant one weapon or piece of armor for each party member.

Once a head has bestowed its gifts on the party it will say: "Many thanks for thy gift, but now I must sleep, sleep, sleep..." That head cannot be woken again for another year.

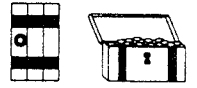
If a player places anything besides bread or water in either mouth, the face will scrunch up into a horrible expression and spit the offensive item out, roaring as it does so. All players near the head take minor damage. The player who placed the item in the mouth loses his appetite and cannot eat or drink anything, including potions, for the next 48 hours. That player will be at 1/2 strength during those 48 hours.

Suggested Treasure:

- ◆ Mystical information.
- ◆◆◆ Skills
- ◆◆◆ Enchantment of weapons and/or armor

Players need:

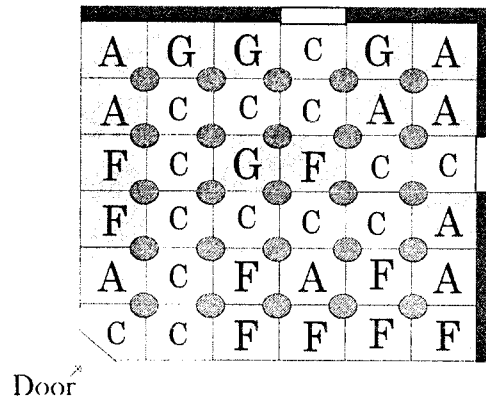
Some bread and clean water.



Jutting out from a sheer cliff are two sides of a 60 x 60 foot building. There is one door in the southwest corner of the building. On the door is written: "DANGER! Building Heavily Trapped. Do Not Enter!". As you search around the outside of the building you find a pile of construction supplies with what appear to be a set of building plans.

Game Master's Information

The plans describe how many of each type of square are in each row or column of the 6 x 6 grid of 10 foot squares. By putting this information together the players can determine that the layout inside the building is:



For example, the right hand column has four acid traps. There are only four rows which contain acid traps, so those rows get the A's. This sort of logic will give the players a large portion of the layout, but not all of it. To get the whole layout the players must realize two things: the square at the door must be clear, or else getting into the building would be impossible; and the clear squares must form a path to another wall. With these assumptions, the players will find that only one possible configuration of traps works.

Both of the two clear squares on the walls contain treasure or have doors leading to an underground adventure.

Any player stepping onto a square that is not clear will suffer moderate damage due to either acid spray, fire, or poison gas and must stagger back to the previous square.

Suggested treasure:

- ◆◆ Fire Amulet. Any player wearing this can become part of a fire. When stepping into a fire the person seems to disappear and is safe from physical attacks. If the fire is put out while the player is in it, the player turns back to normal form.
- ◆◆ Gas Amulet. This misty amulet makes the wearer immune to any gas attack.
- ◆◆ Bottle of Acid. A small amount of this extremely powerful acid will eat through any metal. The bottle has enough for five small uses such as dissolving a chain, lock or door hinge.



The clear pathways can end in a passageway into the mountain, leading to a new underground adventure.



The Dragon's Tooth

Encounter #12

Town

Passing through a town you decide to spend some time in the local tavern. Most of the talk centers around a dragon which has come to roost in a nearby cave. The locals are clearly terrified of this monster. While enjoying your refreshment, you are approached by a man named Frelca looking for help in slaying the dragon. He is convinced that the tooth of the dragon holds the key to a fabulous treasure. He shows you an ancient book that has been in his family for many generations. It contains a poem entitled "The Underlying Treasure" which reads:

A pointing tooth in open jaw
Past never closing, empty maw.
Hanging danger, eon's daughter,
Sharpened fang, spawn of water.

He believes the answer to the riddle is a dragon's tooth and the long awaited prophecy has now come to pass.



Game Master's Information



When the players go to the dragon's lair, they will discover that the dragon is already slain and all of its teeth have been cut out and taken. Frelca will be very disappointed and will believe the treasure to be lost. After kicking the carcass a few times he will take his book and return to town.

Fortunately for the party the actual answer to the riddle is not dragon's tooth but is instead *stalactite*. Inside the dragon's cave there is a large stalactite hanging from the ceiling. If the players dig in the hard dirt where the stalactite points they will find treasure.

Frelca has shown the book to many adventurers. Often these groups decide to go and kill the dragon on their own so if the party spends too long trying to solve the riddle another group of adventurers may show up and provoke a fight.

Frelca's book contains a record of the travels of one of Frelca's ancestors, Kwallib. The poem was a prophecy Kwallib received from an oracle in a distant country. You may choose to add other information to the book specific to your campaign.

Suggested treasure:

- ◆ Dragon Carcass. The body is mostly intact and the skin can be taken and used for armor and shields. Some other parts may be of interest to mages and alchemists.
- ◆◆ Spelunking Crystal. This crystal is effective in any cave or tunnel. When the person holding it is in imminent danger, either from natural means like rock falls or pits, or from other creatures, the crystal will begin to glow. The glow will increase as the holder gets closer to the danger.
- ◆◆ Magic String. This intangible string is invisible to all but the owner. Wherever the owner goes, the string winds out behind leaving a trail that the owner can follow back. The string is infinitely long and indestructible but has no effects other than marking a path.

Players need:

A shovel.

Encounter #13
Town

Hat Rack Jim



Entering the Oat and Cowl Bar, you hear a bard singing a lively song:

Oh mind you well the tale I tell
Of bravery profound
Of Hat Rack Jim and faithful Tim —
Now come and gather round.

These youthful two were crafters who
A tinker's business plied
They worked their trade, were fairly paid,
Until the day they died.

This happened when some desperate men
Not very far from here
Caught Hat Rack Jim and Loyal Tim
And cut them ear to ear.

Bold Tim did die with tragic cry
And Jim was warned to flee
But Jim was brave unto his grave
And steeped in chivalry.

Now Hat Rack Jim was never dim
And special spells had three
His life was lost but at a cost —
The bandits found no glee.

The first struck hard and some were charred
And died in burning pain.
The second spell hid treasure well
Denying bandits gain.

The final charm would counter harm
If Jim could speak it right
But as he spoke a bandit's stroke
Made Jim one head too light.

The hex half made flew round the glade
But couldn't work as said
For none could save however brave
A man who's lost his head.

The spell unbound flew round and round
Until it came to rest.
But where'd it go? We do not know
For that's the final test.

Now when a Mage or crafty Sage
Attempts to solve this plot
They always fail when in the dale
Where Jim and bandits fought.

But listen now in truth I vow
A dream has told to me
A clue or two of what to do
To set Jim's spirit free.

If you can tell where lies the spell
And find Jim's misplaced head
And put it back where now there's lack
The treasure's yours instead.

The body lies beneath the skies
Within the Hat Rack Glade
Beware the doom within the gloom
And bandit spirit's blade.

His head's asleep and buried deep
Yet sits within no grave
For long its been within the den
Of one who is a knave.

Now craft you well the joining spell —
It's got to be just right —
This warning heed: three things you'll need
To push away the night

First find the guy who has one eye
Yet cannot see a thing.
And find you too container blue
Which holds a thing to sing.

Then seek you all the thing to fail
That stays in just one place
And there you'll find the thing the blind
Would never think to chase.

Then face away and loudly say
The magic word "Tundrye"
And what appears should cause no fears
If sun is in the sky.

Then you must go against the flow
To find a hidden place
And there you'll see as it should be
The web of saving grace.

Take what's within and flee the din
Back to the doleful glade
Remake the man as quick you can
Before the sun should fade.

Then make him chew the baby's blue
That he will be remade
So he can see add metalry
You found far from the glade.

Then wrap him round the spell you found
And bundle him up tight
And Hat Rack Jim all bony slim
Will offer you no fight.

He'll answer all till night should fall
So question hastily.
He'll answer true but just to you
About his treasure's key.

Now guard him well throughout the spell
And truest friend he'll be.
Or take his gold, if you're so bold,
And make him enemy.

And now I wend to tale's end
For all the bold and brave
Have done their best but failed the test
And Jim stays in his grave.

And so things stay until the day
That someone, maybe you,
Will break the spell and end Jim's hell
And then what shall I do?

I'll mind me well the tale YOU tell
Of bravery profound
Of what you've done and how you've won
And all will gather round.

When you show interest in this song, the townspeople gather round and pull out a map of the surrounding area. They seem to think it's great fun to watch strangers go out and get slaughtered trying to solve the riddle.

Game Master's Information

This is a scavenger hunt which the party must figure out by analyzing the song and the map. The song is on the illustration titled *Encounter #13-A* and the map of the area on *Encounter #13*. Give your players both of these to look at.

To solve the puzzle the players need to get Hat Rack Jim's skull and the various parts of the spell. The skull is in a well in Jack the Troll's cave ("Knave" is often used to refer to the Jack in a deck of cards). The spell parts are two needles, a robin's egg and the enchanted spider's web which holds Jim's third spell.

To get this web, the players need to find the rainbow at the base of the waterfall and say the magic word "Tundrye". This will turn the rainbow into a magical rope that can be climbed without having to be tied at the top. Unfortunately it disappears at night. Climbing up the waterfall the players will see the cave containing the magical web.

The players then need to put a robin's egg in the skull's mouth and a needle in each of the skull's eye sockets. The final step is to wrap the enchanted spider's web around the entire skeleton to reanimate him.

The players need to accomplish all these steps while it is still light. When the sun sets, the enchanted web will return to its secret resting place at the falls. If players are in the Hat Rack Glade at night the bandit spirits will attack.

Hat Rack Jim, when animated, will at first be just a skeleton but the players will see flesh slowly growing on him. After twenty four hours, he will be fully alive and normal again. During the day he's recovering, he will perform any task he is capable of — including telling the players where his treasure is hidden. He is unkillable until the day has passed. Even if the players have him jump off a cliff he will regenerate.

If the players don't mistreat Hat Rack Jim or try to steal his treasure, he will help them after he recovers. If they wrong him at all, he will become their mortal enemy and will plot revenge sometime in the future. If the players are smart they will keep him with them since his knowledge of the countryside, its history and his bartering ability are valuable assets to the party.

On the map for this encounter there are many places listed. A number of these are red herrings, but many are here to provide interesting places for you to insert your own encounters. Feel free to add treasures or additional encounters with your choice of monsters, traps or non-player characters.

Places on the map:

Bailey's Tree. Bailey's tree is a grand old oak festooned with brightly colored ribbons from a town festival.

Beck's Farm. This is a simple farm, with some hay growing on the west side and corn fields off to the east. Farmer Beck is a superstitious man and puts two needles under every haystack he makes. The only way the players can find one is using a magnet or magic.

Beck's Lea. An uneven, open field populated by rabbits and rodents.

Boggle The Mad. Boggle is an old hermit who's lived in the forest too long. Being mad, he's unaffected by the strange goings on. If approached and asked about Hat Rack Jim, he'll get a strange gleam in his eye and offer to sell the party a blue baby's rattle, a frog with one eye and a scrap of silk. He'll assure them that these are all the things they need. If the players do buy these items (for whatever price you feel appropriate), he'll take the money and hide it in a tree. If he ever sees the party again, he'll deny he's ever seen them before and insist he's a squirrel named Josh ensorcelled by the mad Wizard of Wizard's Peak. If the players don't buy the fake components from him, he may follow them later and call out strange sayings from a distance like: "Green washes out the night!".

Cave of the Worm. This is the lair of a slow but savage Giant Worm. If the players intrude on it, it will attack. It's mouth is rimmed by an acid which does moderate damage. The cave contains nothing of value.

Cemetery. The cemetery outside of town has been in use for several hundred years. Players searching it can find Tim's grave. The townsfolk will kick the players out of town if they defile the cemetery in any way.

Deadman's Ridge. This is a large, treacherous ridge. At its highest point, due east of Boggle's hut, it is 500' tall. It is 30' tall at either end. There are no trails. Players climbing the ridge may fall suffering moderate to deadly damage.

Dimly Crag. These are tall and sharp crags where giant moths live. Players taking the trail up here are safe unless they are climbing at night and using a torch or lantern. If they are, they will be swarmed by the moths. The moths will do no real damage except they will put out the torches — not intentionally, just by swarming around them. The players will take minor damage stumbling around in the dark.

Dimly Fells. Beneath the Dimly Crag lies the Fells, a windy plateau.

Dimly Trail. This is a long winding trail going up to the Dimly Crag.

Duncan Falls. This is where much of the spell is kept. When Jim's third spell failed, it flew off towards a small cave and was caught in an old spider web which became enchanted. If the players arrive at Duncan Falls at night, in the early morning, or in the evening, they will be unable to find anything of interest.

If the players arrive during the day, they will see a beautiful rainbow below the falls. If the players ask specifically, they will notice that it is somehow odd. In fact, the rainbow is part of the enchantment, so doesn't follow all the rules a normal rainbow would. If any player shouts the magic word "Tundrye" while facing *away* from the rainbow, the seven colors of the rainbow will turn into magical ropes which can be climbed.

If a player climbs the magic ropes he will see the glow of the spell's cave about two thirds of the way up the waterfall. While holding onto the rainbow rope he will be able to reach through the water and pull the enchanted spider web out. The water will part before him as he reaches. If a player comes up the falls by any other means, he will fail to get the web since he will be unable to reach through the roaring waters. The spider web will glow blue green and anyone holding it will be able to hear joyful though wordless singing. When the sun sets, the rainbow will go away. Any player then climbing the rainbow ropes will fall into the water below.

East Tower. This is a tall, steep precipice which is nearly impossible to climb.

Falls Trail. This trail leads to the Duncan falls. There is a bridge crossing the Stinky Stream. If the players come here during mid-morning or mid-afternoon, Jack the Troll will be dozing in the water nearby. He'll hop up onto the bridge and demand a toll. Any small valuable, even something like a glass bead will appease him. If he's still there when the players come back, he'll want the toll again.

The Green. Large grassy area where the town market is held.

Geysers. This is an area of fumaroles, geysers and pits of boiling sulphurous waters. Many of the apparent pathways through here are false and players are continually in danger of falling in. There is nothing of interest here. If the players come at mid-morning or mid-afternoon, they may see Jack the Troll lounging in the Stinky Stream, a small, hot stream emptying into the river.

Gloaming Dolmen. This is an ancient worship site for a people long since gone. If mentioned, the townspeople will look grimly at each other and refuse to speak of it.

Gloaming Downs. The several acres surrounding the Gloaming Dolmen are lifeless and barren.

Gramercy Rock. This is a large, slippery rock sitting out in the middle of the river. The current is fast and the water smells of sulphur.

Hat Rack Glade. This is the glade where Jim and Tim were killed. It is haunted by the spirits of the bandits who slew them. If the players are in the glade after dark, five bandit spirits will attack, doing moderate damage. They can only be driven away with magic or very bright light — something brighter than a torch or lantern.

Hat Rack Jim's skeleton, minus the skull, lies magically preserved in the center of the glade. The players can lift the skeleton and move it around the glade but if they try to take it outside they will be magically prevented. The skeleton cannot be broken or taken apart.

Haunted Cave. This cave is deep and dark, and has strange noises emanating from it. The noises are all caused by underground rivers and fumaroles associated with the geysers nearby. Players searching the cave are in danger of falling into the boiling waters or freezing cold streams.

Helga the Witch. Helga is a sour old witch with a grudge against the Wizard of Wizard's Peak. At any convenient opportunity, she'll try to send the players to him (or back to him) by saying that he has two parts of the Hat Rack spell but was keeping them to himself until he could find the third. She is a powerful witch and will fight if attacked, but more than anything she will try to mislead the party.

Jack the Troll. Jack the Troll is the current owner of Hat Rack Jim's skull. He uses it as a bucket in the well inside his cave. If the player's approach him openly, he'll be belligerent. If offered gold (or other valuables) he'll sell the skull and then try to steal it back as soon as he can.

If the players are patient and stake out his cave, they will realize Jack spends several hours a day soaking in the waters of the Stinky Stream. With a little planning, they'll be able to search the cave at their leisure.

If the players search Jack's cave, they will see a variety of beat up old "treasures" such as gnawed bones, rotting clothes and brass rings. They will also notice a rope hanging down through an opening in the floor with the sound of running water coming from it. If they pull up the rope they will see a human skull being used as a bucket. This is Hat Rack Jim's skull.

Kelso's Ranch. Kelso's ranch is a well-kept spread with many head of cattle and a smattering of sheep, chickens and other small animals. Kelso's not unfriendly but he'll not want a lot of armed strangers bothering his herds. Kelso has about half a dozen hands on call who will help him if the party gets out of hand. He knows nothing besides the common rumors and gossip about Hat Rack's spells.

Loathy Waste. This is a foul smelling area inhabited by a large number of poisonous snakes, frogs and rodents.

Lost Trail. This dangerous trail leads past the Lost Vale up to Notch Top.

Lost Vale. This vale can only be reached by a variety of very treacherous paths. Once the players arrive here, they will soon realize that it's not the vale that's lost, it's them! Players will take several hours to find a path back out, even if they carefully marked the trail on their way in.

Mark Trail. This is a fairly wide trail leading from the road along the edge of the Sinking Marsh down to the river.

The May Field. This is an open field of grass where the townsfolk hold their May Day celebration. East of the river the fields and plains continue.

Notch Top. This peak always has a few spots of ice left on it, even in high summer. Players may notice a glinting from time to time as pieces of ice slide down.

Old Mine. This is an old, worked out iron mine. An observant player searching around the mine may find a piece of magnetite. This could be very useful since this magnetite is magnetic - just the thing for finding a needle in a haystack.

The Pond. The river empties out into this pond after filtering through the Sinking Marsh.

The River. This is a fast flowing river which runs from the Duncan Falls down to the Pond.

Robin's Mark. This is a large field and scrub brush area between Deadman's Ridge and the Sinking Marsh. If the players visit, they'll see a large number of robins feeding. By observing where the birds go, they'll easily be able to find a nest with a robin's egg in it (the "blue container").

Rocky Basin. This is a jumble of rocks ranging in size from pebbles to some larger than a house. Hat Rack Jim's treasure is hidden here but without his help it's impossible to find.

Reflection Pool. Players looking into the pool will see an image of themselves! In other words, it's just a pool of water.

The Ruins. The ruins are what's left of an old keep built several centuries ago and long since abandoned.

Sinking Marsh. This is a fairly smelly marsh — the locals often call it the "Stinking Marsh" — that fills from the river.

Spider Hollow. This densely wooded area is home to a species of large spiders (about the size of Saint Bernards). They normally feed on giant moths of but would welcome a change to their diets. Their webs are not sticky around the edges, so players could steal and carry one of their webs — assuming they could beat the spider. Spiders do moderate damage unless their prey is entrapped in a web in which case the damage is deadly.

Town. The town is a simple farming town which you may populate however you wish. It has at least the Oat and Cowl bar. Strangely, absolutely nobody in town has a needle. The road that comes into town continues through the forest. The Farm Trail which leads to Kelso's Ranch and Beck's Farm begins at the east end of town and also goes to other farms not on the map.

Suggested Treasure

◆ Jim's Treasure. Hat Rack Jim's treasure consists of coins, small gems and minerals.



Hat Rack Jim. Jim is a very skilled tinker, with a rich knowledge of history and geography. He is an excellent barterer and speaks several languages.

West Tower. This peak is easier to climb than the East Tower. From the top, players can see for miles around.

Wilson's. Old Man Wilson lives here. He's deaf and can give the players absolutely no help.

Witch Hill. This hill provides a good view of the surrounding terrain, except it's been enchanted so that only the old witch Helga can use it. Players looking north will see smoke and lava dripping down from the Dimly Craggs. Looking northwest they will see a rainbow coming right into the middle of the Spider Hollow. Towards the town they will see more smoke and fire rising. To the south and southwest they will see walking trees. These are all illusions.

The Witch Tree. The locals think Helga the Witch enchanted it to its large size but it was actually huge before she moved into the woods 115 years ago.

The Witch Woods. These woods are silent, old, smell of sulphur and have very little wildlife. Exploring players should get the sense of being watched. This is just because the woods are spooky not because anyone's there.

Wizard's Peak. The peak is inhabited by a grouchy old wizard. If approached by the players he might be willing to help them with specific tasks provided he's well paid. He will not offer any information about Hat Rack Jim's spells, partly because he is one of the many mages who failed to solve the puzzle.

