

FEZ VI™

Wizard's Dilemma

By Robert Moore
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The Final Chapter

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Wizard's Dilemma

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Fez VI: Wizard's Dilemma

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Special Thanks: to Kevin Kinnell, Len Bland, Steve and Debbie Funck, Mike Raymond, and Jeff Bartholomy.



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Manufactured in the United States.

ISBN: 0-912771-85-2



Gamemaster Introduction

The Fez Adventures

Puzzle solving, thinking, imagination: these are the features of the *Fez* adventures, a series of six role-playing modules involving the Chaotic Good Fez, Wizard of Time Travel. Each module may be played with no familiarity with the others yet, together, these adventures tell the story of Fez's life. Also, the adventures may be played either in sequence or separately.

Scarsnout, an evil black dragon, killed Fez's parents when Fez was a baby. At an early age, Fez dedicated his life to defeating Scarsnout. He studied magic and, at the age of 22, discovered the secret of time travel.

Fez traveled through time searching for ways to defeat the dragon. He studied languages and dragon lore at such diverse universities as Notre Dame (in France), Peking University, and the University of Illinois.

Fez has always been careful to avoid paradoxes of time travel during his struggle with Scarsnout. However, in *Fez IV: Wizard's Revenge*, the demon Mephistopheles trapped Fez in a cruel paradox, which can only be repaired if Fez ceases to exist.

Wizard's Dilemma

Fez VI: Wizard's Dilemma, the final adventure, is the story of Fez's effort to undo the paradox. As the universe sets in motion a series of actions to cleanse itself, PCs are caught in Fez's struggle.

At Notre Dame Fez meets his only love. This woman, Fez's common-law wife, dies in childbirth while he is away on a two-year journey to Cape Horn seeking a "glowing crystal ball." (See *Fez I: Wizard's Vale*.)

The midwife recognizes that the child has magical powers. This well-meaning woman sends the girl to a convent and falsifies records to protect the child. Fez does not learn of his child until *Fez V: Wizard's Betrayal*.

Fez's daughter has the Power of Great Wishes. As a small child, she wishes she could live with people with similar powers. She is soon taken to Tefarm, the Confederation's prison planet; Fez eventually finds his daughter here.

In the struggle to undo the paradox, Fez faces a Wizard's Dilemma in this

adventure: he can either repair the universe or seek his daughter. He cannot do both! Only with the aid of the PCs can he do either.

Adventure Summary

The adventure occurs during a time of Chaos: mountain ranges move hundreds of miles overnight, and not a spool of red thread can be found. (Chaos, as presented here, is the unwieldy application of Reasonless Law.) Events become more random as the adventure progresses.

Play begins at an inn known as The End. The Player Character (PC) party consists of four soldiers, who are led by the rotund Sergeant Gumdrop, and four citizen adventurers. Gumdrop carries the only copy of *The Final Prophecies* of Kejoki. The prophecies give clues about what the party must do throughout the adventure.

The PCs notice Fez and Toby, his kobold servant, approach the innkeeper's adopted daughter. She becomes uneasy and asks Fez to go away; Fez and his kobold servant leave. As a minstrel begins to sing a ballad known as *The Wizard's Dilemma*, a magical mist enters the inn and teleports the party inside a locked vault.

The vault is on the sixth floor of a tower created by a Chaotic wizard. In the process of escaping the tower, Sergeant Gumdrop may eat special candy which cures his obesity problem.

After fleeing the tower, the party is taken to Lord Becket, Patriarch of Gold Piece Bay. Becket tells them of Fez's dilemma and requests that the party travel to Center City, with Toby as its guide, to secure Confederation records of Fez's daughter.

Transportation is provided by a shuttle-taxi. When the shuttle stops to pick up two monkeys (each with its own typewriter), the shuttle is hijacked by terrorists. After the PCs overcome the terrorists, the monkeys type messages explaining how to safely obtain the records of Fez's daughter.

Center City is a city of undead — but the city's inhabitants don't realize this. If the party follows the monkeys' instructions and treats the citizens of the city as if they were alive, the PCs will have no difficulty obtaining the records of Fez's daughter.

The shuttle's pilot attempts to return the party to Gold Piece Bay. Instead, the shuttle lands at the entrance of the Path of Chaos. There, the party is met by Fez and two powerful true dragons (see *Fez V: Wizard's Betrayal*).

In response to a favor owed to Fez (see *Fez III: Angry Wizard*), the God with No Name marks a path through Chaos for the party. While Fez and the dragons battle the Guardian of the Gateway between Law and Chaos, PCs follow the path through Chaos.

Kejoki's prophecies state that the party must gather a creature of each of the four elements. The creatures are: a myna bird representing Air; a door-mouse representing Earth, an ice-dragon figurine representing Water, and a flaming imp representing Fire.

The walk is eventful: PCs appear on a TV quiz show, meet talking mice and heroes of previous Fez adventures, and pass by thousands of starving humans. The party also serves as jury while one of the Fez authors is brought to trial. Along the way, the myna bird (known as Say Your Name) taunts them.

When all four creatures representing the elements have been gathered, each creature becomes a powerful dragon. The party watches an elderly gnome (the God With No Name) perform a ceremony with each dragon. In turn, each dragon and the element it represents ceases to be. At the conclusion of the adventure, PCs must perform the ceremony on the gnome. Then she, and everything else, ceases to exist.

There is a terrific explosion, and the PCs find themselves back at the inn where the adventure began. They listen as the bard, Robbe, completes the ballad of the Wizard's Dilemma.

To Begin Play

To begin the adventure, read the **Players' Introduction** aloud to the Players. Then, give each Player a copy of his/her Character's statistics and ask the Players for their Characters' marching order and a list of researched spells for the magic-using PCs. Copies of *The Prophecies of Kejoki* sidebar should be given to the Players who are playing Gumdrop and Landmer.

Play begins with **Section 3: The Vault of The Quiet Tower**.

Player Characters

Sergeant Gumdrop

Human (male), Skill 6 Thief

STR: 13, INT: 14, INS: 15

STA: 14, DEX: 18 (+3, -4), APL: 12

AC: 2, HTK: 22

MV: 12", AL: C. Neutral

AT: 2/1

DM: 1D4/1D4 (throwing daggers) or 1D6 (short sword)

THACO: 19

Armor: +2 leather armor

Weapon Proficiencies: dagger, throwing daggers, short sword

Weapons: three throwing daggers, short sword

Specials: Compulsive overeater, addicted to candy.

Thief Abilities: Pick Pockets: 65%, Open Locks: 62%, Find/Remove Traps: 50%, Move Silently: 57%, Hide in Shadows: 47%, Hear Noises: 20%, Climb Walls: 92%, Read Languages: 30%

Magic Items: Scroll: Cure 3D8+3 HTK, 2 uses

Other Items: Sack containing 30 gp and 500 gumdrops; Becket's Castle Seal (Sergeants can use the seal to get credit anywhere in Becket's domain.)

When you were a young boy, you followed Lord Becket to Gold Piece Bay. Little does Becket know that you have always carried the scroll he has long sought: The Final Prophecies of Kejoki.

Some magic power in the vault forces you to give the scroll to Landmer. Sticky also is affected by the magic. He reaches into his sack and gives you a belt of three throwing daggers. While you ponder Sticky's gift, you take a gumdrop from your pouch. You know you should diet, but the candy tastes good.

Private Barrier

Dwarf (male), Skill 5 Ranger

STR: 15, INT: 12, INS: 15

STA: 14, DEX: 12, APL: 10

AC: 3, HTK: 17

MV: 9", AL: N. Good

AT: 1, DM: 1D10+1 (Singing Sword (see sidebar))

THACO: 16/14 (Singing Sword)

Armor: plate mail

Weapon Proficiencies: dagger, hand axe, short sword, sling

Weapons: Singing Sword

Magic Items: Scroll: Protection from Werereatures, Singing Sword

A prophet told you Sergeant Gumdrop is destined for greatness.

Inside the vault, a magical force affects the thief, Sticky. The dwarf gives everyone in the party an item; you receive a magic sword. The blade hums as you take a practice swing. The balance and feel of the weapon are perfect.

SPECIAL ITEM

SINGING SWORD

The Singing Sword looks like any ordinary short sword. However, when it is picked up, the blade emits a humming sound not unlike a singing voice, thus earning this item its name. This magical sword can be used by anyone who is permitted to use edged weapons.

The Singing Sword has two special properties. First, it does 1D10+1 HTK of damage to its target. Second, it lowers its wielder's THACO by two.

Private Zonwa

Elf (male), Skill 5 Ranger

STR: 13, INT: 12, INS: 14

STA: 17 (+2), DEX: 13, APL: 15

AC: 5, HTK: 24

MV: 12", AL: N. Good

AT: 1 (short sword) or 2 (crossbow)

DM: 1D6 (short sword)

or 1D8+1 (arrows)

THACO: 16

Armor: chain mail

Weapon Proficiencies: crossbow, dagger, bastard sword, short sword

Weapons: +2 crossbow, short sword

Like Private Barrier, you are assigned to the "Garbage Patrol." Unlike Barrier, you have nothing but disdain for "Gumdrop the Fat." The man is a complete mess.

In the vault, to your surprise, Sticky the Dwarf gives everyone a present. Your gift is an ancient elven crossbow and a quiver of ten arrows.

Private Elann

Human (female), Skill 5 Ranger

STR: 15, INT: 13, INS: 15

STA: 13, DEX: 14, APL: 17

AC: 3, HTK: 19

MV: 12", AL: N. Good

AT: 1, DM: 1D8 (long sword)

THACO: 16

Armor: plate mail

Weapon Proficiencies: dagger, bastard sword, long sword, short sword

Weapons: long sword

Magic Items: Wand of Fireballs (contains one 10D6 HTK charge)

Inside the vault, the dwarf Sticky astounds you by giving you a magic wand from his sack. The wand tells you it contains a Fireball spell, and that once the spell is cast the wand will disappear.

Landmer

Human (male), Skill 5 Cleric

STR: 7 (-1, 0), INT: 9, INS: 17

STA: 10, DEX: 9, APL: 13

AC: 5, HTK: 16

MV: 12", AL: N. Neutral

AT: 1, DM: 1D6+2 (mace)

THACO: 18

Armor: chain mail

Weapon Proficiencies: bo stick, mace, quarterstaff

Weapons: +1 mace

Magic Items: Spellbook, Kejoki's scroll, Healing Potion (cures 2D8+2 HTK, two uses)

Spells: 3/3/1

Inside the vault, the fool dwarf gives away all the treasure. You receive a mace which has clerical magic. Then Sergeant Gumdrop hands you a scroll titled The Final Prophecies of Kejoki. You are sure that the prophecies refer to the party in this room. Everyone must read the scroll.

Longrun

Elf (female), Skill 5 Ranger

STR: 16 (0, +1), INT: 10

INS: 16, STA: 15 (+1)

DEX: 17 (+2, -3), APL: 14

AC: 2, HTK: 23

MV: 12", AL: L. Neutral

AT: 1, DM: 1D8+2 (great sword)

THACO: 16

Armor: chain mail

Weapon Proficiencies: dagger, bastard sword, long sword, short sword

Weapons: great sword (treat as +2 long sword)

Other Items: Sack of valuable furs (250,000 gp), four animal traps

You are an elven furrier, skilled in traps and tracking. Your sack contains four pelts worth at least a quarter of a million gold: a white were-rat fur, a unicorn pelt, and two saber-tooth tiger skins.

Sticky gives you a two-handed sword from his pack. For the moment, you don't care. The confinement of the vault terrifies you because you hate closed places.

Sticky

Dwarf (male), Skill 5 Thief

STR: 9, *INT:* 15

INS: 8, *STA:* 16 (+2)

DEX: 17 (+2, -3), *APL:* 8

AC: 5, *HTK:* 16

MV: 9", *AL:* C. Neutral

AT: 2/1, *DM:* 1D4 (dagger) or 1D6 (short sword)

THACO: 19

Armor: leather

Weapon Proficiencies: dagger, short sword, sling

Weapons: short sword, two daggers

Items: Lantern, 3 Flasks of Oil, Empty Sack

Specials:

Thief Abilities: Pick Pockets: 55%,

Open Locks: 52%, Find/Remove

Traps: 40%, Move Silently: 45%,

Hide in Shadows: 36%, Hear

Noises: 20%, Climb Walls: 90%,

Read Languages: 25%

Your sack contains the treasure of a wealthy weapons merchant. Inside the vault, you suddenly feel compelled to give away everything you stole from the merchant. When you are done handing out items nothing remains but the bag.

You tug at your beard and wonder what magic could force you to give anything away.

Figor

Human (male), Skill 4 Fighter

STR: 17 (+1, +1), *INT:* 12

INS: 7, *STA:* 16 (+3)

DEX: 17 (+2, -3), *APL:* 8

AC: 2, *HTK:* 20

MV: 12", *AL:* C. Neutral

AT: 1/2, *DM:* 1D6 (short sword)

or 1D4/1D4 (throwing daggers)

THACO: 18

Armor: +3 leather armor

Weapon Proficiencies: crossbow, dagger, quarterstaff, short sword, throwing dagger

Weapons: short sword, four throwing daggers

Your training as a warrior came the hard way, in the fighting pits of the slums of Hitchcock — there are no other outs for the poor. The stupid dwarf is giving away his stolen treasure! You get magical leather armor and put it on.



Players' Introduction

This is a Time of Chaos, and the most improbable events have been occurring. Not a spool of red thread can be found in the kingdom. Somehow, all who once made red dye have forgotten how. A week ago, two mountains in the South Range moved overnight to the North Desert. Rumors tell of Center City being smothered by such a mobile mountain.

You meet at an inn called The End in Pyre, a small village located ten miles east of Gold Piece Bay, the capital of Lord Becket's kingdom.

Your group consists of three soldiers of Lord Becket and four civilian adventurers. The soldiers are led by Sergeant Gumdrops the Fat, a professional thief. With him are three rangers: Private Barrier, Private Zonwa, and Private Elann. The four 'commoners' are led by a dwarf thief named Sticky. Sticky carries a large sack. Sticky's followers are: Landmer (a cleric), Longrun (an elven furrier), and Figor (a highly-skilled gladiator).

A bard sits at the bar. A wizard and his kobold companion sit at a table in a corner of the room. There is a pack of five cans of ale on the floor next to the wizard's feet under the table; the wizard is drinking from a sixth can.

GM NOTE: If Fez is asked about the cans or the ale, he will say that the ale is called "Bud" and that the cans are made of electrum.

While the wizard sips his ale, he toys with a locket on a chain around his neck. The kobold babbles about living in Center City. The wizard pays no attention to the kobold. Instead, he studies a pretty twelve-year-old girl at play. She skips rope as she sings:

**"Last night I looked into the sky.
I gazed about and wondered why.
There's Nothing there
knows how to fly,
The constellations are absurd."**

The wizard approaches the girl. She startles, then says, "I wish you would go away." The wizard and his companion comply and leave. The innkeeper's wife scolds the girl, saying she must always be nice to guests. "But, Momma, can't you feel it?" says the girl. "He doesn't belong."

The evening meal is eaten in silence. After the meal, the bard begins to sing a long ballad he calls "The Wizard's Dilemma." The ballad begins:

**"When 'wizard' is 'draziw' and
feathers speak and monkeys fly."**

As the singing begins, a magical mist engulfs the room. The mist is the smell of F-sharp. It is the sound of violet. It is the color of the aroma of freshly-baked bread.

Suddenly, your group is teleported to the inside of a large, lighted vault. The vault's six-foot tall door is locked.

Inside the vault, Sergeant Gumdrops is inexplicably compelled to secure a scroll labelled The Final Prophecies of Kejoki from beneath his armor and give it to Landmer. The Sergeant tells the cleric to read the scroll, then pass it along to the rest of the party to read.

Sticky is also affected. The dwarf (who has never given anything to anyone) opens the sack he has so carefully guarded and distributes its contents among the others in the room. This is remarkable, but, then again, this is a Time of Chaos; unlikely events have become commonplace.