Wizard's Trail. The trail leading up to Wizard's peak is steep and crumbly. A variety of imps and fireflies will appear along the trail to try and distract the party in the hopes that someone will fall (50' down the hillside - minor to moderate damage). They were put here by the wizard to discourage intruders.



Off to the side of the road is a strange structure. It is a large, unadorned building, 25 feet on each side, made of brown bricks. The structure has no doors or windows and is amazingly symmetrical. Careful examination of all sides of the cube reveals that the side that faces away from the road is slightly different than the other sides.

GAME MASTER'S INFORMATION

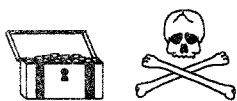
The solution to this puzzle is in the pattern formed by the bricks themselves. By carefully looking for inconsistencies in the brick pattern, a secret message is revealed:



The player must press three times on either of the half bricks to the right of the word "here". When they do, a door will slide open leading to a chamber inside the structure. In the chamber is the treasure and, if you wish, stairs leading down to a dungeon.

Suggested treasure:

- ◆◆ Magic Mortar. Mixing a few grains of this magic mortar with regular mortar will dramatically increase the strength of the building being constructed. There is enough magic mortar here to build a small castle.
- ◆◆ Potion of Wall Walking. The drinker of this potion will be able to walk through any man-made walls for one hour.
- ◆◆ Wallflowers. When one of these seeds is thrown onto dirt it will instantly grow into a dense thorny plant. This forms a 10 foot long, 8 foot high, 1 foot thick wall. This wall is as difficult to destroy as stone and will last as long as the plant survives.



Vault of the Vampire

Encounter #15

Cemetery

In the middle of the cemetery stands a mausoleum. Inside are five open caskets. The left one holds a vampire with a stake through his heart. In the next coffin is a skeleton. Its head has been moved down by its feet, and occasionally its teeth click together. The rightmost coffin holds a pale, ghostly form whose hands and feet are secured to the coffin by fine silver wire. Next to that is a casket with a rotting corpse with its mouth sewn shut. The center coffin is empty except for this note:

Milky white, deathly cold
No blood runs through my veins.
Often cut in human form
To honor he who reigns.
Rising up above the grave
To speak for your remains.

GAME MASTER'S INFORMATION

The answer to the riddle is *marble*. When a piece of marble is placed in a coffin with one of the monsters, the monster will begin to smoke and smolder and soon disintegrates, leaving some treasure in its place. The marble will also disintegrate. Marble is available from the surrounding gravestones.

If anything but marble is placed in a coffin with a monster, that monster will animate and attack the party until the monster is destroyed. It will then crumble to dust.

Monsters:

The monsters in the four coffins are a vampire, a skeleton, a ghost and a zombie. The skeleton and the zombie do minor damage. The ghost does moderate damage and the vampire does deadly damage. The monsters will not leave the mausoleum during daylight.

Suggested treasure:

- ◆◆ Statue Potion. A drink of this potion will turn a player into a fine marble statue for up to one hour. While a statue, the person can see and hear everything going on around him, and can turn back to normal form at will. Once back in normal form another drink of the potion is required to become a statue again. The potion has three doses.
- ◆◆ Amulet of Death. Anyone putting on this amulet will immediately die. He will remain dead for one hour and then return to life unharmed. During that hour the player is truly dead and experiences whatever a normally dead person would. The Amulet is usable once per day.
- ◆◆ Magic Chisel. Using this special tool a player can chip away rock without needing any other tools. A player could easily carve handholds in a cliff, tunnel through stone walls or mine efficiently with this tool.
- ◆◆◆ Trumpet of Death. If a player listens through the trumpet placed against a dead creature or a grave, he will hear the whispers of the dead creature's last thoughts. Newly dead creatures will have many thoughts which may stretch back several weeks. Creatures dead for a very long time will remember things of great importance to them in their life and the circumstances of their death.



The Violent Fiend

Encounter #17
Mountain

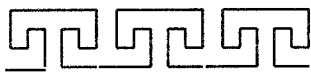
As you are walking along a steep mountain trail a large black bird flies down and settles on a rock up ahead of you. He eyes you warily and then begins speaking:

A violent fiend untouched by law
I rend the mountains with my claw
And beat the land until it's raw
Or rip away the leaves
And fling them in my icy maw
So all the forest grieves.

But then I see the torn and slain
And soon my wrath begins to wane.
I call the clouds to bring the rain
To lessen the ordeal.
The water falls to ease the pain
And helps the world to heal.

When I come raging wild and free
And roaring with my childlike glee
Prepare yourself to come with me
As I come from the south
Then gather courage, count to three
And leap into my mouth.

He gives you one last inquisitive look before flying off.



Game Master's Information



These mountains are home to many perils but also many treasures. The answer to the riddle given by the bird is *wind* and the violent winds here play an important role if the players are to get any treasure. As the party progresses along the trail there will be five encounters:

Encounter 1: The Waterfall

After meeting the bird the trail continues east up the steep mountain. On the south side of the trail is a sheer cliff face heading up. On the north is a terrifying drop-off of 250 feet. Ahead the players can see a part of the trail which has been destroyed by a rushing waterfall. Someone has built a sturdy looking bridge where the path is washed out.

The waterfall is very strong and is to the south of the players. Any player throwing himself into the waterfall will suffer moderate damage as he is washed down the cliff. The player may then climb back up and rejoin the rest of the party.

Encounter 2: The Griffin

After crossing the bridge, the trail climbs and turns back to the west. After crossing another bridge the trail swerves around a small abutment. As the players walk around the abutment they hear a loud roar from the south, and see a huge griffin flying towards them, mouth open.

The griffin is not very fierce, having found that for some reason food often just leaps into his mouth here. The party will easily be able to ward off the monster if they try. If a player does leap toward the griffin, the beast will try to eat the player. The player will take minor damage from the griffin's first bite. If the player tries to get away from the griffin, the monster will spit the him out and he will suffer moderate damage as he plummets back to the trail. A player who doesn't fight the griffin will suffer minor damage every round.

Encounter 3: Roc Slide

After leaving the griffin's territory the path continues west through a tunnel. To the south of the trail here is a wall of large boulders and many medium and small rocks. The face of the mountain looks dangerous, and it appears that anyone climbing on it could easily cause a rock slide. To the north of the trail is a deep drop-off.

As the players walk along the path they will begin to hear an ominous thumping sound. The sound will become louder and louder until it is almost deafening. Finally, over the top of the mountain, an enormous roc will appear, the noise caused by the beating of its huge wings. The roc will not directly attack the party, but the disturbance made by its wings will begin to loosen the rocks on the cliff above the trail. A rock slide will occur but the players may avoid the rockslide if they choose. Any player jumping into the rockslide will suffer moderate damage as he is bounced down the mountain.

Encounter 4: Windy Walkway

After leaving the roc's territory the players will see an amazing rock formation. For a five hundred foot span the mountain to the north and south vanishes leaving a 1000 foot deep chasm between the players and the next mountain. There is a solid wooden bridge over the chasm between the two mountains. As the players step onto the bridge they will notice that the gap between the two mountains acts as a huge wind funnel. The wind from the south blasts the bridge with gale force and threatens to blow the players into the chasm.

With effort the players can withstand the force of the wind and safely cross the bridge. However the poem given by the bird at the start of the trail told the players that they should throw themselves into the wind as it came from the south.

This part of the mountain is home to an old air elemental who has been looking for an adventurer who is both smart enough to solve the riddle and brave enough to leap off of the bridge. If a player does jump off of the bridge the air elemental will swoop down and save the player and then carry the player off to the elemental's home. The elemental will reward the player with treasure before returning him to the party. After returning the player the elemental will wish the party luck and depart. As he leaves the wind stops.

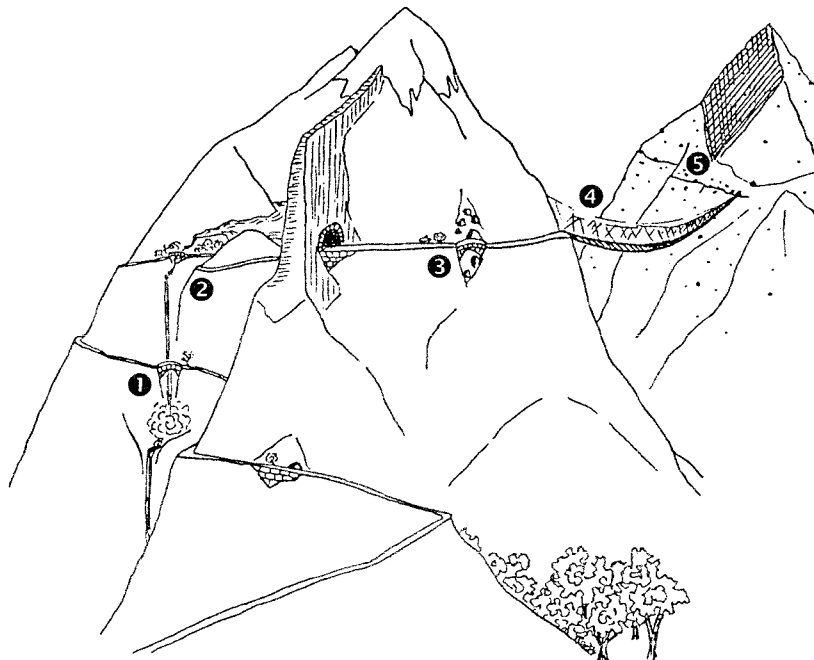
Encounter 5: Deadly Dragon

After crossing the chasm the trail heads south. For a 500 yard stretch the rock west of the trail is littered with small caves. As the players pass this area a dragon will swoop at them from the south and breathe fire at the party. The players can easily scramble into the caves to avoid being burned. Any player jumping into the fire will take moderate damage.

After passing this area the trail leaves the map and becomes a normal mountain trail.

Suggested treasure:

- ◆ Magic Bottle. When the cork is pulled from this bottle a gale force wind will come out. Five uses.
- ◆◆ Wings. When put on a player's back, the wings will attach allowing the player to glide about as fast as a horse runs. The wings will come off whenever the wearer desires. The wings can be used for two hours a day.
- ◆◆ Pet Tornado. This little tornado will follow a player around and will obey simple commands like "Attack" (doing minor damage), "Mess up" (swirling around the contents of a room for example), or "Annoy" (disturbing a foe). This pet tornado is actually the child of the air elemental that lives the chasm and is being sent out as the companion of a brave adventurer to learn the ways of the world.





It's About Time

Encounter #18
Cemetery

This tomb has three crypts in it. On each is inscribed a poem, and a name is carved into the bricks above every crypt. Along the bottom of the wall is carved a fourth poem.

Against the opposite wall is a chest filled with broken weapons, burned out magic wands and empty bottles.

Game Master's Information

The last riddle speaks of *time* and a way to make a potion that somehow reverses time. To make the potion three ingredients must be mixed together and stirred counterclockwise ("against time"). The nature of the three ingredients is determined by solving the other three riddles on the crypts.

The answer to the three riddles are the letters 'A', 'G', and 'E'. If the players try to pry loose a brick with a letter carved on it they will find each brick has some arcane substance in a hollowed out space inside. The powders in 'A' and 'E' must be mixed with the liquid in 'G'. The ingredients should be added in the order 'A', 'G' then 'E' with the correct rhyme repeated while adding each one. This mixture must then be stirred counterclockwise. Anyone drinking a sip of the potion will grow ten years younger. If the potion is poured on a broken weapon the weapon will be repaired. If the potion is poured on a used up magic item, that item will be recharged. If the potion is poured in an empty bottle, the potion will become one dose of whatever kind of potion was last in that bottle.

If ingredients from other letters are mixed into the potion, the rhymes are not repeated while mixing the ingredients, the ingredients are put in the wrong order or the potion is stirred the wrong direction the resulting mixture will be useless.

Behind the various letters are the following substances:

A	Blue powder
C	Unidentifiable herb
D	Yellow liquid
E	Reddish metal shavings
F	Rock covered with blue-green lichen
G	Orange liquid
I	Gold Coin
K	Small rodent skeleton
L	White powder
M	Wishbone from a small bird
N	Green gel
P	Green powder
R	Black dust
Y	Brown hair

Suggested Treasure

◆◆◆ The potion created by this room can be used in any of these ways:

Potion of Youth. The drinker of this can choose to become up to ten years younger.

Potion of Restoration. This will restore any of the party's magic items to full potency or restore any of the broken or burned out items in the chest.

Potion of Duplication. When a potion has been consumed this can be poured into the vessel which contained the potion. This will then have the same properties as the first potion.

The potion has three doses.

Encounter #19
Jungle

The Seven Deadly Traps



As you walk through the jungle you find the remains of an old temple. On the doors are two grotesque idols leering at you evilly. Peering into the temple you see a corridor made up of eight 10' x 10' tiles. On the eighth tile is a strange pedestal with an opening on each of the three sides you can see. There is nothing visible on the pedestal. Two doors lead away from that square: one on the left wall and one on the right.

As you examine the temple the grotesque idols speak this stern warning:

Seven tricky traps are here,
Some are deadly, all severe.
Over, under, left and right,
Which comes first? Oh what a plight!

Five tiles have traps, three in a row,
No two paired squares are safe you know.
Seventh square doom looms overhead.
Jump 'ere you swerve or you'll be dead.

You must go left after swerving right
Or surely you will get a fright.
After you jump over under,
Roll under over else you'll blunder.

Of three ways in two will abuse,
One is left which you must use.
When treasure's won if you're still strong
You must go right or else go wrong.

Game Master's Information

This temple is full of traps. The puzzle given by the idols tells the players how to avoid the various traps. To solve the puzzle the players must realize a few facts:

1. There are seven total traps.
2. Five tiles have traps in them.
3. Three consecutive tiles have traps in them.
4. No two consecutive tiles are safe.
5. The last stanza indicates that the pedestal has two traps (the left hand hole is safe).
6. The last stanza says one door is also trapped (the right hand door is safe).
7. Tile seven has a trap overhead.

Facts 5, 6, and 7 mean there are three traps on tile 8 and one on tile 7. Using facts 1, 2, 3 and 4 the players can deduce that the traps must be on tiles 2, 4, 6, 7 and 8. The ordering of the traps must be under, left, right, over from lines 7 - 12 of the poem, so to avoid the traps the players must jump, go right, go left, then roll.

To safely pass through the temple the players must:

Jump over the pit trap ("under") in square 2.
Swerve right to avoid a spear trap in the left wall of square 4.
Go left to avoid a wicked scythe blade in the right wall of square 6.
Roll under the invisible wire in square 7 to avoid setting off the deadfall in the ceiling ("over").
Reach through the left opening of the pedestal to get the treasure.
Exit through the door on the right.

Traps:

- Square 1: No trap.
- Square 2: Pit Trap. Anyone stepping on this square will fall onto spikes taking moderate damage. To avoid this trap, players must jump over the tile.
- Square 3: No trap.
- Square 4: Spear Trap. The trap will trigger and thrust a spear in the side of anyone passing in front of the trap doing moderate damage. The spear shoots out seven feet into the corridor from the left hand wall so anyone near the right wall is safe.
- Square 5: No trap.
- Square 6: Scythe. A wicked scythe blade is concealed in the right hand wall at ankle height. It spins out six feet into the square as soon as someone reaches the middle of the tile doing moderate damage. Anyone near the left wall will be safe.
- Square 7: Deadfall. There is an invisible wire three feet off the ground running across this tile. Anyone touching the wire will set loose huge rocks in the ceiling which will fall on the player doing moderate damage. Players may easily roll under the wire.
- Square 8: As soon as any player steps on this tile, a large stone will roll over the temple entrance, locking the players in. The only way out is through one of the two doors in this square. There are three traps here. The pedestal has two traps on it:

Right hand hole: A player reaching into the right hand hole will be bitten by the snake. He will take minor damage from the bite and will continue taking minor damage from the poison each hour until he is cured or the poison is removed.

Center hole: A player reaching in the front hole will have a guillotine come down on his hand doing moderate damage and possibly severing the hand.

Left hand hole: Reaching into this hole the players will find a lever. Pulling the lever opens up a hidden compartment in the back of the pedestal containing the treasure.

Left Hand Door: If it is opened, an explosive gas trap will activate doing moderate damage to all players in the temple.

Right Hand Door: This way is clear.

Suggested treasure:

- ◆◆ Ugly Stone Idol. Boldly presenting the idol at intelligent enemies acts as a minor fear spell.
- ◆◆ Machete of Trailblazing. If a player holds this while walking through the jungle, a path will magically clear. Vines and creepers will slither out of the way and trees will bend to make movement easier. With this item, players can move quickly and easily through any jungle terrain.
- ◆◆◆ Monkey Pendant. A player wearing this may change shape into any of these forms:
 - Monkey: Travel quickly through trees, use prehensile tail
 - Orangutan: Strong, damage bonus, climb anything
 - Ape: Extremely strong, high damage bonuses
 - Human: A non-human can take human form

Each shape can be used once per day for up to an hour.



The doors can either lead back outside or into another part of the temple that you have designed.

Encounter #20
Forest Road

Shadowman!



Game Master Note: Before playing this encounter be sure to cut apart the ten illustrations for this encounter (#20 and #20A through #20I). Begin this encounter by giving the players the illustration labeled "Encounter #20".

Alongside this peaceful forest road is a small house. Simple stone steps lead up to a large iron door. (Allow the players about a minute to look around and perform simple actions. If they look in the windows they will see only darkness inside. No one will answer if they knock on the door. If they look inside the mailbox they will find an envelope - give them Encounter #20-H After about a minute continue with the next paragraphs).

As you look around the house a huge gust of wind from behind you blows the door open and sweeps the entire party into the house. As you regain your wits you notice that all of your possessions are gone, as are all of your abilities and spells. You are standing in a living room clad only in the most fashionable swimwear.

The room contains the following obvious items (give the players Encounter #20-A):

ARMOR	A suit of armor.
BATHROOM	A bathroom with a toilet and sink, and a medicine cabinet.
CLOSET	A closet with several articles of clothing on hangers and a locked oak chest.
COFFEE TABLE	A coffee table set with a silver platter upon which is a pot of steaming water, some china cups, four tea bags and four fortune cookies. Sitting next to the platter is an envelope.
DESK	A desk with two drawers.
GLASS CASE	A glass case containing a small brass key.
IRON DOOR	A locked iron door through which you entered.
MURAL	A large mural painted on the wall depicting a group of dogs playing poker.
PAINTING	An unusual painting of a maiden and a unicorn.
PANTRY	A pantry with jars labeled "Cinnamon", "Lard", "Honey", some apples, and a sealed wooden crate.
SEWING ROOM	A locked wooden door labeled "Sewing Room".

An unlocked door in the rear of the room leads to a large garden enclosed by a tall fence. A small shadowy figure is humming to himself and gardening with a trowel. When he notices you he says

Welcome to my happy home
The treasure here is free!
The key you need is very safe
Now fun begins for me!

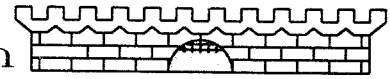
He holds up the trowel — which looks to be extremely sharp, smiles wickedly, and disappears.

When you look in the garden you see (give the players Encounter #20-B):

BEAR	A bear wandering around aimlessly.
BRIDGE	A stream runs through the yard. A bridge crossing the stream is guarded by a fierce, ugly troll.
DRYAD	A dryad flitting in, out and through trees, logs and pieces of deadwood. She pauses occasionally to take a bite from a piece of fruit from one of the fruit trees. After taking the bite she always looks disappointed.
DUNG	A pile of dung.
GARDEN	A fine garden containing lettuce, carrots and peppers.
STABLE	A stable containing some saddles, reins, a horse and a manger.

On the other side of the bridge you see:

PALM TREES	Two strangely bent palm trees.
WHITE BOX	A closed white box.



The players have two goals in this encounter: (1) to escape Shadowman's house taking as little damage as possible and (2) to gain Shadowman's treasure. Let the players puzzle over the room for a short while. Then choose a random player and tell him he feels like he's been poked with a sharp object – perhaps a gardening implement – taking minor damage. The players will catch a brief glimpse of Shadowman flitting away from the victim.

This is the better home and garden of Shadowman, an annoying imp who lives mostly in two dimensions. His goal is to frustrate and torment players but not to kill them. Each turn he will select a random player on whom to inflict minor damage. If any player gets close to death, Shadowman will say "You're too weak to play with", toss the player out and relock the door all in the blink of an eye. Players will regain their possessions only after they are all back outside of Shadowman's domain.

Let each player perform one action per turn. For example, a player should be able to go to the chest and try to open it in one turn. Only let the players spend about a minute deciding what to do next before their next turn. If they spend more than a minute before they tell you what they are going to do, Shadowman strikes! Shadowman moves at the speed of light, always hits, and cannot be hurt by any means, physical or magical.

To escape from Shadowman the players need to get the six parts of the combination to the **Locked Safe** which contains the **Key**. The six pieces of the combination are found:

- 23 Shadowman's address (seen on the mailbox and envelopes #20-G and #20-H)
- 38 In a fortune cookie on the **Coffee Table**.
- 49 Written on the **Stamp** on the **Envelope** on the **Coffee Table**. The **Magnifying Glass** from the **Desk** drawer is needed to read this.
- 51 In the **White Box** on the far side of the **Bridge**. To cross the **Bridge**, the players need to give an **Apple** to the **Dryad**, ask her to phase through the **Spinning Room Door** and unlock it, give **Straw** from the **Manger** to **Rumplestiltskin** who then weaves it into gold to pay the **Troll** with.
- 67 On the **Jersey** in the **Closet**.

The order in which to dial in the combination is 67, 38, 23, 49, 51 – this is determined by the order of the cards in the hand of the dog on the **Mural**.

The following list describes all the items found in Shadowman's Home and Garden and how they are used:

Item/Place	Description
Bathroom	Contains a modern toilet and sink. The medicine cabinet is mirrored and contains a bottle of 8 pills and a small bottle of Cologne (used at the Dung heap). The pills are labeled "Healing" and each does a minor amount of healing but can only be used after the players leave.
Bear	He will open the honey jar from the Pantry if the players offer it to him. He will quickly eat all of the honey from the jar and then drop it. Left within the jar will be four pieces of Amber.
Brass Key	The Brass Key in the Glass Case opens the Oak Chest .
Bridge	The bridge is guarded by a burly Troll demanding gold. To cross the bridge, the players need to get some gold from Rumplestiltskin in the Sewing Room . There is no other way to get across the stream.
Closet	There are two articles of clothing here. A sports jersey and a pair of trousers. The sports jersey has Shadowman 67 printed on the back. This number is part of the Wall Safe combination. One of the pockets of the trousers has a note which reads "X marks the spot". This refers to the Palm Trees .
Coffee Table	The coffee table has on it a silver tea service (valuable treasure if taken out of Shadowman's house), four fortune cookies (see Fortune Cookies below) and an Envelope (see Envelope below).

Item/Place	Description
Crate	Smashed by the Suit of Armor using the club (see Deck of Cards). Contains a magic wand.
Deck of Cards	The cards can be turned into valuable items using the Magic Powder . Clubs will turn into wooden clubs, diamonds into real diamonds, spades into shovels, and hearts into (yuk!) hearts. ♣ A club is needed for the Suit of Armor to open the Wooden Crate ♦ The diamonds are treasure. ♠ A spade is needed to dig under the Palm Trees
Desk	In the top drawer is a partial Deck of Cards . It has no aces or face cards. In the bottom drawer is a Magnifying Glass. This is needed to read the stamp on the Envelope .
Dryad	As seen by her flitting through the yard, the Dryad can walk through wood. She can get through the Sewing Room door in the house and unlock it from the inside. The Dryad loves to eat fruit, but she is bored with all of the fruit trees in the yard. She will help the players if they bring her an apple from the Pantry . She cannot open any other exit from Shadowman's house since they are made of stone or iron.
Dung heap	The odor of the dung heap is so strong the players cannot approach it. If the players put cologne (from the Bathroom) either on themselves or toss some on the dung heap they will then be able to get near it. Under the heap is treasure.
Envelope	(When the players examine the envelope give them Encounter #20-G). The envelope (found on the Coffee Table) has a stamp in the upper right hand corner. The stamp is very small and the players will not be able to read it without using the magnifying glass (from the Desk). (When the players use the magnifying glass give them Encounter #20-I). The stamp has the denomination 49 on it.
Fortune Cookies	There are four fortune cookies on the Coffee Table . The first cookie contains a slip of paper which says "38" (this is part of the Wall Safe combination). The other cookies can have hints if the players need them or humorous insults if the players are doing well.
Glass Case	This can be easily broken with any hard object to remove the Brass Key .
Iron Door	This is the only way for the players to leave Shadowman's home. The wall around the garden cannot be climbed, and flight does not work in the garden. The Iron Key which opens this door is in the Wall Safe .
Iron Key	The iron key is in the Wall Safe and is the only way to open the door leading from the house.
Magic Powder	In the Oak Chest are four bags of blue powder with a note which reads "Shadowman's Magic Homonym Powder (patent pending, all rights reserved). Sprinkle one bag of powder on a playing card and the card will become its namesake. For example, sprinkle on a heart and it will turn into a real heart (Yuk!)." One bag will transform one card and the powder will have no effect on any other object.
Manger	The straw is given to Rumplestiltskin in the Sewing Room to weave into gold.
Mural	(Give the players Encounter #20-C) The dog's poker hand is a clue to the order of the safe's combination.
Oak Chest	Opened by Brass Key , contains Magic Powder .
Painting	(Give the players Encounter #20-D) The painting was either not very well done or is an exceptional masterpiece of abstract impressionism, depending on the viewer's tastes. Behind the picture is the Wall Safe . (When the players look behind the painting give them Encounter #20-F.)
Palm Trees	Growing in the shape of a giant "X" (the players must discern this from the map - do not tell them). If the players dig beneath the spot where the two trees cross they will find a buried treasure map. The only item that can dig in the hard ground here is a spade from the Deck of Cards . The players must cross the Bridge to get here.
Pantry	If an apple from the apple jar is given to the Dryad she will perform one service for the players. The players can also get treasure by giving the honey to the Bear and by having the Suit of Armor open the Crate .
Rumplestiltskin	He has been locked in the Sewing Room behind the door in the living room. The door can only be opened by the Dryad . He has the ability to weave straw into gold. If the players bring him straw he will help them by turning it all into gold. This can then be used to pay the Troll to cross the Bridge .
Sewing Room	The Dryad can walk through any wood and will gladly go through this door and unlock it from the inside if the players give her an apple (from the Pantry). (When she unlocks the door give the players Encounter #20-E.)

Item/Place	Description
Suit of Armor	The armor's empty hand will grasp anything put in it. If a club (from the Deck of Cards) is put in the hand the armor will swing the club towards the floor. This can be used to smash open the Wooden Crate . If anything else is put in the hand the armor will simply grasp the item but do no more. The players can easily remove any item from the armor's hand.
Troll	The only way to cross over the stream in the backyard is over the bridge. The Troll won't let anyone past without being paid some gold. The players must pay the Troll some of the gold they got from Rumplestiltskin . Once given gold the Troll will disappear.
Wall Safe	This is hidden behind the Painting of the Maiden and the Unicorn. The door to the safe is diamond shaped and has a combination lock in the center of it with numbers running from 1 to 99. The combination to open the safe is given by the numbers found around Shadowman's house in the order indicated by the hand of the Dog on the Mural . The correct combination is 67, 38, 23, 49, 51. Inside the safe is the Iron Key which unlocks the front door and some valuable gems. The clues to the safe combination are hidden around the house as follows: <ul style="list-style-type: none"> 23 Shadowman's address 38 Within one of the Fortune Cookies 49 Written on the stamp on the envelope 51 In the white box across the bridge 67 The number on the jersey in the closet
White Box	The white box can only be reached by crossing the Troll Bridge (see Troll). The box can be opened without difficulty. Inside are the two digits 1 and 5 made from wood.
Wooden Crate	The crate can only be opened by being smashed by a club (see Deck of Cards) wielded by the Suit of Armor . Inside is treasure.

Suggested Treasure

- ◆ Magic Spade. This can dig through any dirt as easily as sand.
- ◆ Healing Pills. The pills in the medicine cabinet heal minor damage. 8 pills.
- ◆ Silver Service. The silver tea service is worth a moderate amount.
- ◆ Amber. Found in the Honey Jar. 4 pieces, each of minor value.
- ◆◆ Diamonds. The diamonds from the Deck of Cards are of moderate value.
- ◆◆ Magic Club. This is a magic club with a high damage bonus.
- ◆◆ Gold. The players should be able to get a moderate amount of gold even after paying the Troll.
- ◆◆ Magic Wand. The Crate holds a magic wand which will open any door or treasure chest without springing traps either physical or magical. This item cannot be identified or used until the players leave Shadowman's house. 5 uses.
- ◆◆ Potion. Beneath the Dung Heap is a potion of Enhanced Senses. Anyone drinking this will have vision, hearing, smell, taste and touch amplified to superhuman levels. One dose will last for a day, and there are five doses.
- ◆◆◆ Gems. There are rubies, sapphires and emeralds in the Wall Safe. They are highly valuable.



Treasure Map. This was buried beneath the 'X' and leads to another adventure.

The Bow of the Seven Sisters



The Bow of the Seven Sisters is an ancient bow and quiver finely crafted out of polished black oak. The bowstring also looks old yet is unfrayed and flexible. The quiver holds a single, finely crafted arrow with an arrowhead of a violet, faintly luminescent stone and sixteen unfletched shafts. Etched into the bow itself are the images of seven women. Carved into the quiver there is a poem.

Seven sisters, seven dancers, laughing in the light.
Seven helpers, seven arrows, helping in your fight.
Charming kisses, magic touches, bringing arrows might.

Sister Carmine, slaying hotly, lying in the fire
Ruby headed, bloody visage, calling forth its ire
Burning touches, flying swiftly, dealing damage dire.

Orange lady, silent sister, bringing with her peace
Amber headed, shallow cutting, making fighting cease
Winging quickly, touching softly, calming does increase.

Fearful daughter, coward's color, dealing terror blind
Sneaky trickster, noble breaker, citrine topaz find
Slipping inside, jelling backbone, seven days does bind.

Sister envy, forest daughter, craving malachite
Poison arrow, deadly needle, slayer in the night.
Shiny killer, evil magic, glowing in its light.

Woeful woman, ocean sister, sadness is her hue
Grasping tightly, sapphire missile, sticking just like glue
Roping holder, spider webbing, clutches old and new.

Regal matron, flying circles, gown of indigo
Lapis headed, winged skewer, tell it where to go.
Birds-eye viewing, floating magic, see all down below.

Chaos sister, stormy anger, lavender her eyes
Solid smasher, hardness crasher, amethyst she flies
Yielding defense, softness failing, steel and stone skin dies.

Missing sister, empty sister, none but all combined
Mystic slayer, eldritch arrow, eats away the mind
Sibling drainer, chromic vampire, basalt must you find.

GAME MASTER'S INFORMATION

This magic item has two parts: the Bow of the Seven Sisters, sometimes known as the Rain Bow and the magical arrows which it can fire.

The bow itself is of excellent quality and is unbreakable and unaffected by weather. Normally it provides no bonuses for its use, but during rainy weather — just before, during and just after a rain storm or shower — its range, accuracy and damage are *double* the normal.

The poem on the quiver describes the eight kinds of magical arrows that can be crafted for firing with the bow. Each arrow corresponds to a color of the rainbow except for the black arrow of death which uses all the colors.

To create a magical arrow, the players must craft an arrow with the specific kind of arrowhead mentioned in the poem from one of the shafts in the quiver. Then the head of the arrow must be touched to the appropriate color of a rainbow, "kissing" the color. Each time this is done, the rainbow dissipates. Since the black arrow requires all seven colors, crafting one will be very time consuming for the players.

The quiver contains sixteen unfletched arrow shafts and the one Violet arrow. After these seventeen arrows are used, no more of these magic arrows can be made. Once an arrow head has been placed on a shaft and enchanted, it cannot be removed.

It's possible your players won't even know what some of the arrowhead gems and stones are, in which case they must ask a jeweler in a town or a trader along the roadside.

The poem is not supposed to be easy for every set of adventurers to figure out. If your players have trouble with it, let them wonder. Sooner or later they'll come across a mystic or historian who can answer questions about it, perhaps for a nice fee. If they haven't figured out the rainbow aspect yet, have your mystic give them the following riddle:

Born of the union of water and sun
 I am a marvel if ever twas one.
 Arc of the covenant, leprechaun's cache.
 A bow made of wonder; not pine, yew or ash.

If your players are crafty enough, they may buy themselves a prism or glass wand with which to make rainbows. This will work with everything *except* the black arrow. A player can never have more than one black arrow at a time. If they try to form another, the enchantment will fail.

The magical arrows will only work when shot from the bow of the Seven Sisters. After striking a target the arrow and the arrowhead are destroyed. If shot from a normal bow, or before being enchanted in a rainbow or if used for jabbing or hand-to-hand combat, they act the same as a normal arrow except they break from usage.

The eight arrows are:

Color	Power
Mineral	
Red Ruby	Fire arrow. When this strikes its target it will start burning. The burning is powerful enough to ignite any normal flammable item, melt a hole through thick metal or cause moderate damage to any living thing.
Orange Amber	Peace maker. When this strikes an enemy, he will immediately view the shooter and his companions as friends and will try to stop any battle currently being fought against them. The orange arrow merely pricks the skin of the target then falls to the ground and shatters. The effect of the arrow wears off gradually in a week.
Yellow Citrine Topaz	Fear. The target will become deathly afraid of the shooter and will avoid him at all costs. If the target is a military leader, he will withdraw from any battles until the effect wears off. The yellow arrow is absorbed into the target's backbone but does no physical damage. The arrow dissolves and the target's courage returns in one week.
Green Malachite	Poison. This arrow does only minor damage when it strikes the target, but its long term effects are deadly. The arrowhead breaks off in the skin and slivers of it start working their way into the target's body. Each subsequent day the target will take moderate damage as he sleeps. Only magic -- of the cure poison variety -- can stop this.

Color Mineral	Power
------------------	-------

Blue Sapphire	Entanglement. This arrow never actually strikes its target. Instead it flies around the target trailing a sticky web-like fiber which will completely entangle any giant-size or smaller creature. While entangled the target is immobilized. The webbing will disintegrate after twelve hours.
Indigo Lapis Lazuli	Seeing. When this arrow is shot the wielder of the bow will be able to see everything that could be seen from the arrow's vantage point. The wielder can then flawlessly guide the arrow to any target within the arrow's range. When it strikes, the arrow does moderate damage.
Violet Amethyst	Explosion. The violet arrow causes an explosion when it strikes. The harder the target, the more violent the explosion. When hitting an unarmored human it will explode only slightly doing minor damage. However if the arrow hits something armored — plate mail, a dragon, a castle drawbridge — it will explode with far more force.
Black Basalt	Death. This arrow can kill anything mortal. Every five minutes after it hits the target, the target will lose $1/2 + 1$ of his life force (hits, etc.). Only very powerful curative magic can prevent this. The black arrow acts like a psychic vampire draining the target's life-force from his mind. Spells to counter this kind of effect are the only ones can negate it. To create this arrow, the arrowhead must be touched to a different color from seven separate rainbows. The order this is done in isn't important.

Your players will probably need to journey to a volcano to find the basalt they need for this. Only ONE black arrow can be enchanted at a time. The enchantment fails if the player tries to create another.

The various stones used for making the arrowheads range in value from fairly cheap, such as citrine topaz to expensive such as the rubies and sapphires. Players will need rough stones at least as big as a thumbnail in order to craft the arrow heads. The bow gives its owner the skills needed to craft these arrows.

The various stones used are:

Amber	Clear, orange-yellow, fossilized tree sap.
Amethyst	Clear, purple, semi-precious stone.
Basalt	Black, formed from lava. Not valuable, but probably hard to find.
Citrine Topaz	A translucent, yellow quartz. Semi-precious.
Lapis	Dark bluish-purple semi-precious stone.
Malachite	Green semi-precious stone often with black/brown swirls.
Ruby	Clear red gem.
Sapphire	Clear blue gem.

Bonus Riddles

#1: The sand is my kingdom
Under the sun I reign.
All thirst for my treasure,
Many seek it in vain.

When you're hot and weary,
I'm that which you will see.
Except that in the night
There is no sign of me.

#2: It sleeps for years and suddenly wakes
It shifts in bed, its body shakes.
Its blood flows red then turns to black.
It sleeps again but may come back.

#3: A face that launched a million ships
And grounded not a few,
I grapple them with steely grips
Or touch them soft as dew.

Through many, many thousand miles
I travel every day
To batter ships with deadly trials
Or speed them on their way.

#4: Our army marches 'cross the field
So thickly that we hide the dirt
A million verdant blades we wield
Which cut but deal but little hurt

#5: Halo of water, tongue of wood
Skin of stone, long I've stood.
My fingers short reach to the sky
Inside my heart men live and die.

Answers

1. egarim
2. onaclov
3. edit
4. ssarg
5. eltsac

Encounter #1

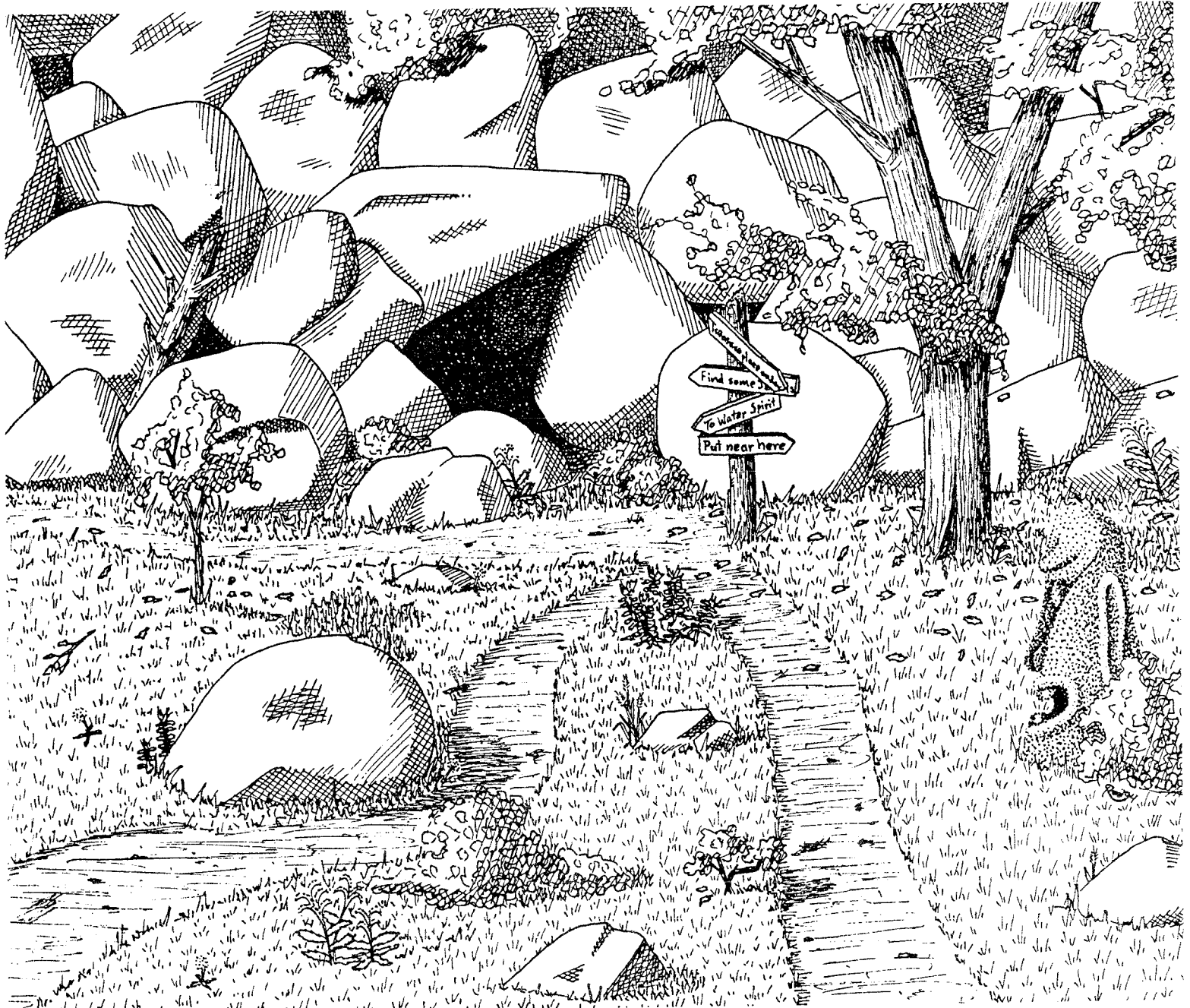
Ashes to Ashes



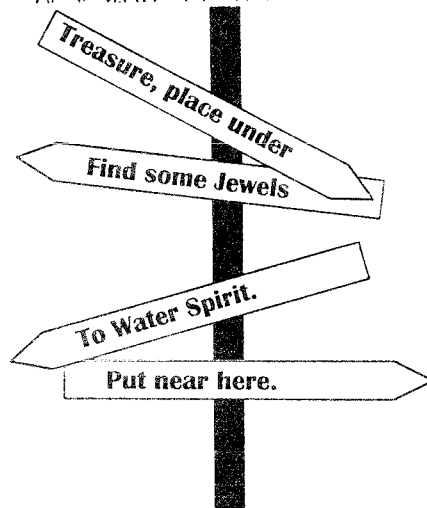
No door, no roof, this home aloof,
Mother sits in the house she knits
Children inside they all abide
They don't walk out, but there's none about
When the winter comes.