GM NOTE: Sticky's gifts of weapons and armor are accounted for in the Player Character statistics. The wand given to Private Elann contains a single 10D6 HTK Fireball spell. The wand has one use, then disappears from the game. Sticky's sack is a Bag of Holding. (Sticky doesn't know this.) The bag holds up to 400 pounds.

The Final Prophecies of Kejoki

- † There will come a time of Chaos, a time when the Guardian of Balance between Law and Chaos will contain itself no more. Things will be so bad a ruler will even listen to a fool such as I.
- † This ruler will send soldiers, led by a thief, into the fire. He will welcome thieves and soldiers of a hostile army into his home. He will provide them with a guide, the means of obtaining unlikely council, and a potion of slumber. He will request the band to seek an unknown child.
- † The band, consisting of both soldiers and commoners, will begin at the end and join together at a safe place. The group must escape a tower.
- † The band's adventure will lead its members to the middle and then to the end. They will hear a wish more

powerful than the fabric of the universe. They will receive a gift from a god.

- † The band will be guided by a monkey's pa and walk streets of the living dead. The party shall befriend a Mad Hatter who will face a Wizard's Dilemma. For love of a child, the wizard shall undo himself.
- † On the Paths of Chaos the adventurers shall gather creatures of the four elements. Along the way, they shall be delivered from an unimaginable jam by one who mocks them.
- † When the adventurers have administered the final ceremony there will be no more . . .

The Prophecies

The Final Prophecies of Kejoki predict the two parties, soldiers led by a thief (Gumdrops) and thieves led by Sticky, will join together in a safe (the vault).

In escaping The Quiet Tower, Gumdrops should eat magical candy; this qualifies him to be a Sergeant in Charnesky's army (an army of enemies of Lord Becket).

The adventure begins at an inn named The End in the Village of Pyre (the fire). It continues to Center City (the middle) and ends following a journey through Chaos. The God With No Name allows the adventurers to walk on four safe paths while they are in Chaos. On each path, the party must obtain creatures representing each of the four elements: Air, Earth, Water, and Fire.

Fez's daughter uses a powerful Wish spell, as does a certain gorilla the party meets while walking the paths of Chaos. The Mad Hatter is Fez. At the conclusion of the adventure, when the universe is cleansed of the time paradox Fez caused, the party is once more at the inn named The End.

The Quiet Tower

The magic mist at the inn teleports the entire party to the inside of a vault on the seventh floor of what is known as The Quiet Tower. The party must escape the tower and make its way to Lord Becket in Gold Piece Bay.

The tower was built and stocked with monsters decades ago by the Chaotic wizard, Charnesky. The monsters have overrun all but the bottom two floors of the tower.

Each floor of The Quiet Tower measures forty feet by forty feet. Stairwells centered in the east and west walls connect adjacent floors of the tower. Hallway doors open inwards, away from the hall. Tower walls are constructed of two-foot-thick, polished, black stone.

In escaping The Quiet Tower, it is best if the party avoids entering the rooms; the PCs will face enough challenges in the tower's hallways. Play begins in **Section 3: The Vault** on the sixth floor.

Top Floor

1: Tower of the Top

The trapdoor above the ladder opens easily. From the top of the tower, Lord Becket's Castle can be seen one mile to the west. The location is familiar; this is the top of Charnesky's Tower in Hitchcock, a suburb of Gold Piece Bay. Stories of Charnesky's Tower being a dangerous place abound. Mothers frighten their children by threatening to send them here.

An invisible magical shield encloses the tower's top. Neither Players nor items can pass through the invisible plane which extends upward from the tower walls. The trapdoor is the only entrance to/from the top of the tower.

Floor Seven

2: The Three Witches

This level is one large room, forty feet on each side. In both the northeast and southwest corners of the rooms, a dog sleeps beside a small chest. Rungs in the center of the east wall lead from floor to ceiling.

Three witches stand beside a pot in the center of the room. A foul odor issues from the bubbling mess in the pot. One of the witches startles and says: "Sister, let me have the eye, I want to see our guests." One of the witches removes a gem from the center of her forehead and, after groping a bit, places the gem in the center of another witch's forehead.

The witches will let the party pass for the price of a thief's thumbnail. However, either thief has an 85% chance to steal the witches' gem. In this event, the party can pass through the room without paying a "toll."

Each time a thief loses a thumbnail, that thief's DEX is lowered by 1, and his/her THACO is raised by 1 (to a maximum of 20).

Witches

Human, Skill 7 Magic-users

AC: 10, HTK: 13, 24, 15 (7D4)

AT: 1, DM: by spell

MV: 12", AL: N. Evil

THACO: 19

Weapon Proficiencies: bo stick, broomstick (as quarterstaff)

Weapons: None

Spells: Skill 1: Charm Person, Dancing Lights, Sleep, Ventriloquism; Skill 2: Forget, Mirror Image, Stinking Cloud; Skill 3: Fly, Hold Person; Skill 4: Confusion

Treasure: The eye gem is worth 3,500 gp.

Specials: The witches are blind and use the gem to see. The gem is only of use to these witches, and only one witch may use the gem at a time. For anyone else, the gem's value is only monetary.

Dogs

AC: 5, HTK: 7, 5 (1D8)

MV: 16", AL: Neutral

AT: 3

DM: 1D4/1D4/1D10

(claws/claws/bite)

INT: Semi-

THACO: 13, SZ: S

Treasure: (NE Chest) One spool of red thread, 16 sp.

(SW Chest) laminated card with a key to the code used to label items in the vault (see **The Code** under **Section 3: The Vault**).

The dogs act independently of one another and of the witches. Each dog attacks if awakened or if the chest is opened.

Floor Six

3: The Vault

You have been teleported from The End inn to the inside of a 15' x 20' room. Sticky estimates that you are fifty feet above ground level.

The room is lighted. A steel, circular door, eight feet in diameter, is centered in the north wall. In the center of the door is a dial with the numbers 1 through 100 on it.

Faint writings are written in red chalk on the wall beside the door. The writings read:

IRTSG GSIVV,

OVUG UREV,

IRTSG GDVMGB

The room is lighted by a Continual Light spell.

The vault door contains a combination-lock mechanism (see **The Vault Combination**).

The Code

The code is a substitution code, where "A" and "Z" are interchanged, "B" and "Y" are interchanged, and so on, as indicated by the following key:

Normal Text: ABCD EFGH IJKLMN

Encoded Text: ZYXW VUTS RQPONM

Normal Text: OP QRST UVWX YZ

Encoded Text: LK JIHG FEDC BA

The Vault Combination

The writing on the vault door translates as **RIGHT THREE, LEFT FIVE, RIGHT TWENTY**. This is the combination to open the vault. However, the combination assumes the door is being opened from outside. From inside the vault the combination becomes **LEFT 97, RIGHT 95, LEFT 80**. For example, rotating the dial from outside to the right (clockwise) to the number 3 is the same as a counter-clockwise rotation from inside the vault door to the number 97. The GM should give liberal hints if the party

breaks the code but fails to reverse the dial's orientation.

The vault door is presently locked. If the door is opened, it opens inward; read the following to the Players:

A wooden bookcase stands in the center of the floor. Six items, each labelled in some sort of code, sit on the bookcase shelves. The items are:

- 1) a cedar jewelry chest
(labelled **ZHSVH LU Z NZRW**)
- 2) a small grey pebble
(labelled **NLFMGZRM HVVW**)
- 3) a silver-tipped sword
(labelled **SLOB HDLIW**)
- 4) A copper-coated sword
(labelled **XFIHVW HDLIW**)
- 5) a scroll
(labelled **C-IZB HKVOO**)
- 6) a second scroll
(labelled **GLDVI WVVW**)

A third scroll sits on top of the bookcase. This scroll is not labelled.

*An open wooden crate sits in the northwest corner of the room. The word **JUNQUE** is written on all four sides of the crate.*

The Wooden Crate

The wooden crate is filled with standard "dungeon crawling" equipment. When PCs investigate the box, have them select any non-magical items they want to take with them (ropes, sacks, non-magical weapons, etc.)