Encounter #2

Sign of the Times

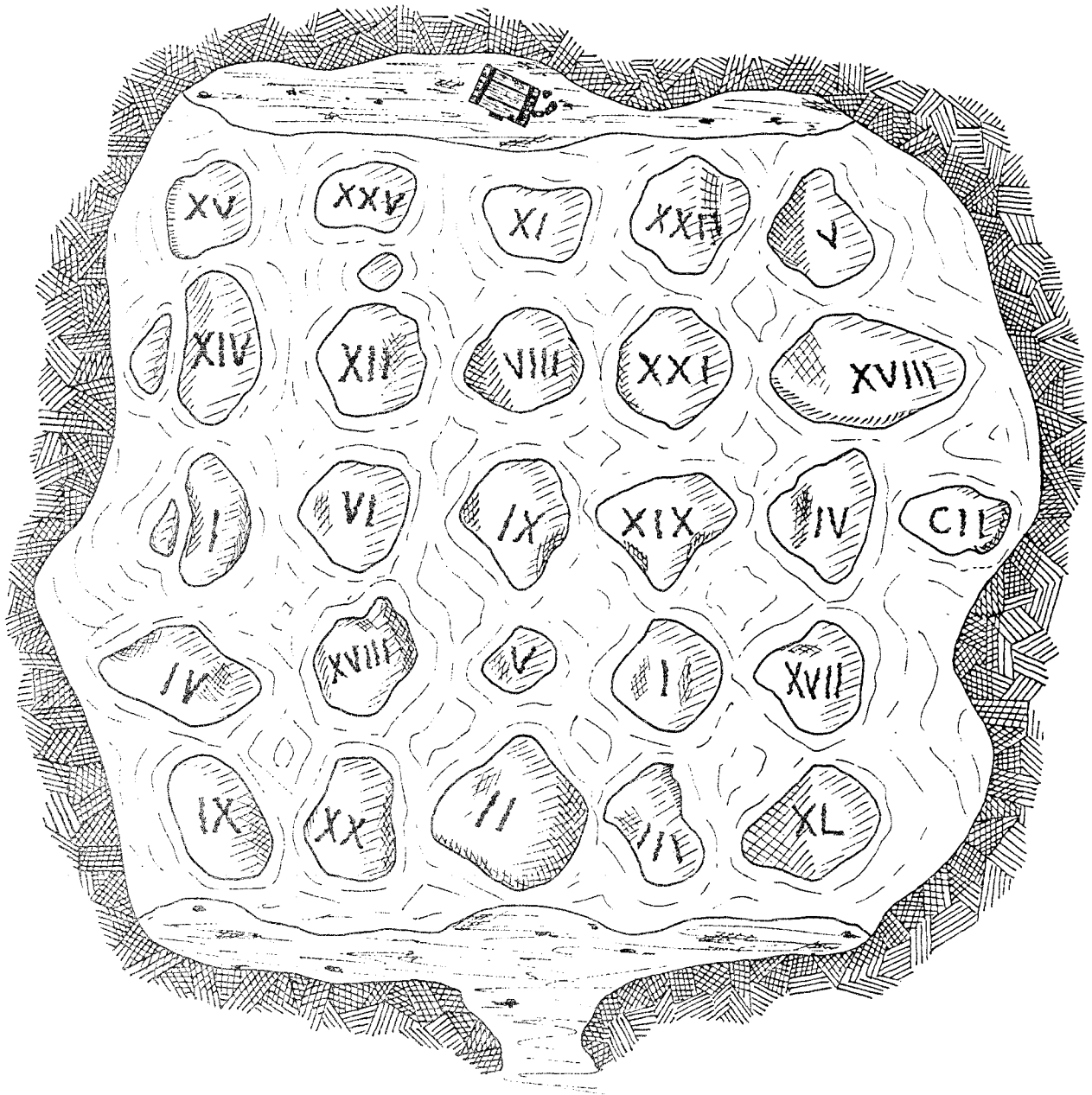


The signs on the post read:



Encounter #3

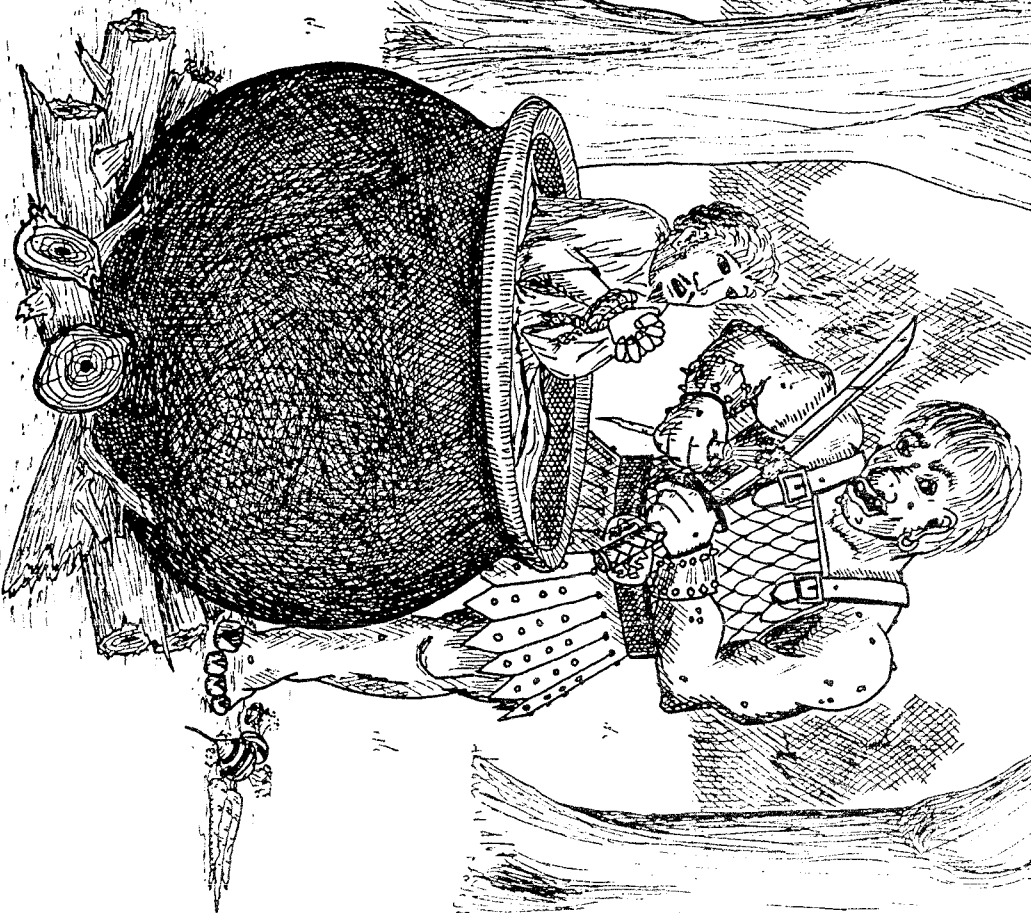
Magma Force



Choose with care the path you walk
Great treasure you'll obtain.
For the very word you stalk
The path it does contain.

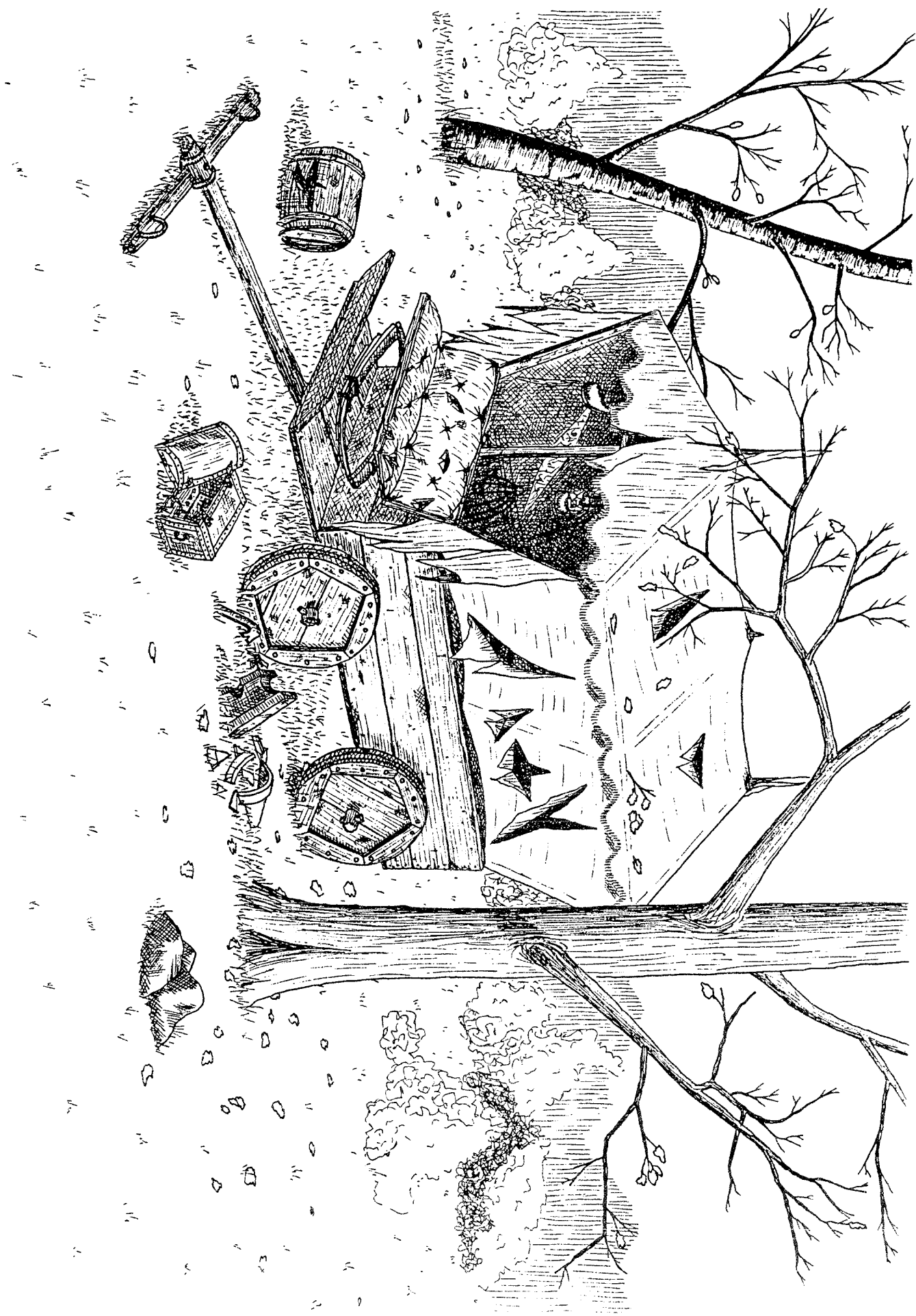
Encounter #4 Oracle Stew

NO NOSE TO SMELL,
NO HANDS TO HOLD,
NEVER HEARS A SOUND.
NEVER SEES WITH ITS EYES,
HIDDEN UNDER GROUND.



Encounter #5

Tinker's Doom



Encounter #5-A

Cut the following poem scraps out to give to your players. Give the top scrap to them immediately – it's found in the chest next to the wagon. You don't need to be precise when cutting out the scraps, the outlines are there just to make it so the players can't fit the pieces together like a jigsaw puzzle.

*So Tom, you think you're so smart —
Well here's the money I owe you.
Just figure out the riddle and it's yours.*

I stand upon the shoulders of

The two who stand below

Another two will stand above

And so on up we go

Sometimes we're piled up short and stout,

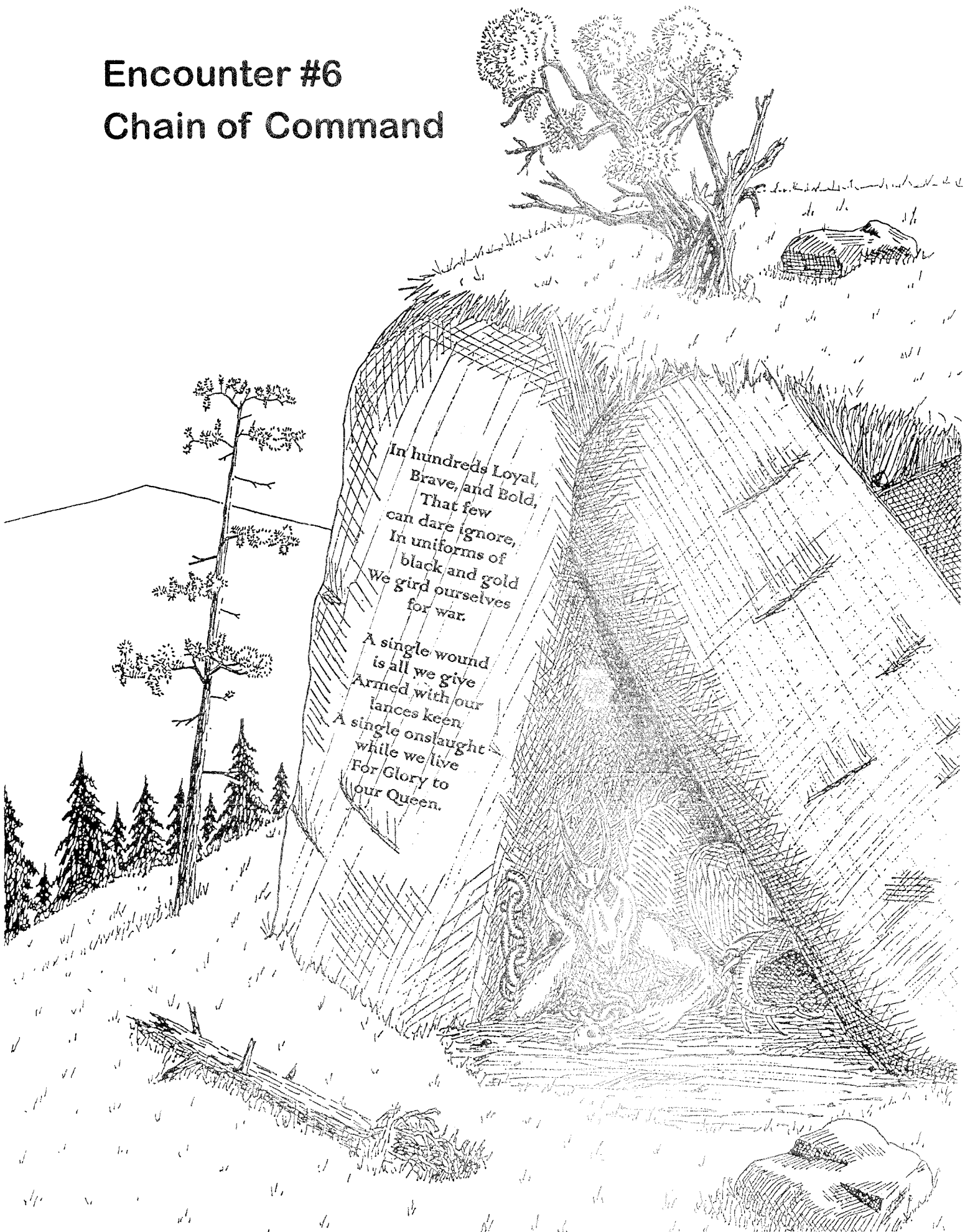
Sometimes we're tall and thin.

Sometimes we keep the bad things out

Sometimes we keep them in.

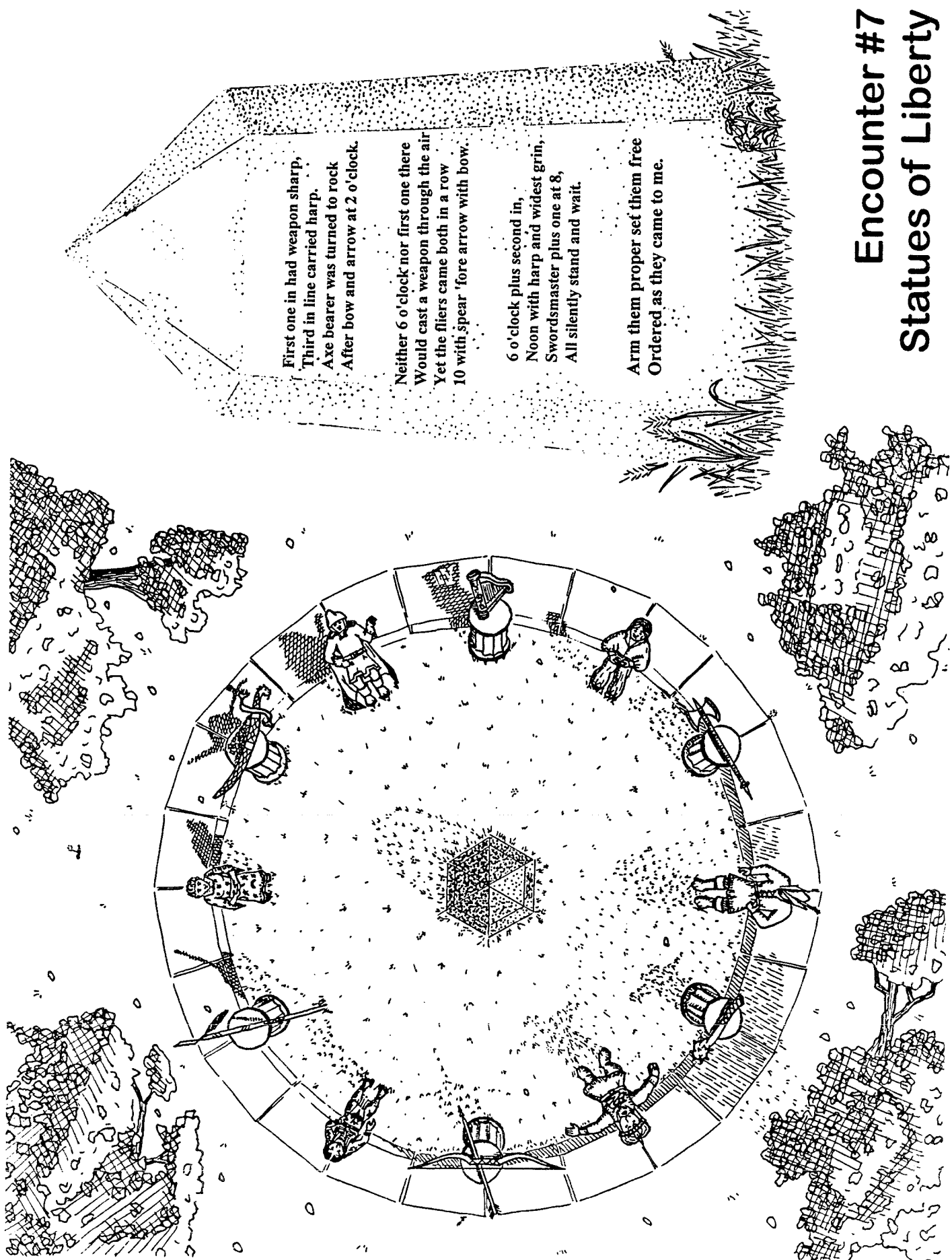
Encounter #6

Chain of Command



In hundreds Loyal,
Brave, and Bold,
That few
can dare ignore,
In uniforms of
black and gold
We gird ourselves
for war.