Bookcase Items

A description of the items in the bookcase (with decoded labels) follows:

- 1) **Cedar Jewelry Case ("Ashes of a Maid")**: The case contains ashes and a few small pieces of charred bone.
- 2) **Grey Pebble ("Mountain Seed")**: This pebble is the spell component for the Mountain Fall spell. This special spell requires the joint efforts of a Skill 10 magic-user and a Skill 7 cleric. It covers one square mile with a grey plastic-like mountain. The pebble is worth 5,000 gp.
- 3) **Silver-tipped Sword ("Holy Sword")**: This Holy Sword is +5 vs. all types of undead and delivers 3D8 HTK of damage to any undead struck with it. Against living opponents, the sword has no magical bonus and delivers 1D6 HTK of damage. This sword can be used to destroy the Undead Guardian in **Section 13: The Undead Guardian**.
- 4) **Copper-coated Sword ("Cursed Sword")**: This sword has no special attack abilities and looks like an

ordinary short sword, only with a copper coating. However, anyone who picks up the Cursed Sword immediately becomes a compulsive overeater (no save allowed) who becomes addicted to a specific type of food. (Roll 1D8 on the chart following, or the GM may make up his/her own list.) The victim will crave this food 1D10 times per day.

ROLL 1D8	FOOD
1	candy
2	ice cream
3	cake
4	cookies
5	bread
6	meat
7	fowl
8	nuts

5) **Scroll ("X-Ray Spell")**: This scroll may be used twice. It allows the caster of the spell vision of all adjoining rooms, provided the area being viewed is lighted. Each use lasts ten minutes.

6) **Scroll ("Tower Deed")**: This scroll is a deed to The Quiet Tower. The owner is a wizard named Charnesky the Chaotic. The party is aware Charnesky's Tower is located on the east edge of the city of Gold Piece Bay. Terrible monsters are rumored to populate the tower.

The Unlabelled Scroll

The scroll on top of the bookcase is bound tightly with rawhide. When opened the scroll reads: **NFG WVI NFG**. (This translates as **MUT DER MUT**, the password needed to bypass the headless Undead Guardian in **Section 13: The Undead Guardian**).

4: The Magic Candy

As the vault door swings inwards, two startled yellow mice run down a corridor to the east. The east-west hallway is ten feet wide and forty feet long. A steel vault door is located on the west end of the hall.

*Directly across from the vault door is a green marble table on top of which sits a small box marked **Mother's Best Chocolates**.*

A door is centered in the north wall of the hallway. At the east end of the hallway a stairwell leads downwards. A companion stairwell goes upwards at the west end of the hallway. Two doors are set in the southern wall of the hallway, one door leads to the vault; the other is located ten feet from the eastern stairwell.

A shrill cackle issues from somewhere above you. "Sister," a voice shrieks, "it is my turn to use the eye."

The cackle comes from the Witches in **Section 2: The Three Witches**, one floor above the party's present position.

The box upon the marble table contains three pieces of rich, dark chocolate. Gumdrop has heard of these chocolates — they are reported to be delicious. Anyone who eats a piece of this magic candy is immediately cured of any desire to overeat. If those who eat the candy are overweight, they are immediately restored to a trim weight.

Eating the magic candy is one of the steps required to become a Sergeant in Charnesky's army. This will not be apparent to PCs, but will be apparent to the Cyclops in **Section 18: Eyeball's Tattoo**. The Cyclops will tattoo the mark of a Sergeant in Charnesky's army on those who have eaten the candy.

The mice are heading for **Section 15: The Prisoner on Floor Three** to report to a druid who is being held prisoner in the tower. If the party follows (or tracks) the mice to the druid, she befriends the party and aids in their escape from the tower. The druid knows the password (**MUT DER MUT**) to bypass the Undead Guardian in the hallway of **Floor Three**.

5: Skeletons

This room is 15' x 20'. Five skeletons attack the moment the door opens.

If the party defeats the skeletons in combat, the PCs will notice the chest in the southeast corner of the room. This chest is locked and is trapped with a small incendiary device which issues a loud bang if the chest is opened. The device does 1 HTK of damage to the person opening the chest, which is empty.

(5) Skeletons

AC: 7

HTK: 1, 2, 3, 4, 5 (1D8)

AT: 1, DM: 1D6

MV: 12", AL: Neutral

INT: Non-

THACO: 18, SZ: M

Treasure: An empty, trapped (DM: 1 HTK), locked chest

6: Coffins

This 15' x 40' room contains two rows of coffins, ten coffins in each row, and each coffin on its own dais. When the door is opened, all the coffin lids simultaneously creak open. From within each coffin, a skeleton slowly climbs to the floor.

The skeletons will not follow the party unless they are attacked — in which case the party encounters 1D6+1 skeletons in the hallway (**Section 4: The Magic Candy**) each time the PCs enter the sixth floor of the tower.

(20) Skeletons

AC: 7
HTK: 4, 6, 3, 3, 5 (1D8)
AT: 1, DM: 1D6
MV: 12", AL: Neutral
INT: Non-
THACO: 18, SZ: M

Floor Five

7: The Joker

The ten-foot wide east-west hallway extends forty feet. Double doors are set into the center of the north wall of the hallway. Matching double doors are set into the south wall.

Near the east end of the hall is a painting of a man dressed like a harlequin. The figure looks like the joker on a playing card.

If the party enters the hall, continue reading:

The joker from the painting animates and dances about, doing headstands. He moves so swiftly that his movements become a blur.

The joker will attempt to steal the party's gold. If the joker succeeds in taking all of the PCs gold, or if the PCs kill the joker, it returns to the painting.

The Joker

Skill 15 Thief

STR: 14, INT: 16
INS: 14, STA: 18 (+2)
DEX: 21 (+4, -5), APL: 15
AC: -5, HTK: 40
MV: 14", AL: C. Neutral
AT: None, DM: None
THACO: 14
Armor: None (see *Specials*)
Weapon Proficiencies: dagger, darts, sling, short sword, throwing dagger
Weapons: None
Specials: Has a natural AC of 0.

Mice Tracks

Rangers can trace tracks of two mice traversing the hallway from east to west, and going down the stairwell at the west end of the hall.

GM NOTE: All hallway guards are magical and are restored to their original status should any party traverse the same hallway more than once.

8: Random Spells

As you open the doors of this 15' x 40' room, a gust of wind blows through the doorway, smashing all near the door against the opposite side of the hallway. A man, standing stark naked in the middle of the room, screeches, "Close the doors! Were you born in a barn?" The doors then slam shut of their own accord.

Standing in the middle of the room is Nexis, a Wizard who is doomed to forever remain here casting random spells. He casts the spell to summon an air elemental just as the door is opened.

If the party again tries to enter the room, the GM should roll 1D6 to determine the Skill level of the spell, then cast a random magic spell of that Skill level as soon as the door is opened. Repeat this casting of random spells each melee round until either Nexis is killed or the party leaves him to his misery.

Nexis

Skill 12 Magic-user

STR: 8, INT: 15, INS: 10
STA: 16, DEX: 16, APL: 9
AC: 10, HTK: 38
AT: 1, DM: by random spell-casting (see *Specials*)
MV: 0, AL: C. Neutral
THACO: 16
Armor: None
Weapon Proficiencies: None
Weapons: None
Spells: Skill 1: Dancing Lights, Enlarge, Shocking Grasp, Ventriloquism; Skill 2: Darkness 15' Radius, Forget, Levitate, Ray of Enfeeblement; Skill 3: Gust of Wind, Haste, Hold Person, Lightning Bolt; Skill 4: Confusion, Fumble, Polymorph Other, Polymorph Self; Skill 5: Cone of Cold, Feeblemind, Stone Shape, Telekinesis; Skill 6: Project Image
Specials: Casts a random spell each melee round until slain.
Treasure: 31 gp, Silver Ring (The ring causes magic-users who put it on to go insane, as Nexis' insanity).

9. The Lime-aide Stand

As the twin doors swing open into this 15' x 40' room, you are invited into the room by a thirty-foot-long yellow dragon. "Do come in. I must show you what my enterprising children have done. I am so proud of them! They have started a business. You are their

first customers. NOW DON'T YOU DARE DISAPPOINT THEM!"

Two smaller yellow dragons watch you from behind a counter in the eastern half of the room.

The two young dragons have set up a lime-aide stand on the counter. They ask for two magic items in exchange for enough lime-aide to serve the entire party. All the while, momma dragon watches over her children very closely.