A single wound
is all we give
Armed with our
lances keen
A single onslaught
while we live
For Glory to
our Queen.



First one in had weapon sharp,
Third in line carried harp.
Axe bearer was turned to rock
After bow and arrow at 2 o'clock.

Neither 6 o'clock nor first one there
Would cast a weapon through the air
Yet the fliers came both in a row
10 with spear fore arrow with bow.

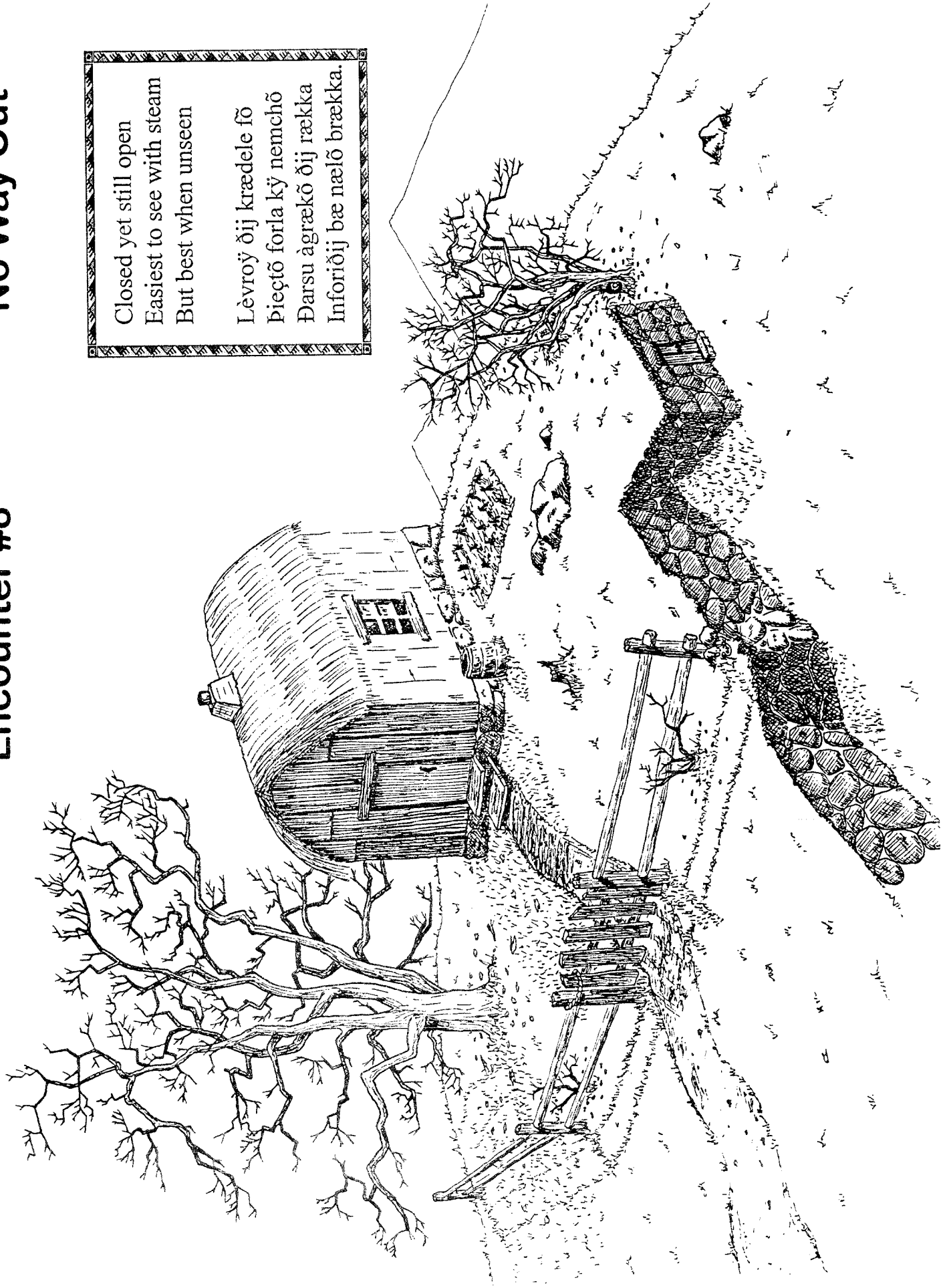
6 o'clock plus second in,
Noon with harp and widest grin,
Swordmaster plus one at 8,
All silently stand and wait.

Arm them proper set them free
Ordered as they came to me.

Encounter #7 Statues of Liberty

Encounter #8

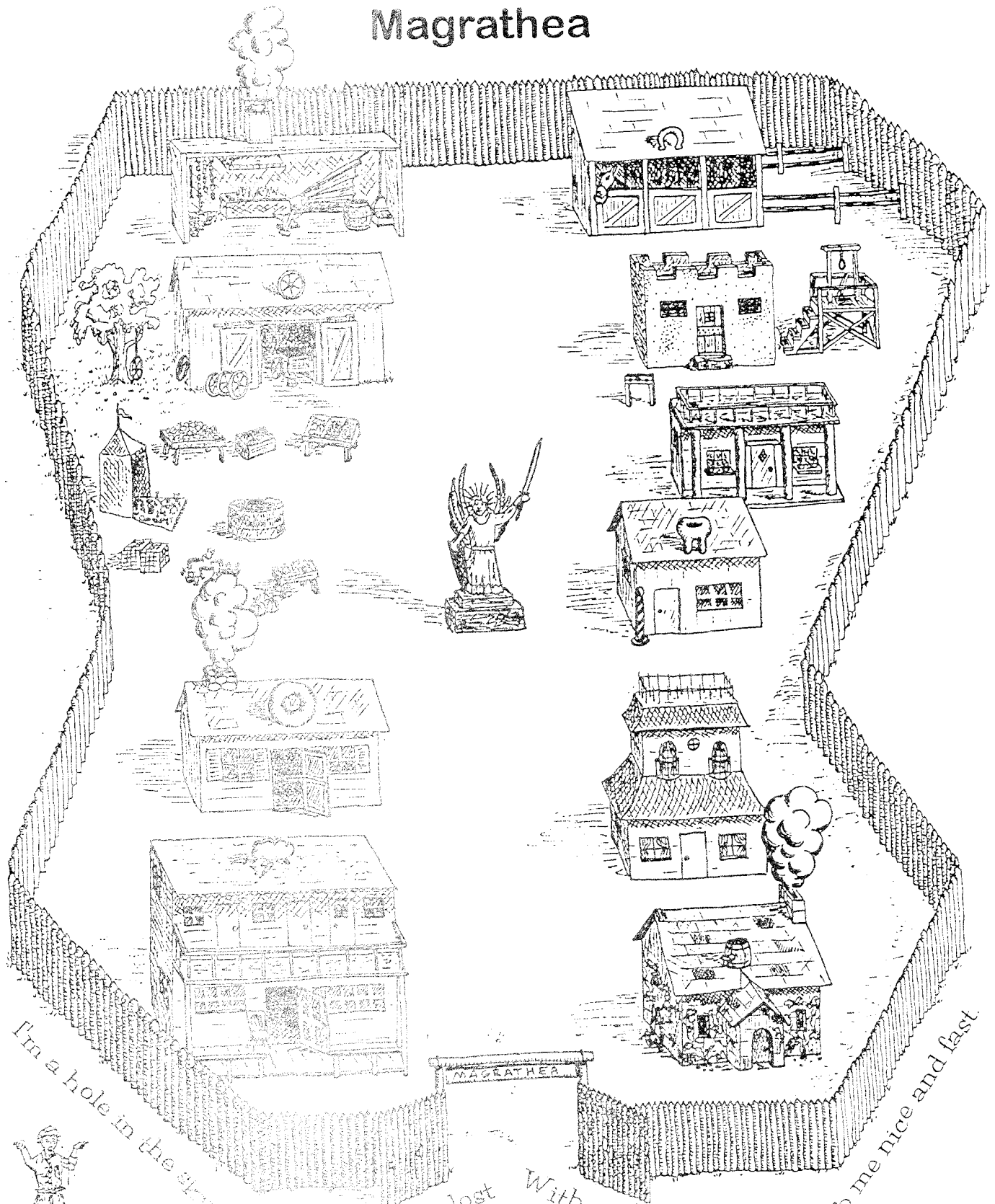
No Way Out



Closed yet still open
Easiest to see with steam
But best when unseen

Lèvroÿ ðij krædele fõ
Pieçtõ forla ký nemchõ
Ðarsu àgrækõ ðij rækka
Inforiðij bæ nælõ brækka.

Encounter #9-A Magrathea



I'm a hole in the sky

Where water is often lost

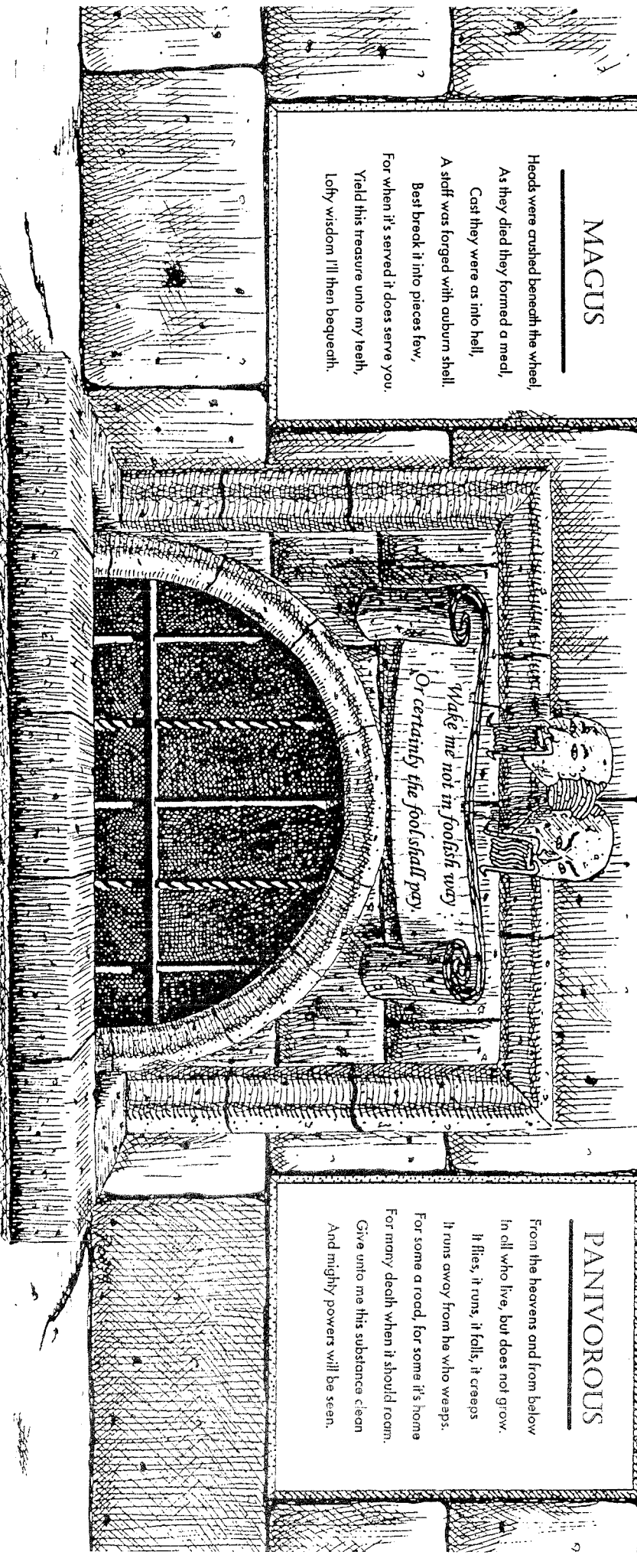
With a rope hanging high

Climb me nice and fast



MAGCUS

Heads were crushed beneath the wheel,
As they died they formed a meal,
Cast they were as into hell,
A staff was forged with auburn shell.
Best break it into pieces few,
For when it's served it does serve you.
Yield this treasure unto my teeth,
Lofly wisdom I'll then bequeath.



*Make me not in foolish way,
Or certainly the fool shall pay.*

PANIVOROUS

From the heavens and from below
In all who live, but does not grow.
It flies, it runs, it falls, it creeps
It runs away from he who weeps.
For some a road, for some it's home
For many death when it should roam.
Give unto me this substance clean
And mighty powers will be seen.

Encounter #10

Magus Panivorous

Encounter #11

Best Laid Plans

2A 1C 3G

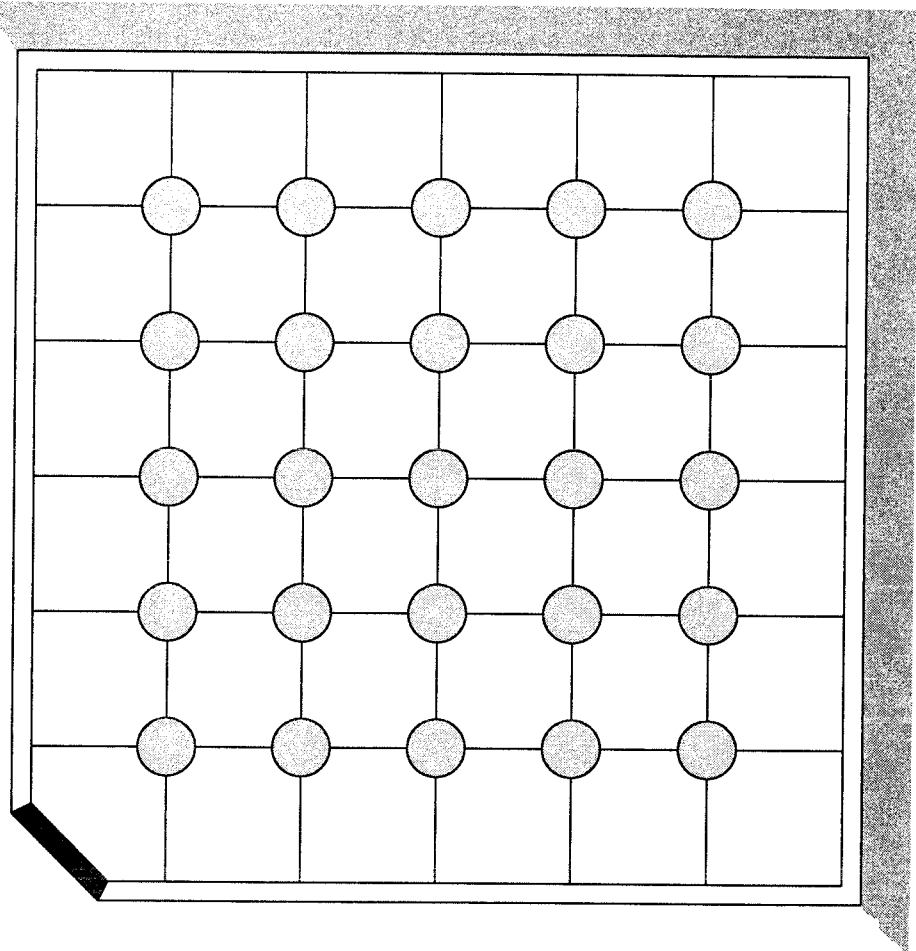
3A 3C

3C 2F 1G

1A 4C 1F

3A 1C 2F

2C 4F



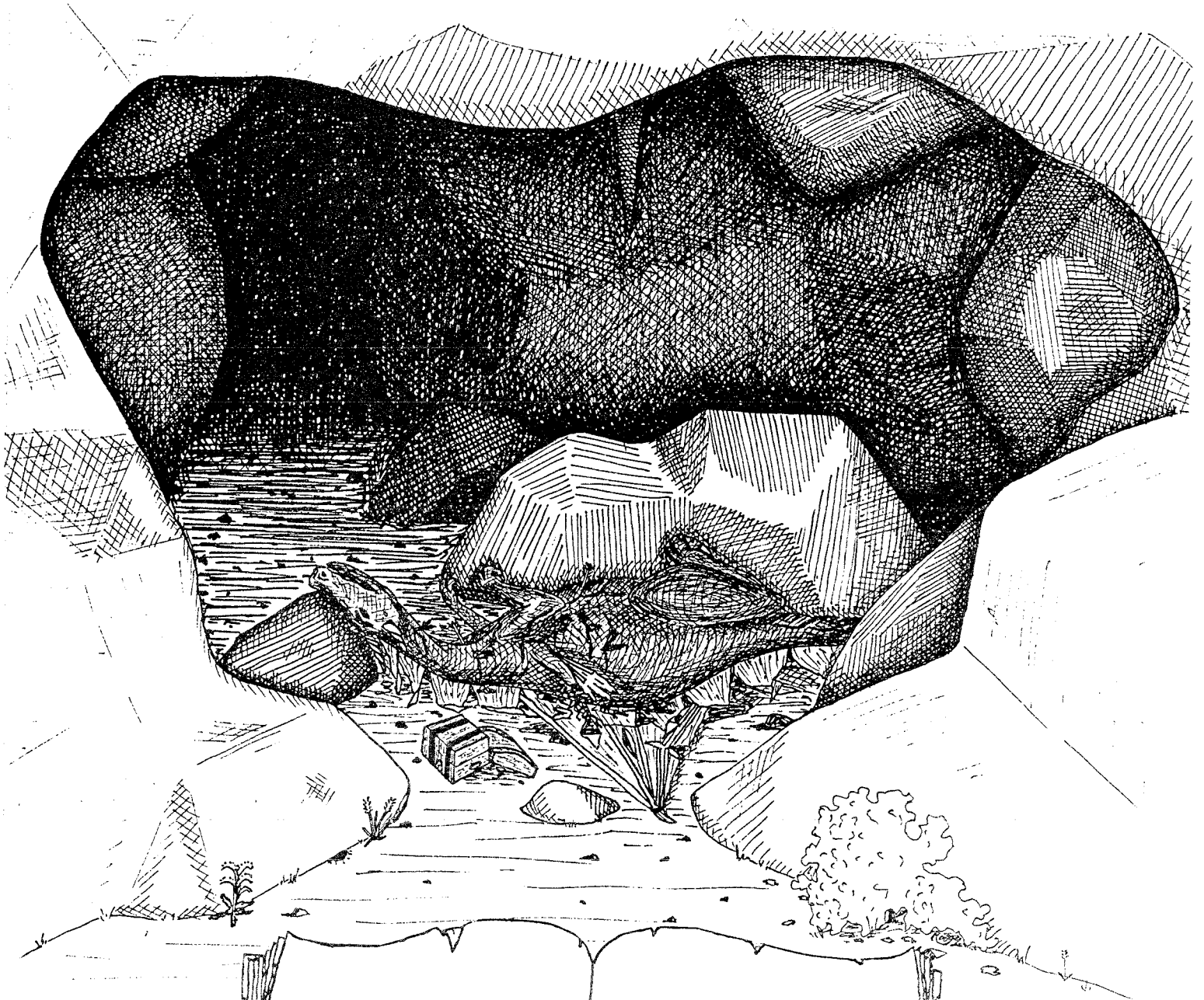
3A	5C	2C	1A	1A	4A
1C	1G	2F	3C	2C	1C
2F		2G	2F	2F	1F
				1G	