The momma dragon will do anything to make the party pay the asked price! The party is compelled to be polite to the young dragons, even though they put salt instead of sugar in the drink.

(1) Momma Dragon

Yellow Dragon

AC: 4, HTK: 70 (12D8)
AT: 2, DM: 1D12/1D12
MV: 18", AL: L. Neutral
INT: Very
THACO: 9, SZ: L
Spells: None

(2) Young Dragons

Yellow Dragons

AC: 4, HTK: 12, 15 (1D8)
AT: 1, DM: 1D10
MV: 14", AL: L. Neutral
INT: Average
THACO: 20, SZ: S
Spells: None
Specials: Anyone encountering them will be compelled to be polite.

Floor Four

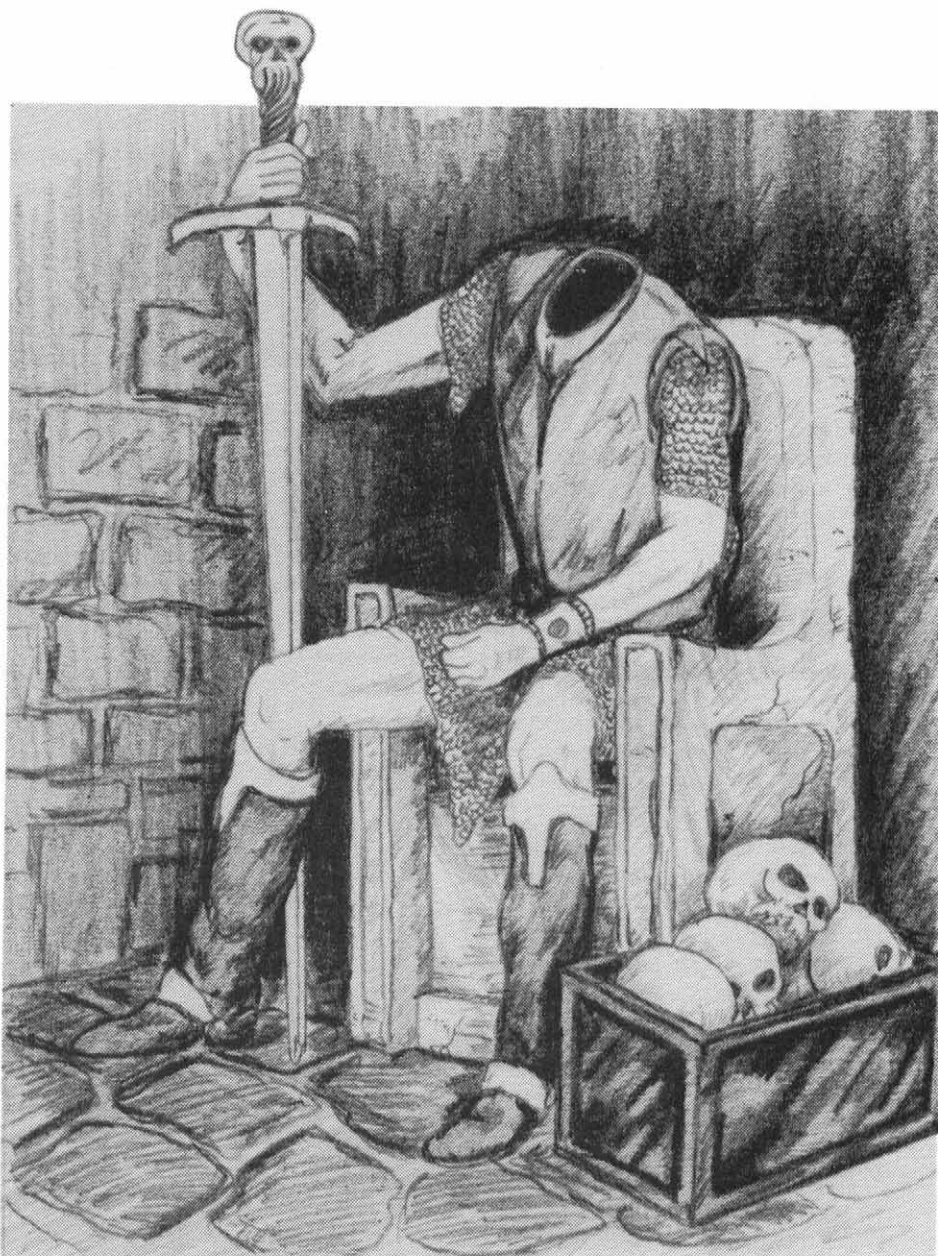
10: Dag

The ten-foot-wide hallway extends east-west for forty feet. Oak doors are centered in the north and south walls of the hallway.

A painting of an assassin hangs on the north wall near the west end of the hallway. The figure in the painting seems to be watching you.

The assassin in the painting animates whenever the PCs cease to observe him while they are in the hallway. If the party covers the painting or continually watches the figure therein, the assassin does not attack.

If any PCs look at the picture after the assassin has animated, then the assassin returns to the painting and stays there as long as one or more of the PCs watches the painting.



Dag

Skill 10 Assassin

STR: 12, INT: 14, INS: 11

STA: 14, DEX: 15 (0, -1), APL: 13

AC: 5, HTK: 30

MV: 12", AL: L. Evil

AT: 2

DM: 1D4/1D4 (throwing daggers)

THACO: 16

A armor: +1 studded leather

Weapon Proficiencies: bo stick, dagger, darts, sling, throwing dagger

Weapons: six throwing daggers

Specials: attacks if not observed

Mice Tracks

Rangers can follow mice tracks traversing the hall from west to east, then down the eastern stairwell.

11: Beetles

The door opens onto a 15' x 40' room. In the room you see three six-

foot-tall toadstools. Upon each toadstool sits a five-foot-long beetle.

The beetles jump off their perches and scurry towards the open door.

(3) Beetles

AC: 4, HTK: 12, 16, 9 (4D8)

AT: 2, DM: 1D4/1D4

MV: 14", AL: Neutral

INT: Animal

THACO: 16, SZ: M

(3) Poisonous Toadstools

AC: 6, HTK: 12, 11, 16 (3D8)

MV: 0", AL: Neutral

AT: 1 (if touched), DM: 1D6

INT: Non-

THACO: 16, SZ: S

Specials: These toadstools grow in stone. They are poisonous to the touch; save vs. Poison is applicable.

Treasure: Within the stem pulp of the middle toadstool is treasure: 27 gp, 40 sp, 42 cp, and a silver ring containing one Wish spell.

12: The Barbarian Warrior

This room is 15' x 20'. A lit fireplace is set in the middle of the north wall. An eight-foot-long sword hangs in a cradle above the fireplace mantel.

A large bunk bed, a large chair, and a small chest are also in the room. The sword above the mantel begins to move. It leaves its cradle and comes towards the door.

An invisible Skill 4 fighter lives here. He attacks unless the party leaves.

Sabgon

Skill 4 Fighter

STR: 18 (+1, +2), INT: 10, INS: 6

STA: 14, DEX: 16 (+1, -2), APL: 10

HTK: 56

AC: 2 (If PCs fight only the sword), 9 (If PCs realize someone is wielding the sword)

AT: 1

DM: by weapon (see following)

MV: 10", AL: Neutral

THACO: 18

Weapon Proficiencies: dagger, barbarian sword, bastard sword, broad sword, short sword, long sword

Weapons: barbarian sword

Specials: Permanent Invisibility

Treasures: The chest contains 15 gems, worth 2D% gp each.

Barbarian Sword

The barbarian sword is a non-magical broad sword. A STR of 18 or greater is required to wield it, and it inflicts 2D8+2 HTK of damage.

Floor Three

13: The Undead Guardian

The hallway extends from the stairwell forty feet to the west. Oak doors are located on either side of the hall ten feet from each end.

In the middle of the hall a headless humanoid form, dressed in red plate armor, sits on a stone chair upon a dais. At the foot of the dais is an open black marble box filled with human skulls.

The headless form, which is an undead warrior, sits motionless until attacked, or until a living creature approaches within ten feet of the dais.