A = Acid Trap
 C = Clear
 F = Fire Trap
 G = Gas Trap

*** Only place treasure near doors ***

Encounter #12

The Dragon's Tooth

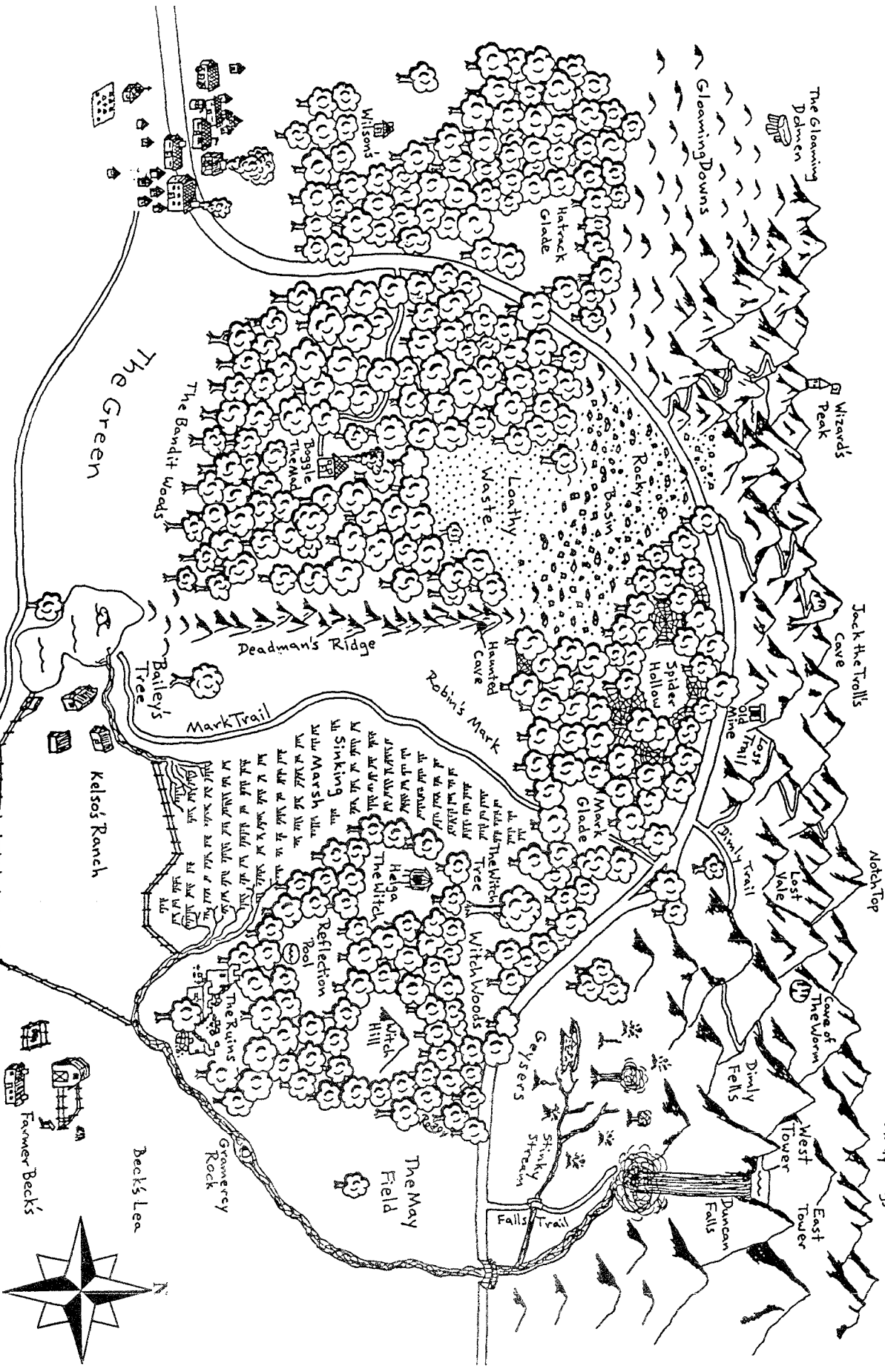


*A pointing tooth
in open jaw
Past never closing,
empty maw.*

*Hanging danger,
eon's daughter,
Sharpened fang,
spawn of water.*

Encounter #13

Hat Rack Jim



The Green

The Farm Trail

Encounter #13-A

The Ballad of Hat Rack Jim

Oh mind you well the tale I tell
Of bravery profound
Of Hat Rack Jim and faithful Tim —
Now come and gather round.

These youthful two were crafters who
A tinker's business plied
They worked their trade, were fairly paid,
Until the day they died.

This happened when some desperate men
Not very far from here
Caught Hat Rack Jim and Loyal Tim
And cut them ear to ear.

Bold Tim did die with tragic cry
And Jim was warned to flee
But Jim was brave unto his grave
And steeped in chivalry.

Now Hat Rack Jim was never dim
And special spells had three
His life was lost but at a cost —
The bandits found no glee.

The first struck hard and some were charred
And died in burning pain.
The second spell hid treasure well
Denying bandits gain.

The final charm would counter harm
If Jim could speak it right
But as he spoke a bandit's stroke
Made Jim one head too light.

The hex half made flew round the glade
But couldn't work as said
For none could save however brave
A man who's lost his head.

The spell unbound flew round and round
Until it came to rest.
But where'd it go? We do not know
For that's the final test.

Now when a Mage or crafty Sage
Attempts to solve this plot
They always fail when in the dale
Where Jim and bandits fought.

But listen now in truth I vow
A dream has told to me
A clue or two of what to do
To set Jim's spirit free.

If you can tell where lies the spell
And find Jim's misplaced head
And put it back where now there's lack
The treasure's yours instead.

The body lies beneath the skies
Within the Hat Rack Glade
Beware the doom within the gloom
And bandit spirit's blade.

His head's asleep and buried deep
Yet sits within no grave
For long its been within the den
Of one who is a knave.

Now craft you well the joining spell —
It's got to be just right —
This warning heed: three things you'll need
To push away the night

First find the guy who has one eye
Yet cannot see a thing.
And find you too container blue
Which holds a thing to sing.

Then seek you all the thing to fall
That stays in just one place
And there you'll find the thing the blind
Would never think to chase.

Then face away and loudly say
The magic word "Tundrye"
And what appears should cause no fears
If sun is in the sky.

Then you must go against the flow
To find a hidden place
And there you'll see as it should be
The web of saving grace.

Take what's within and flee the din
Back to the doleful glade
Remake the man as quick you can
Before the sun should fade.

Then make him chew the baby's blue
That he will be remade
So he can see add metalry
You found far from the glade.

Then wrap him round the spell you found
And bundle him up tight
And Hat Rack Jim all bony slim
Will offer you no fight.

He'll answer all till night should fall
So question hastily.
He'll answer true but just to you
About his treasure's key.

Now guard him well throughout the spell
And truest friend he'll be.
Or take his gold, if you're so bold,
And make him enemy.

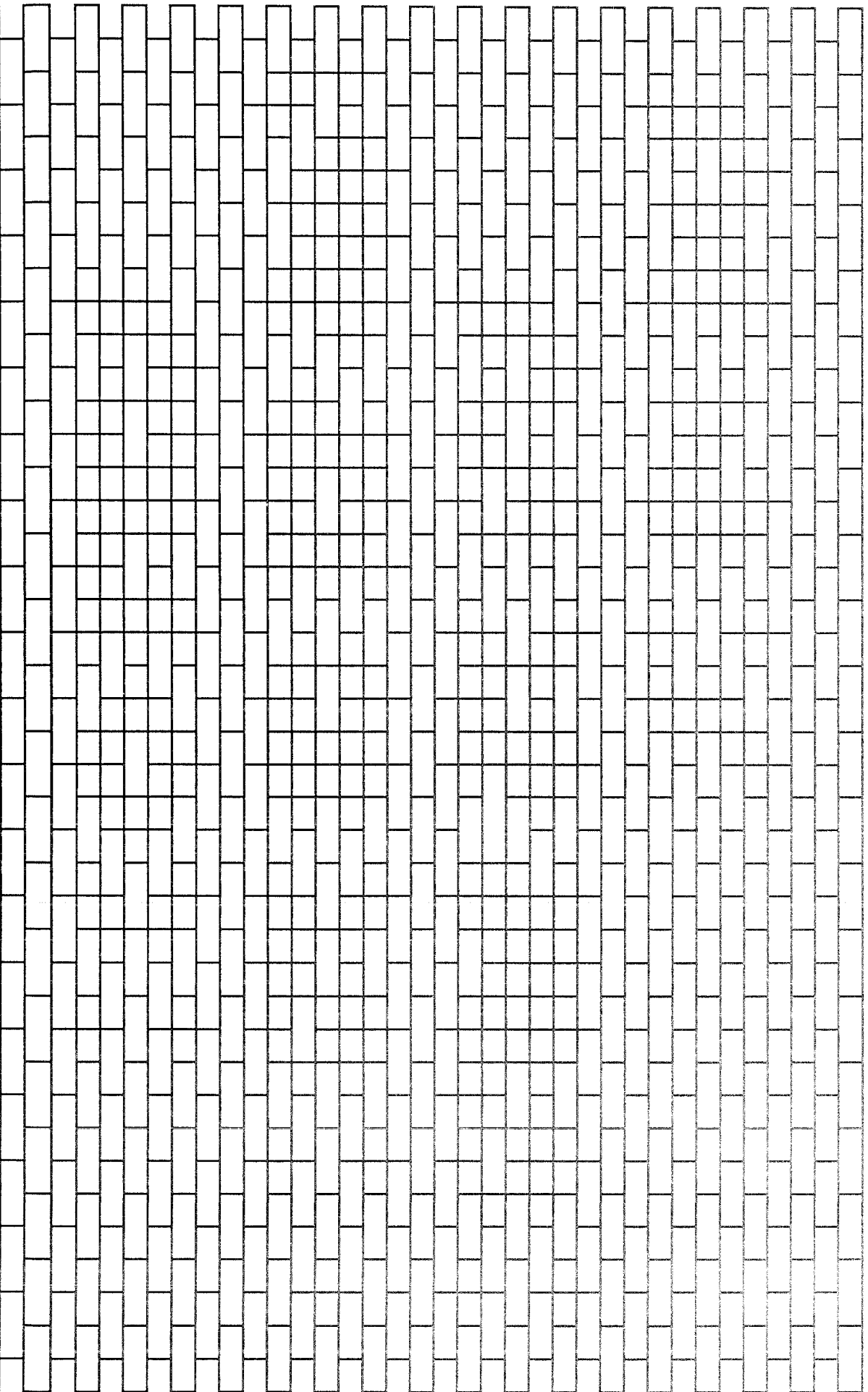
And now I wend to tale's end
For all the bold and brave
Have done their best but failed the test
And Jim stays in his grave.

And so things stay until the day
That someone, maybe you,
Will break the spell and end Jim's hell
And then what shall I do?

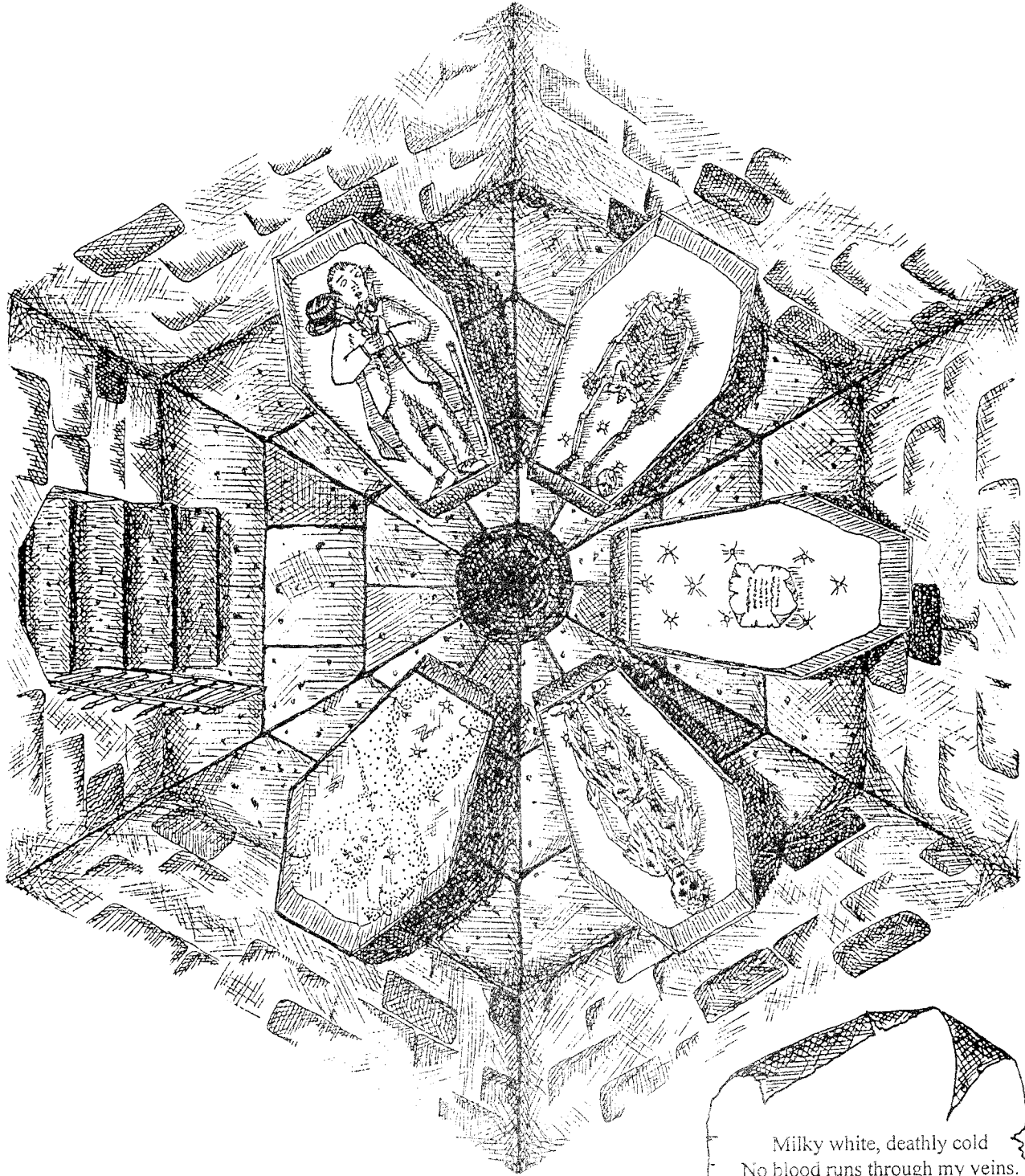
I'll mind me well the tale YOU tell
Of bravery profound
Of what you've done and how you've won
And all will gather round.

Encounter #14

Stone Walled

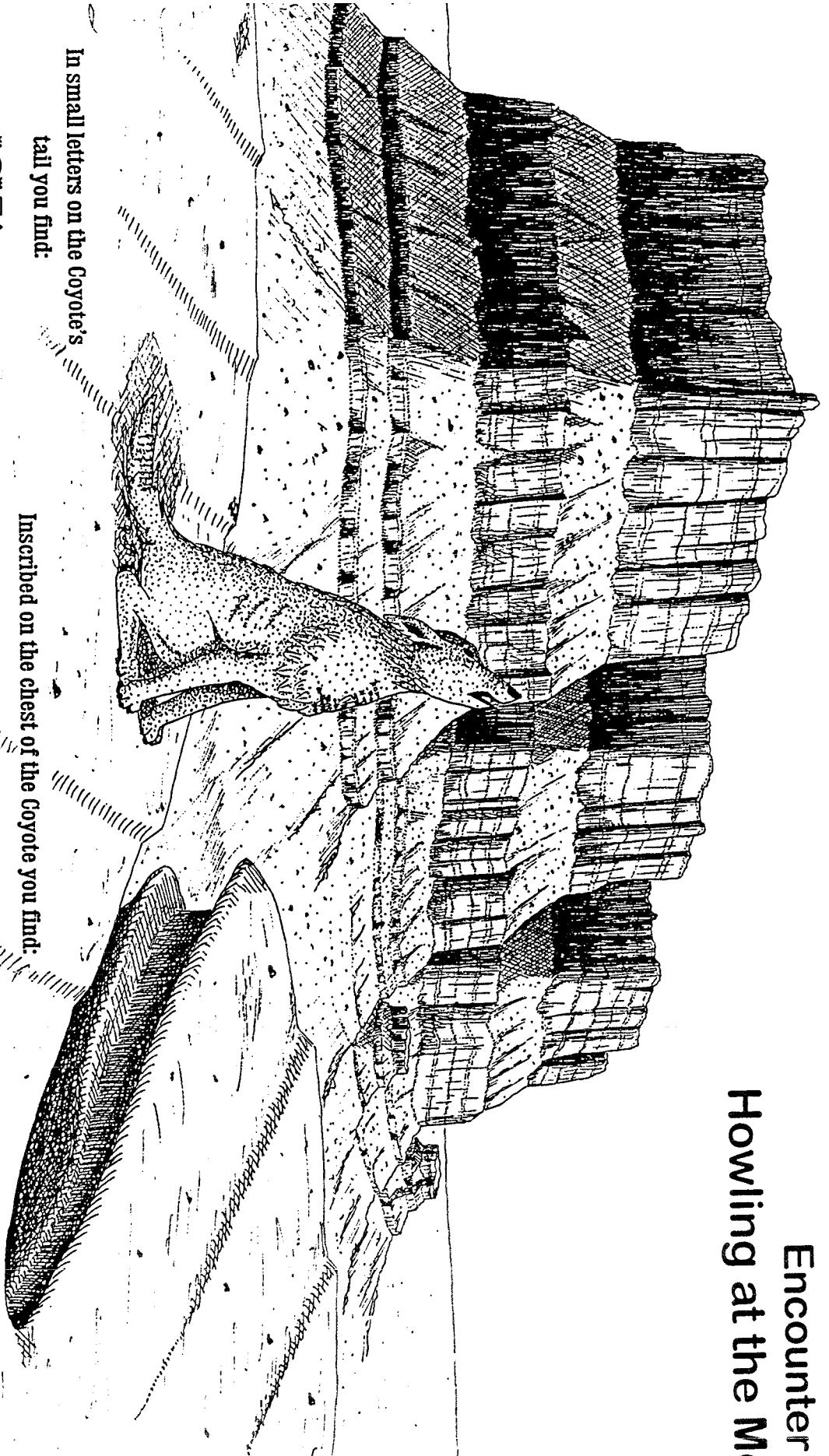


Encounter #15 Vault of the Vampire



Milky white, deathly cold
No blood runs through my veins.
Often cut in human form
To honor he who reigns.
Rising up above the grave
To speak for your remains.

Encounter #16 Howling at the Moon



In small letters on the Coyote's tail you find:

▣◻▣◆◻◻

Standing alone,
No place to hide,
Bearer of visions,
Dreams I provide.
Girded in armor,
To touch me is pain
My arms to the heavens,
Praying for rain.

Inscribed on the chest of the Coyote you find:

▣◻▣ ◻◻◻◻◻◻◻◻ ◻◻◻◻◻◻◻◻

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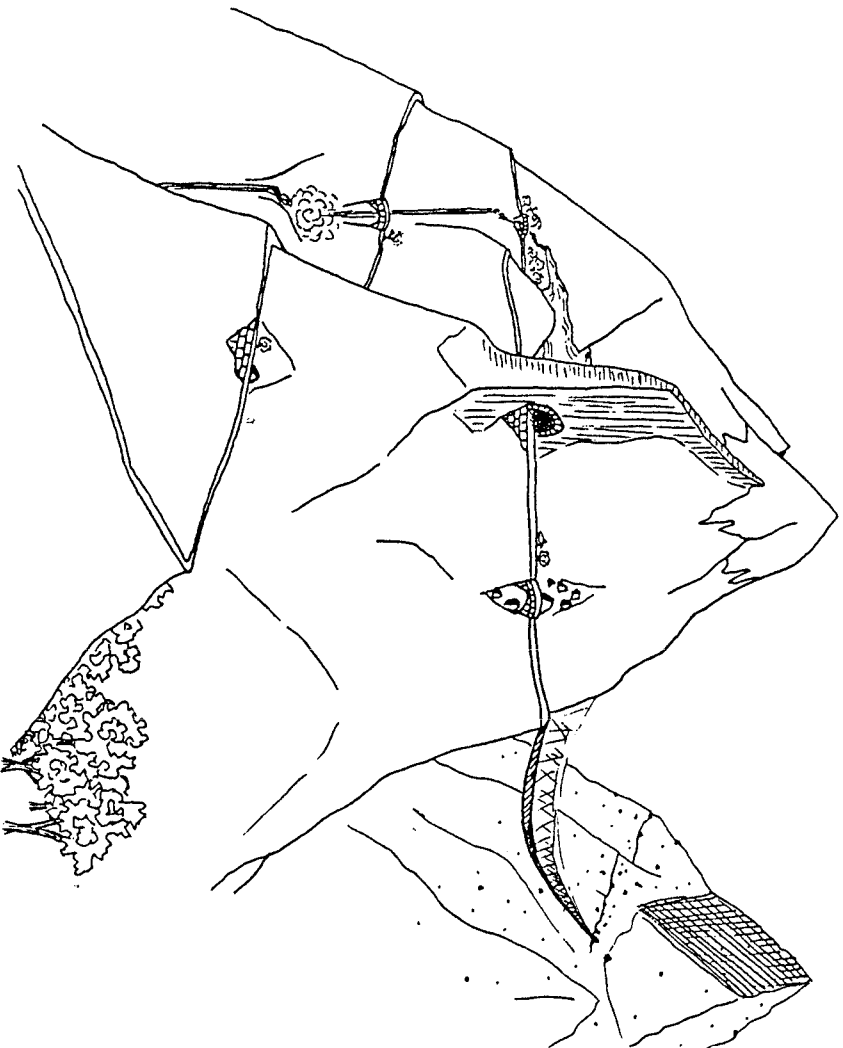
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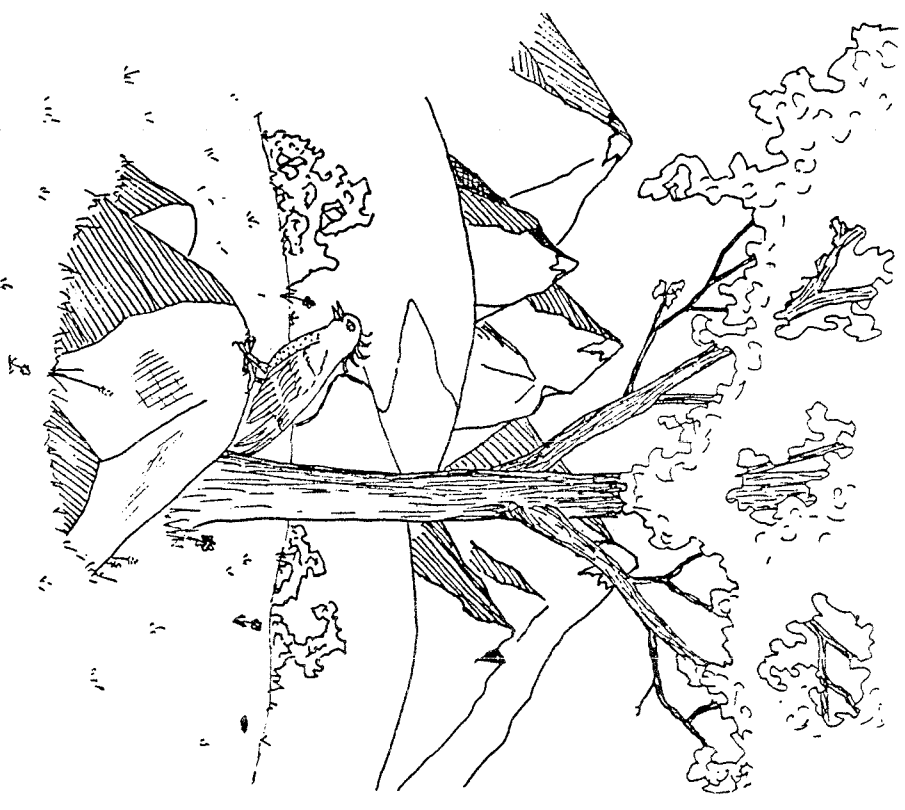
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Encounter #17



A violent fiend untouched by law
I rend the mountains with my claw
And beat the land until it's raw
Or rip away the leaves
And fling them in my icy maw
So all the forest grieves.

But then I see the torn and slain
And soon my wrath begins to wane.
I call the clouds to bring the rain
To lessen the ordeal.
The water falls to ease the pain
And helps the world to heal.



The Violent Fiend

When I come raging wild and free
And roaring with my childlike glee
Prepare yourself to come with me
As I come from the south
Then gather courage, count to three
And leap into my mouth.

Encounter #18

It's About Time

L A D Y K I N G P R I N C E
F L O R I D A C I M M I R I C I R U L I N

I AM THE FIRST OF MY FELLOWS
BUT CAN ALSO STAND ALONE
INITIATE OF ALPHA
AND OMEGA'S END I BE
HERALD TO THE ANGELS,
WHILE LEADING ANARCHY

I AM FIRST BORN OF GOD
THE END OF THE BEGINNING
AMIDST THE ANGELS
BUT NOWHERE TO BE FOUND
IN THE UNIVERSE

THE BEGINNING OF ETERNITY
THE END OF TIME AND SPACE
THE BEGINNING OF EVERY END
AND THE END OF EVERY PLACE

MEN SEARCH THE WORLD IN VAIN FOR ME
MOVING FORWARD IS THEIR CURSE
YOU CAN PUT A CHANGE TO THAT
AND MOVE THINGS IN REVERSE.

NOW STIR YOUR POTION AGAINST TIME
MY MOST ADVENTUROUS MAGE.
DIRECTION IS THE CRUCIAL THING
AND GOVERNS YOUTH FROM AGE.

INGREDIENTS ARE AVAILABLE HERE
TO CHANGE THE COURSE OF TIME
MIX THE THREE, IN ORDER KEY
REPEATING EACH ONES RHYME

WISELY USE THE ELDritch DRINK
EACH DROP MARKS TEN OR SO
IF MIXED CORRECTLY, STIRRED ARIGHT,
THEN BACKWARDS THINGS DO GO.

Encounter #19

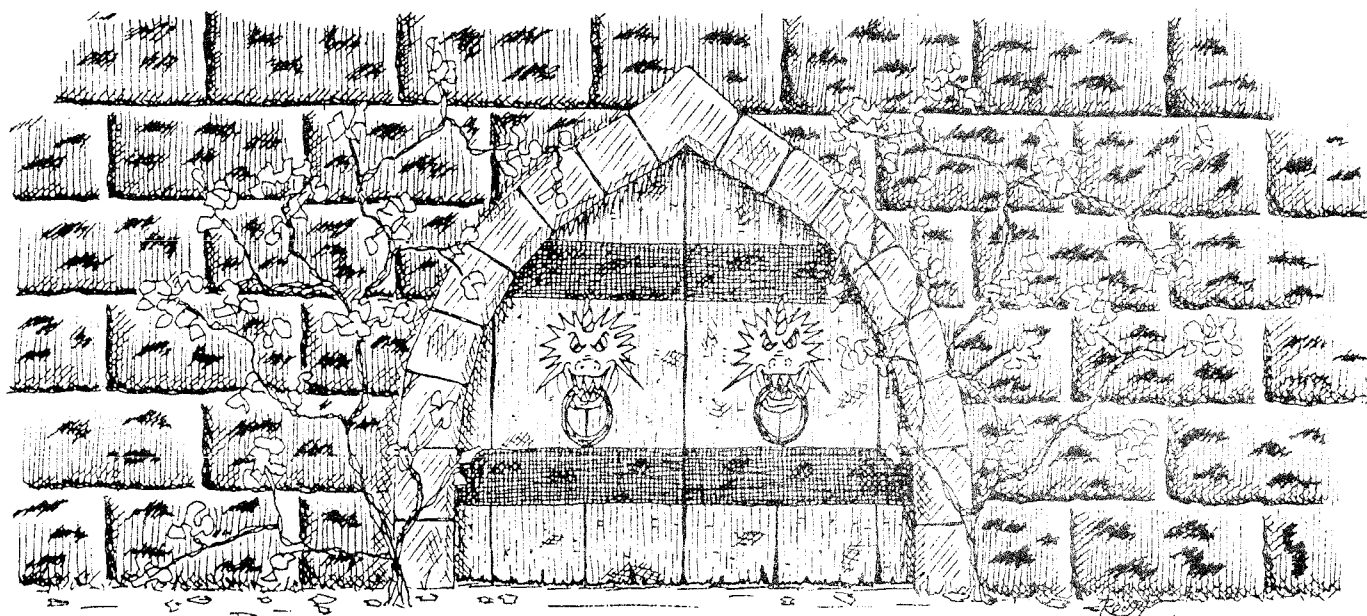
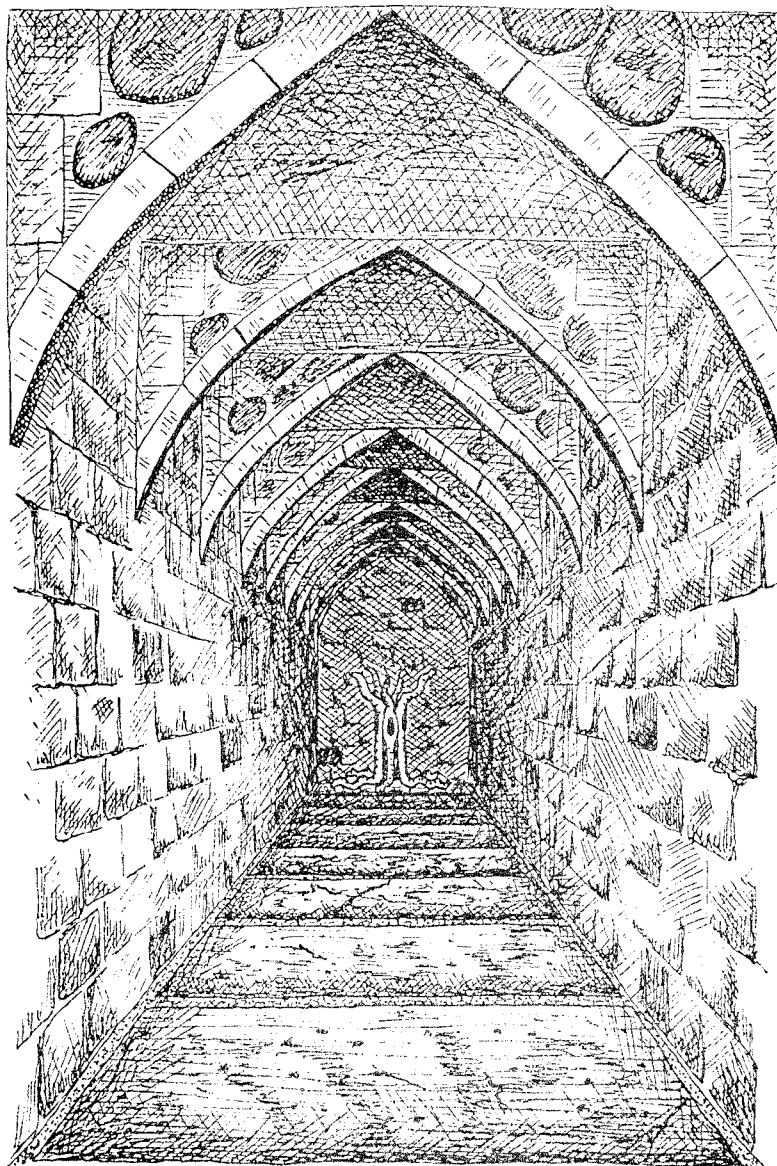
The Seven Deadly Traps

Seven tricky traps are here,
Some are deadly, all severe.
Over, under, left and right,
Which comes first? Oh what a plight!

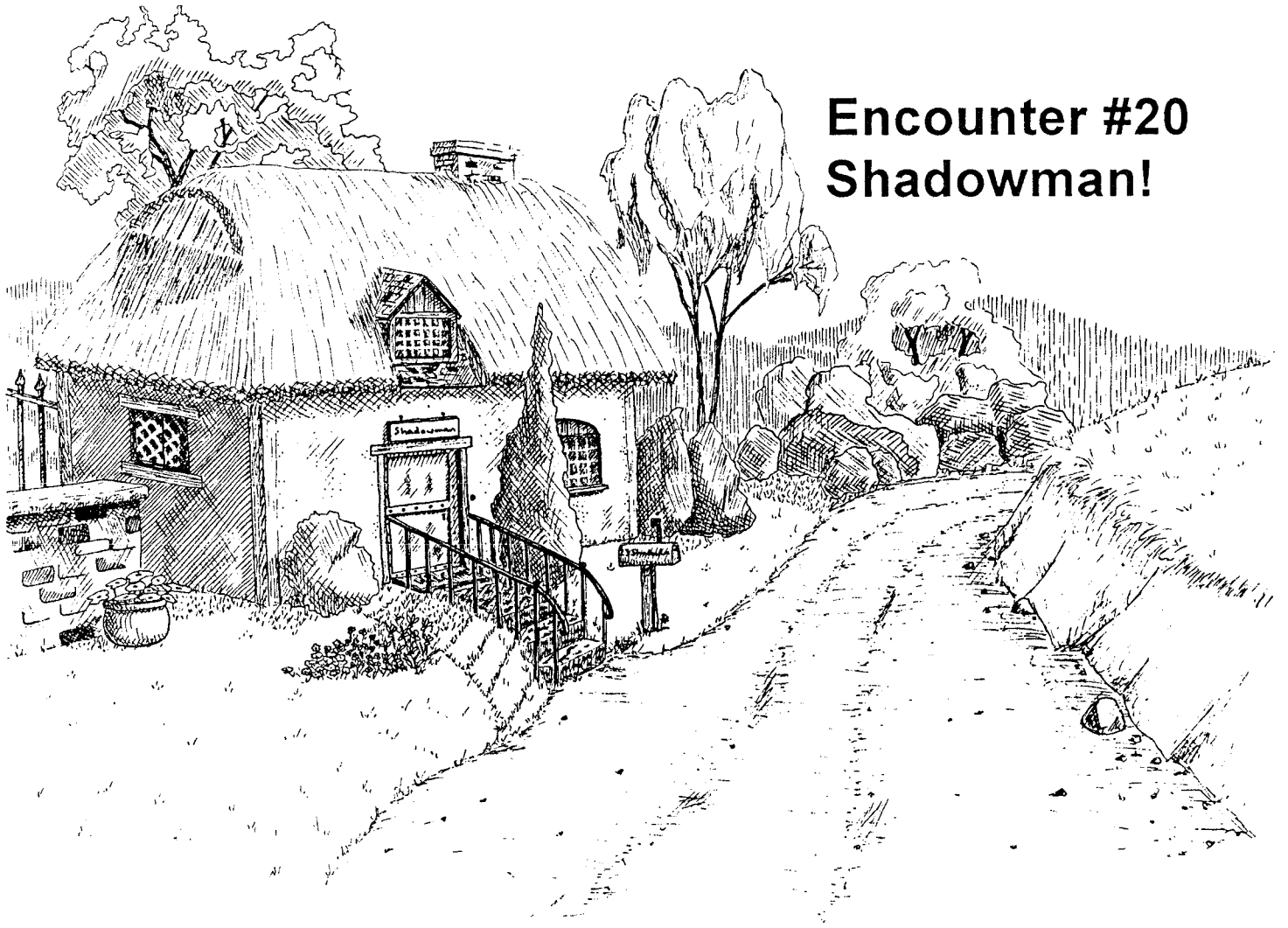
Five tiles have traps, three in a row,
No two paired squares are safe you know.
Seventh square doom looms overhead.
Jump 'ere you swerve or you'll be dead.

You must go left after swerving right
Or surely you will get a fright.
After you jump over under,
Roll under over else you'll blunder.

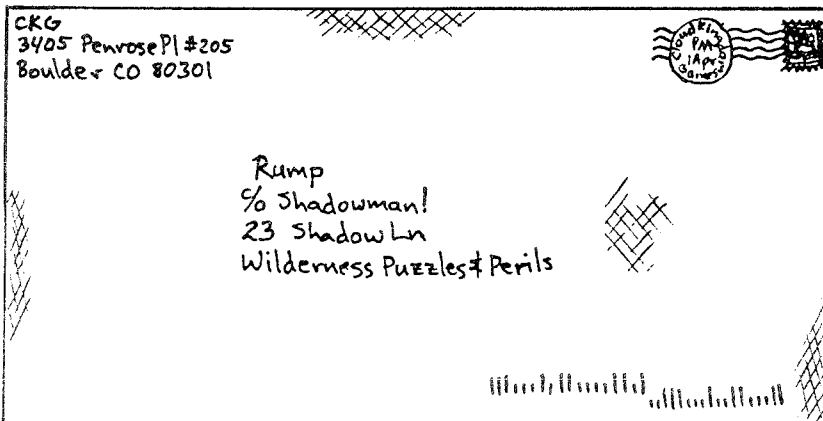
Of three ways in two will abuse,
One is left which you must use.
When treasure's won if you're still strong
You must go right or else go wrong.



Encounter #20 Shadowman!