If any PCs approach the dais, read the following aloud to the Players:

The headless body stands and points to the chest at its feet. An inhuman voice whispers, "If you would pass alive, place a skull in the box."

The easiest way to pass by the warrior is for the party to speak the tower password: **MUT DER MUT**. Note that the elven prisoner (see **Section 15: The Prisoner**) knows the password.

Those who do not know the password must place a human skull in the box (or the contents of the cedar box labelled *Ashes of a Maid* found in **Section 3: The Vault**).

(1) Headless Undead Warrior

AC: 2, HTK: 24 (8D8)

AT: 1, DM: 1D12 + Energy Drain
M: 10"

MV: 12", AL: L. Evil

INT: High

THACO: 12, SZ: M

Specials: Attacks as Skill 8 Fighter Drains one Skill level on a successful "to hit" roll. If the headless warrior kills a PC, it ceases fighting and places that Character's head into its marble box.

GM NOTE: The Holy Sword (Item #3 in the bookcase in **Section 3: The Vault**) does triple damage (3D8+3) to the headless undead warrior.

Mice Tracks

The mouse trail (if the rangers are tracking the mice) leads to and through a small hole in the base of the door leading into **Area 15: The Prisoner**.

14: Checkmate!

In this 15' x 20' room, a lich is seated at a table across from a computer. A chess set and a sinister-looking ivory-colored staff sit on the table between them.

The lich seems angry, "Come on, it's been three centuries and you still haven't made a reply to my opening move of Pawn to Queen four." At that instant, the computer replies with, "Mate in forty-seven moves."

Player Characters can either talk to the despondent lich or leave. The lich talks of nothing but chess. If the party attacks, the lich fights in a rage.

(1) Lich

AC: 0, HTK: 47 (11D8)

MV: 12", AL: Neutral (Evil)

AT: 1, DM: 1D10 (also see *Specials*)

INT: Supra-genius

THACO: 10, SZ: M

Specials: Those killed with the Lich's Staff (see description following) become undead warriors (as Skill 3 fighters) and are under the lich's control.

Can only be hit by a +1 or better weapon or the Holy Sword (item #3 in **Section 3: The Vault**; does 3D8+3 HTK of damage).

Can cast spells as a Skill 12 magic-user.

Touch causes 1D10 HTK of damage and will paralyze an opponent who fails his/her save vs. Paralyzation.

The sight of a lich causes any creature below 5 HTK dice to flee in panic from Fear.

Immune to Charm, Sleep, Enfeeblement, Polymorph, Insanity, death spells/symbols, and cold- and electricity-based attacks.

SPECIAL ITEM

The Lich's Staff (N. Evil)

The Lich's Staff is fashioned from the breast bone of a true dragon. It kills living beings who touch it (save vs. Death Magic at -2), and turns those it kills into undead warriors (as Skill 3 fighters); up to seven creatures can be placed under the wielding lich's control as undead warriors. Only a lich can control this staff. It is +5 vs. living beings. Its other abilities are:

- 1) automatic Protection From Good, and
- 2) improve wielder's saving throws by 2.

15: The Prisoner

This 15' x 20' room is a jail with four cells. In one of the cells is a beautiful female elf talking to two yellow mice. "Nice mice. You led someone here to rescue me. I will always be grateful."

The elf says her name is Oak Tree. She asks to be freed from the locked cell and for help in escaping the tower.

The elf will be loyal to the party and will do whatever she can to help the PCs if she is rescued. She knows the password (**MUT DER MUT**) to bypass the Undead Guardian in **Section 13: The Undead Guardian**. She will tell the PCs this password if she is rescued.

Oak Tree

Elf, Skill 5 Druid

STR: 14, INT: 13, INS: 14

STA: 14, DEX: 12, APL: 17

AC: 9, HTK: 21

AT: 1, DM: by spell or weapon

AL: N. Good

THACO: 18

Weapon Proficiencies: club, bo stick

Weapons: none

Spells: (normally) Skill 1: Animal Friendship, Detect Snares and Pits, Locate Animals, Speak With Animals; Skill 2: Charm Mammal, Obscurement, Trip; Skill 3: Animal Summoning, Speak With Plants

Specials: At present, she can only cast Charm Mammals and Speak With Plants.

16: Henry and the Imp

Against the center of the north wall of this 15' x 20' room is what looks to be a human male with six arms and the lower body of a snake. He is restrained by silver chains. Next to him sits a small orange imp playing with a tiny silver key.

If the party enters the room, continue reading to the Players:

The imp giggles, unlocks the "snake-man" from the chains, and says, "Henry, someone has come for dinner." Abruptly, the room becomes pitch black.

The man, actually a type V demon, fights until someone is killed. He then retreats to a corner of the room to eat his fresh kill. Only then does the darkness leave.

Henry, Type V Demon (male)

AC: -2, HTK: 7D8+7

MV: 12", AL: C. Evil

AT: 7, DM: 2D4/& 6 varying

INT: High

THACO: 8, SZ: L

Weapons: three bastard swords, three battle axes

Specials: Can Cause Darkness in a 5' radius.

Can Charm Person, Levitate (as Skill 11 magic-user), Read Languages, Detect Invisible Object, Cause Pyrotechnics, Polymorph Self, Project Image, and Gate in a type I (30% chance), type II (25% chance), type III (15% chance), type IV (15% chance), type VI (10% chance), or one of the lords or princes (5% chance), but the chance of successfully opening such a gate is only 50%.

Sally the Imp

AC: 2, HTK: 2D8+2

AT: None, DM: None

MV: 6"/18", AL: L. Evil

INT: Average

THACO: 16, SZ: S

Spells: Read Magic, Sleep

Specials: Sally will not attack.

Turns permanently invisible

while the demon fights. However, throughout the duration of melee, her presence will be known due to her constant giggling.

17: Teleporting Room

The door opens revealing a 15' x 20' study. Maps lie open on a small table against the south wall. A bookcase and open cupboard are piled high with bottles and other paraphernalia.

This room was once Charnesky's study. Alas, one day the wizard tried to cast a Teleport spell in his study. The spell backfired. Whenever anyone enters the room, that person and all his companions in the hallway are teleported to the top of the tower, **Section 1: Tower of the Top**.

Floor Two

18: Eyeball's Tattoo

This entire floor is a 40' x 40' armory. A stairwell set in the east wall leads downwards. An eight-foot-tall Cyclops is busily working at a forge in the center of the room. Piles of coal and metal scraps cover the floor. He is swinging a large steel hammer.

If the party enters and any PCs ate the magic candy outside the vault on Floor Seven, the Cyclops congratulates all who have done so, telling them they have made the rank of "Sergeant" in the tower's army; if no one ate the candy, the Cyclops ignores the party.

Read the following to the Players if at least one PC ate the candy:

"Let me shake the hand of someone who is so chaotic that he [or she] actually ate the candy! May I have the honor of giving you the mark of a Sergeant in the tower army. I insist. Let me give you the tattoo. It only hurts a little bit, and you will need it to get past the soldiers below."

The Cyclops then tattoos the mark of a "Vulture's Claw" on the forehead of those who ate the candy in **Section 4: The Magic Candy**. The tattoo is the mark of a Sergeant in the tower's army. The Cyclops will give the tattoo to all qualified party members: he doesn't take no for an answer.

Eyeball the Cyclops

AC: -2, HTK: 33 (5D8)

MV: 12", AL: C. Neutral

AT: 1, DM: 2D10

INT: Average

THACO: 16, SZ: M

Specials: THACO is 16 due to poor vision.

Treasure: Four pounds of metal scraps containing gold (value: 563 gp).

Ground Floor

19: The Brass Bed

An animated brass bed in this forty-foot hallway is being chased by a rust-colored creature with curved-back tusks, short front legs, and what looks like a propellor at the end of its tail. The bed just manages to stay away from the creature and darts about abruptly.

An iron door is centered in the opposite end of the hall. Light from outside streams into the barred opening set in the center of the door. There are four other doors in the hallway: two in each of the north and south hallway walls.

"Help! Help!" the bed cries.

The creature is a rust maker.

If PCs feed the rust maker metal (spikes, etc.), it will stop chasing the bed and pause to eat. The bed will thank the party. Parties who kill the rust maker find that the bed is angry at them for destroying its reason for existence. The bed will weep and curse the party in a continuous tirade, but it will not attack.

(1) Rust Maker

AC: 2, HTK: 28 (5D8)

MV: 18", AL: Neutral

AT: 2, DM: (See Specials)

INT: Animal

THACO: 15, SZ: M

Specials: Metallic items struck are immediately turned into rust. Metallic magic items get a 30% saving throw.

Exit Door

The door at the west end of the hall is unlocked. It opens into the street outside the tower.

20-21: Soldiers

Eight soldiers loiter on the bunks in these 15' x 20' rooms. They are wearing black chain mail with the insignia of a vulture's claw on the left shoulder. Each soldier has a short sword.

Each of these two rooms contains squads of eight soldiers. If any party members have tattoos, the soldiers

snap to attention and ask, "Sergeant, what may we do for you?"

The soldiers have no desire to attack anyone who survived the tower's dangers. If asked, they will lead the party safely out of the tower (i.e., out the door at the west end of **Section 19: The Brass Bed**).

(8) Soldiers

Skill 1 Fighters

AC: 3

HTK: 10, 7, 8, 5, 7, 6, 9, 8

AT: 1, DM: 1D8

THACO: 19

Weapon Proficiencies: dagger, halberd, short sword, spear

Weapons: short sword

Treasure: 1520 gp each

22: Kitchen

This room is 15' x 20'. Many piles of junk, old boards, empty barrels, and other debris of a similar nature cover the counters. An eight-foot-tall metallic box stands against the far wall.

This room is a modern kitchen, complete with electricity, stove, refrigerator, food-processor, etc. Alas, no one in the tower knows how to use any of these devices, so the room is used for storage.

GM NOTE: If the PCs enter here, do not give modern-day descriptions. For example, the large metallic box is the refrigerator. It should be described as "a six-foot tall metallic box with a door on one side. The base is three feet square. The inside is chilled and contains food stuff on metallic trays."

23: Master Bedroom

The door to this room is locked.

The door is both locked normally and wizard locked. If the PCs open the door, continue reading:

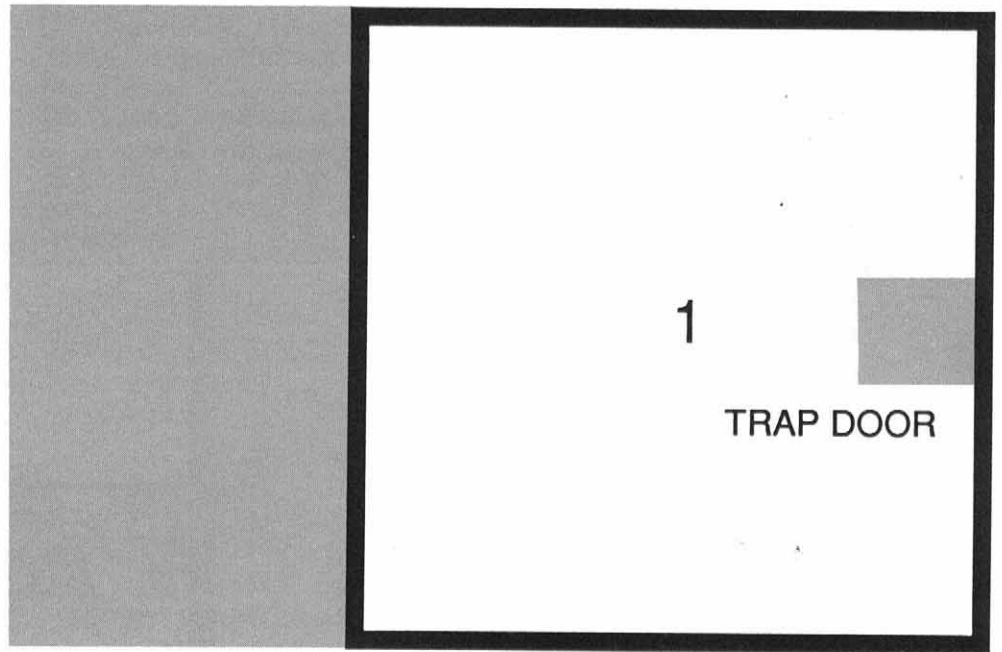
This 15' x 20' room contains a bed, night stand, and chamber pot. The covers on the bed have holes in them.

The room is dusty, as if no one has been here for a long time.

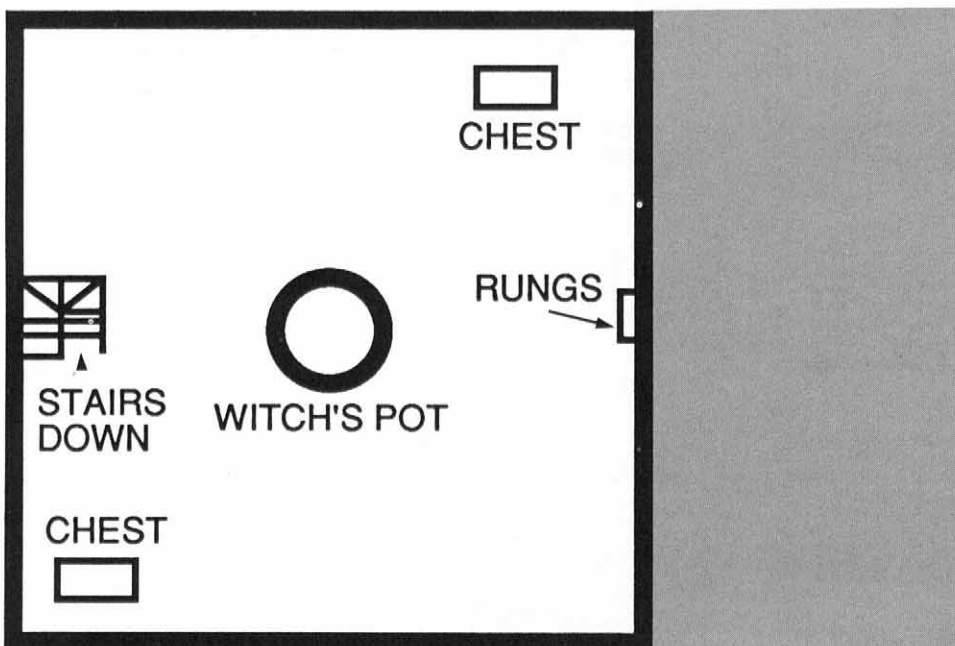
The room was once Charnesky's bedroom. The covers on the bed have been eaten away by moths.

FINIS: When the PCs leave the tower, they meet Shane, Lord Becket's most trusted ranger. Shane escorts the party to Lord Becket. Turn to the section titled **Journey to Center City**.