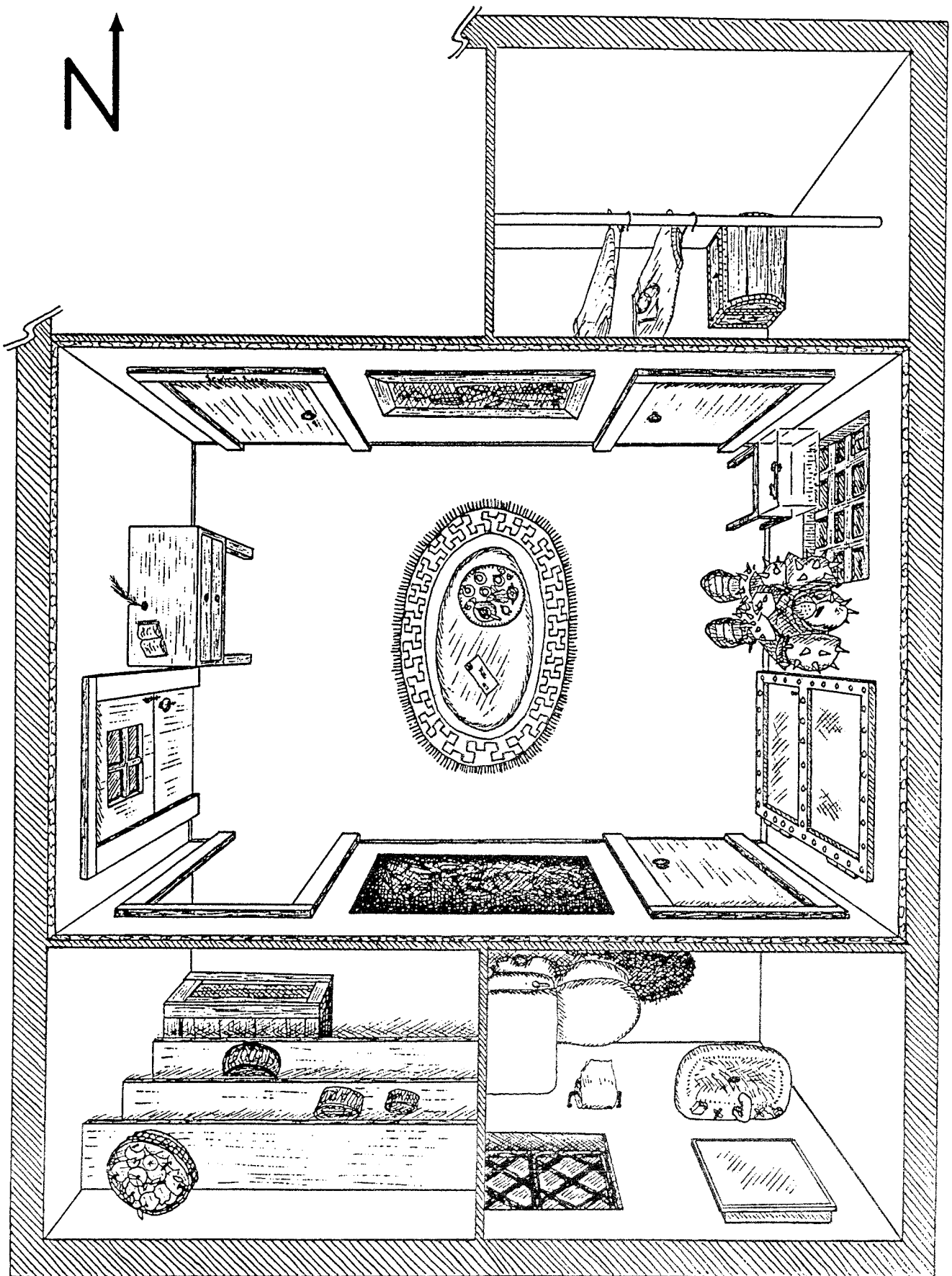


Encounter #20-H



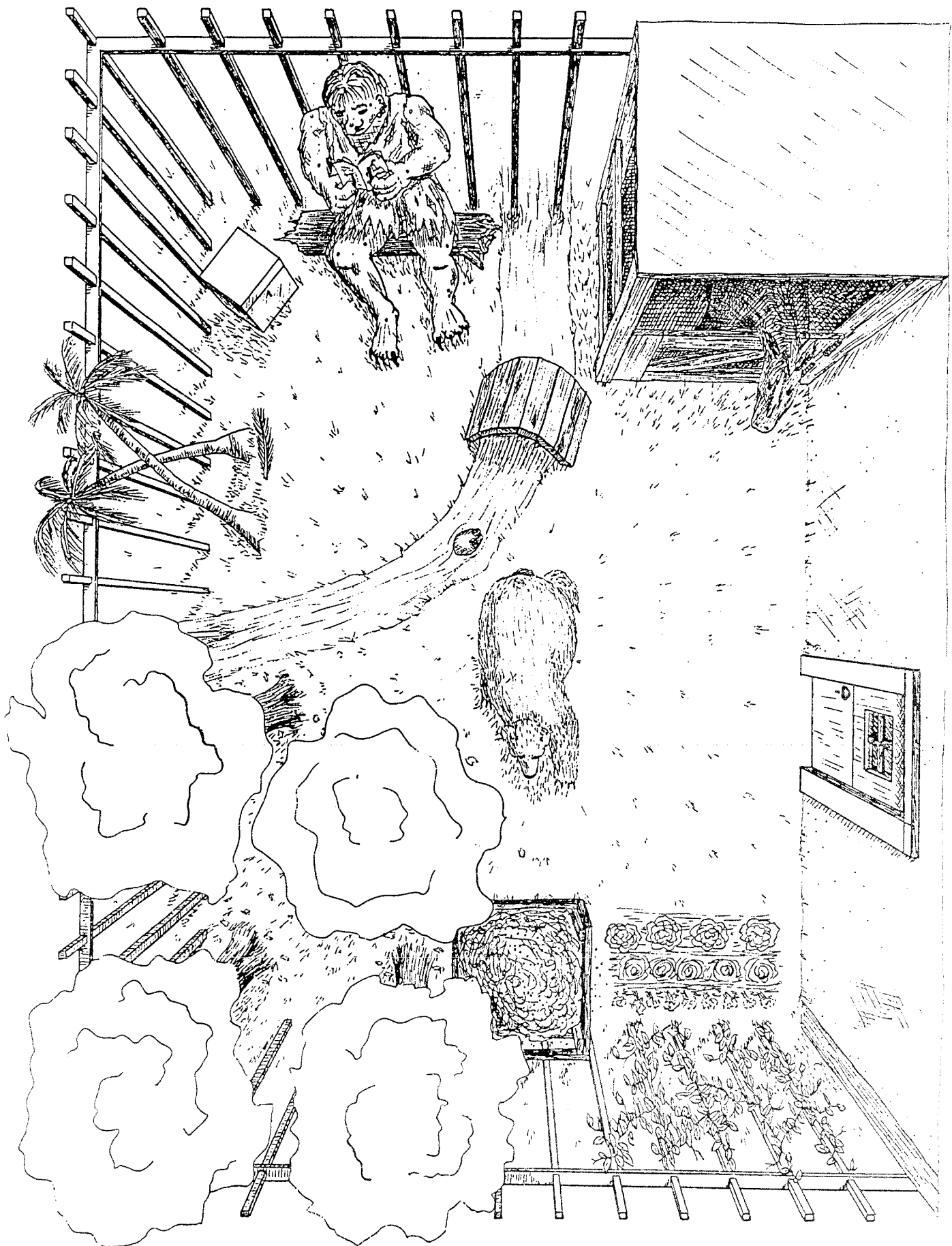
Encounter #20-A

Shadowman's Cottage

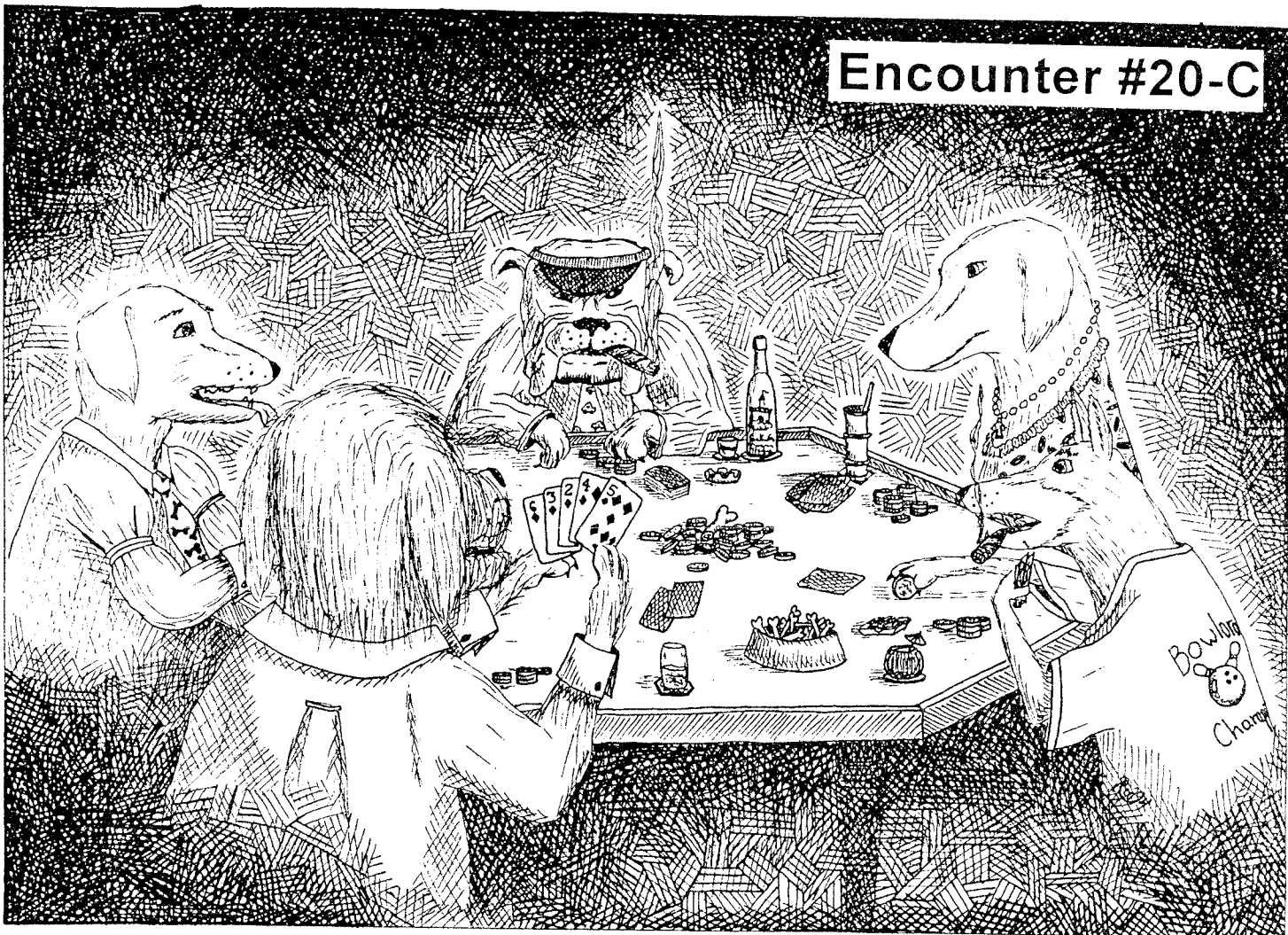


Encounter #20-B

Shadowman's Garden



Encounter #20-C

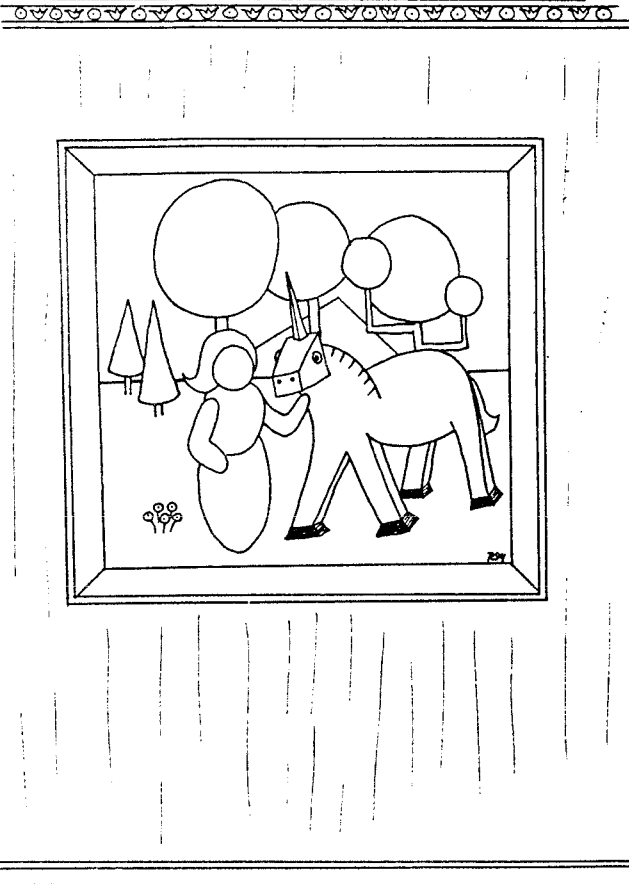


Encounter #20-G

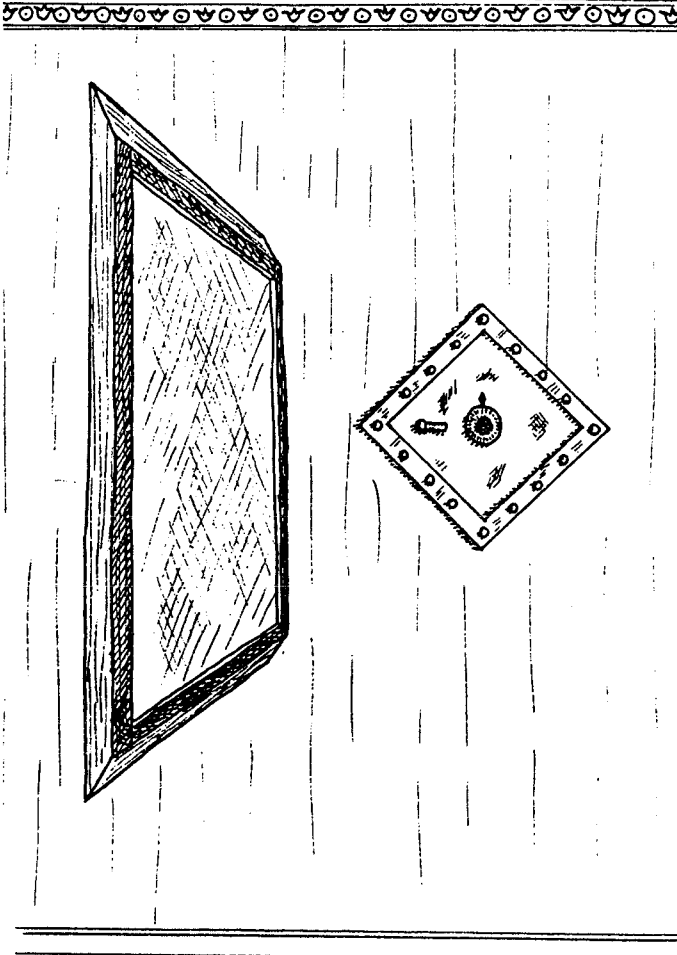
Shadowman
23 Shadow Ln
Wilderness Puzzles & Perils

Cloud Kingdom Games, Inc
3405 Penrose Pl Suite 205
Boulder CO 80301

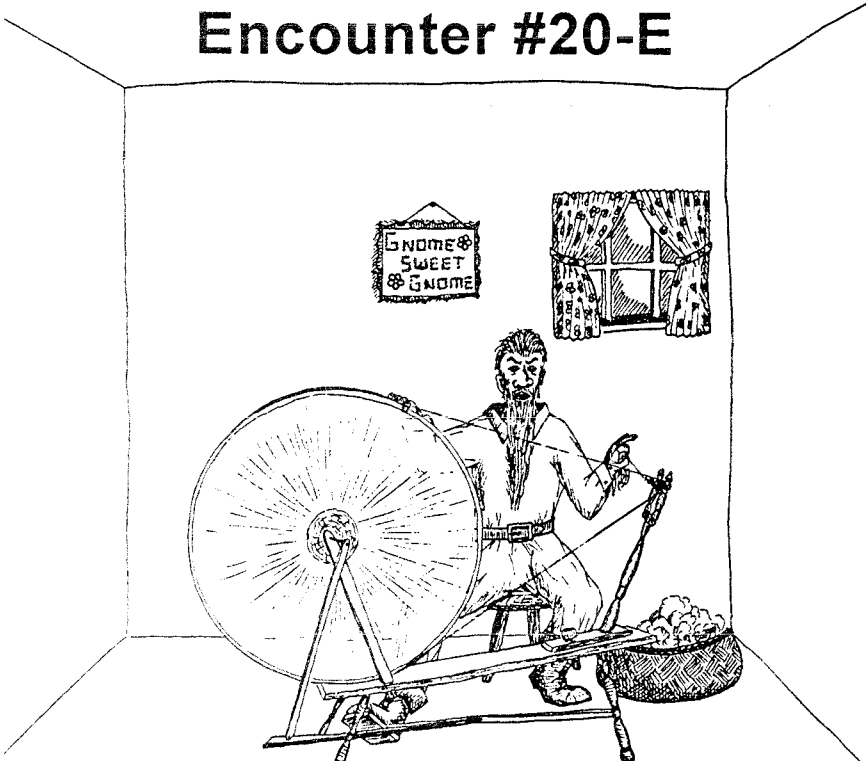
Encounter #20-D



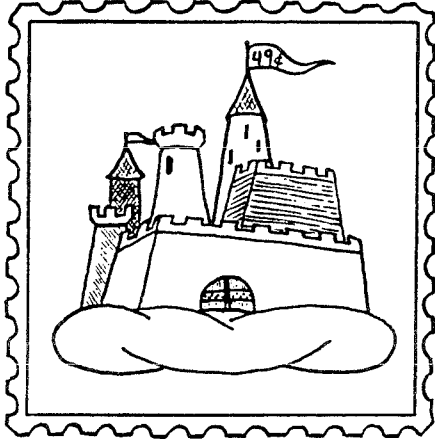
Encounter #20-F



Encounter #20-E

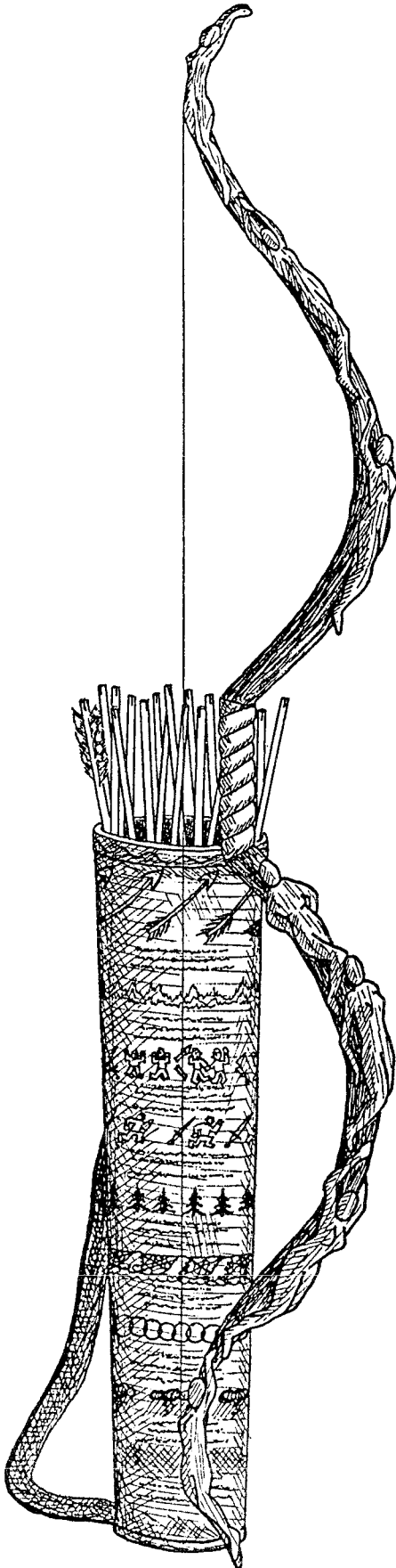


Encounter #20-I



Riddle Item

Bow of the Seven Sisters



*Seven sisters, seven dancers, laughing in the light.
Seven helpers, seven arrows, helping in your fight.
Charming kisses, magic touches, bringing arrows might.*

*Sister Carmine, slaying hotly, lying in the fire
Ruby headed, bloody visage, calling forth its ire
Burning touches, flying swiftly, dealing damage dire*

*Orange lady, silent sister, bringing with her peace
Amber headed, shallow cutting, making fighting cease
Winging quickly, touching softly, calming does increase.*

*Fearful daughter, coward's color, dealing terror blind
Sneaky trickster, noble breaker, citrine topaz find
Slipping inside, jelling backbone, seven days does bind.*

*Sister envy, forest daughter, craving malachite
Poison arrow, deadly needle, slayer in the night.
Shiny killer, evil magic, glowing in its light.*

*Woeful woman, ocean sister, sadness is her hue
Grasping tightly, sapphire missile, sticking just like glue
Roping holder, spider webbing, clutches old and new.*

*Regal matron, flying circles, gown of indigo
Lapis headed, winged skewer, tell it where to go.
Birds-eye viewing, floating magic, see all down below.*

*Chaos sister, stormy anger, lavender her eyes
Solid smasher, hardness crusher, amethyst she flies
Yielding defense, softness failing, steel and stone skin dies.*

*Missing sister, empty sister, none but all combined
Mystic slayer, eldritch arrow, eats away the mind
Sibling drainer, chromic vampire, basalt must you find.*

Cloud Kingdom Games, Inc.

Please answer a few questions so we can make our games more fun and exciting.

1. How did you learn about *Wilderness Puzzles & Perils*?

- Gift Friend Saw in Store
 Catalog Convention Ad in _____

2. What types of games do you play?

- | <u>War Games</u> | <u>Role-Playing</u> | <u>Other</u> | |
|-------------------------------------|-------------------------------------|-------------------------------------|---|
| <input type="checkbox"/> Fantasy | <input type="checkbox"/> Fantasy | <input type="checkbox"/> Horror | <input type="checkbox"/> SF/Fantasy Board Games |
| <input type="checkbox"/> Sci Fi | <input type="checkbox"/> Sci Fi | <input type="checkbox"/> Mystery | <input type="checkbox"/> Classic (Chess) |
| <input type="checkbox"/> Historical | <input type="checkbox"/> Super Hero | <input type="checkbox"/> Card Games | <input type="checkbox"/> Family Board Games |
| Other _____ | | | |

3. Which other Cloud Kingdom products do you own?

- Castle Of Magic Riddle Rooms #1 — Dungeon Dilemmas
 The Castle Cursed (out of print)

4. What did you like most about *Wilderness Puzzles & Perils*? _____

5. What would you like to see in future *Riddle Rooms*?

- Rooms with Riddles Rooms with Puzzles Just Riddles (no "room")
Other _____

6. Would you like a copy of our catalog?

- Yes No

7. Your address:

Name: _____ Age: _____

Address: _____

City: _____ State: _____ Zip: _____

**Fold this sheet over, tape, stamp, and mail.
Thanks for your help!**

Cloud Kingdom Games, Inc.
3405 Penrose Pl #205
Boulder CO 80301