THE QUIET TOWER

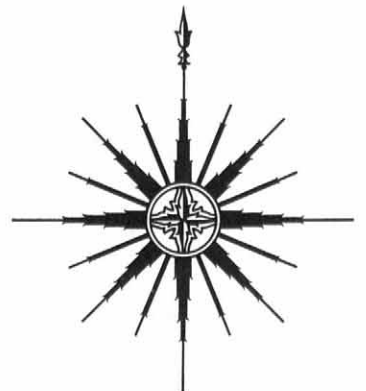


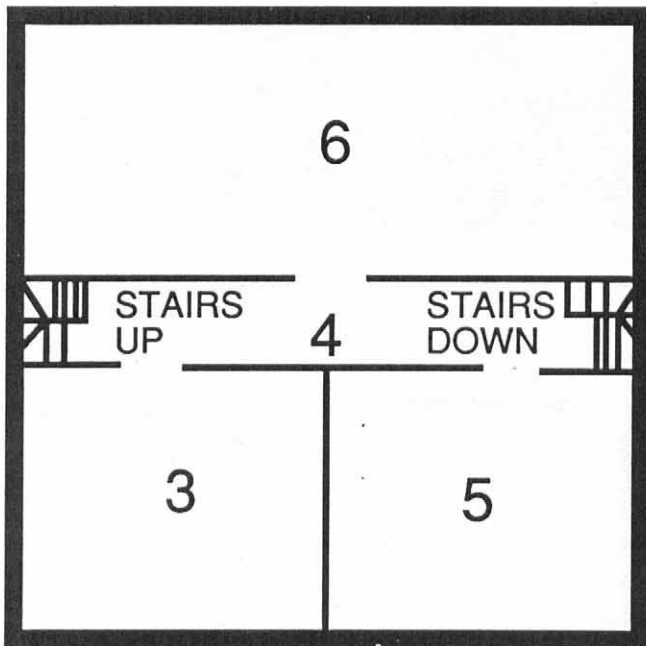
ROOF



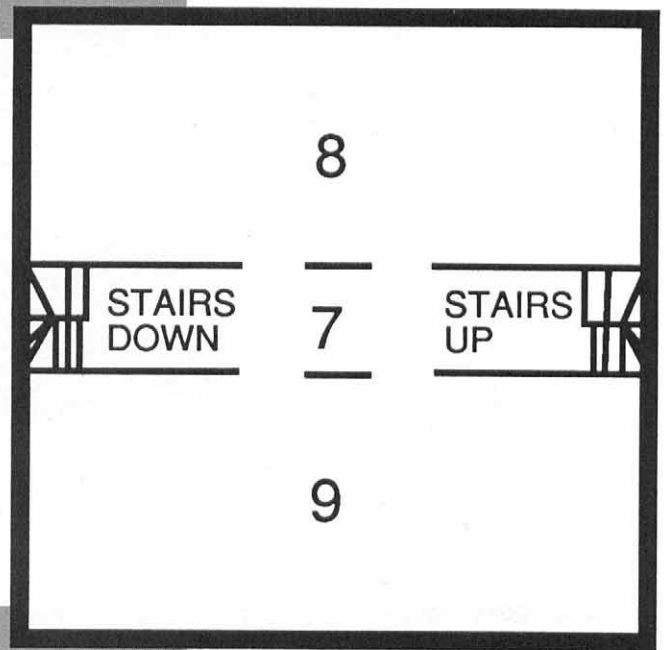
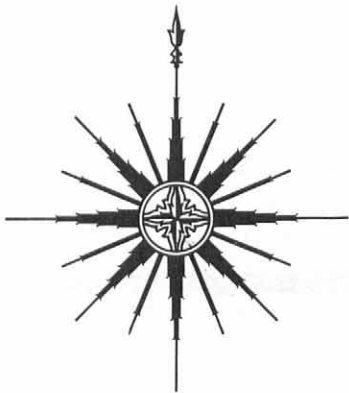
FLOOR 7

SCALE:  = 10 feet

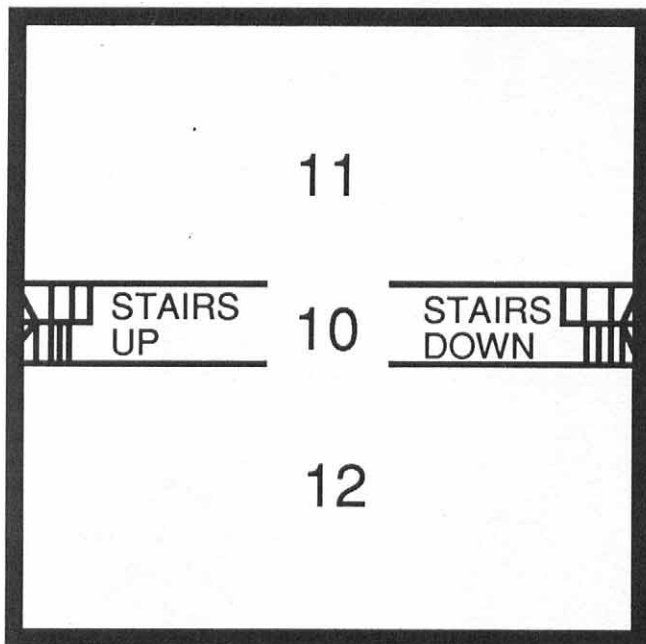




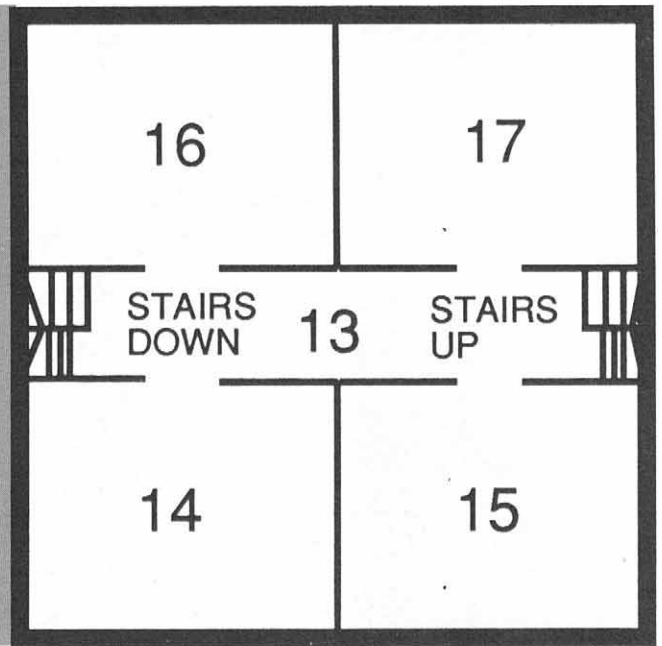
FLOOR 6



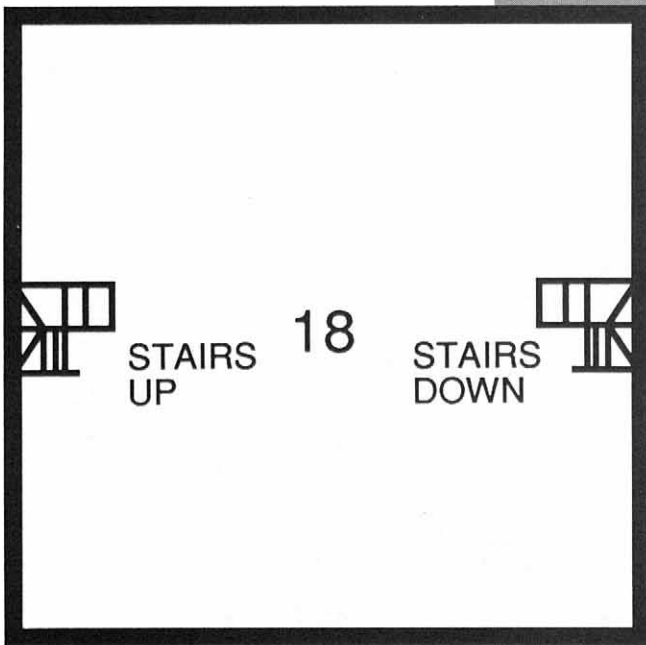
FLOOR 5



FLOOR 4

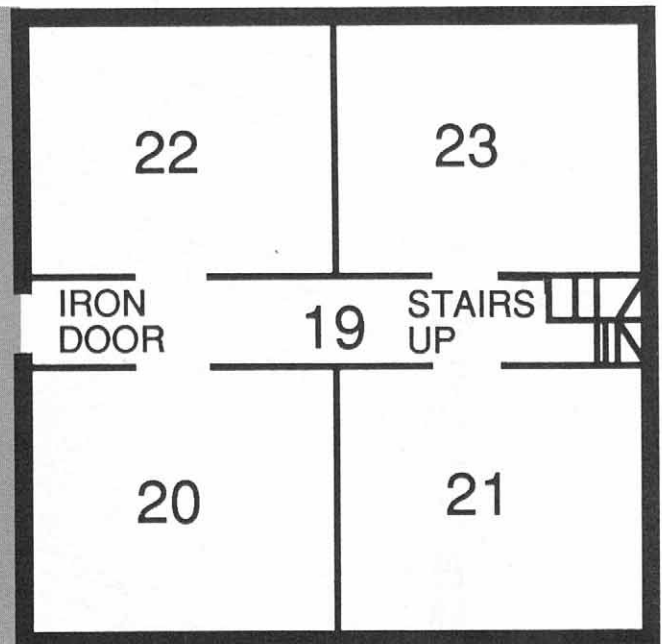


FLOOR 3



FLOOR 2

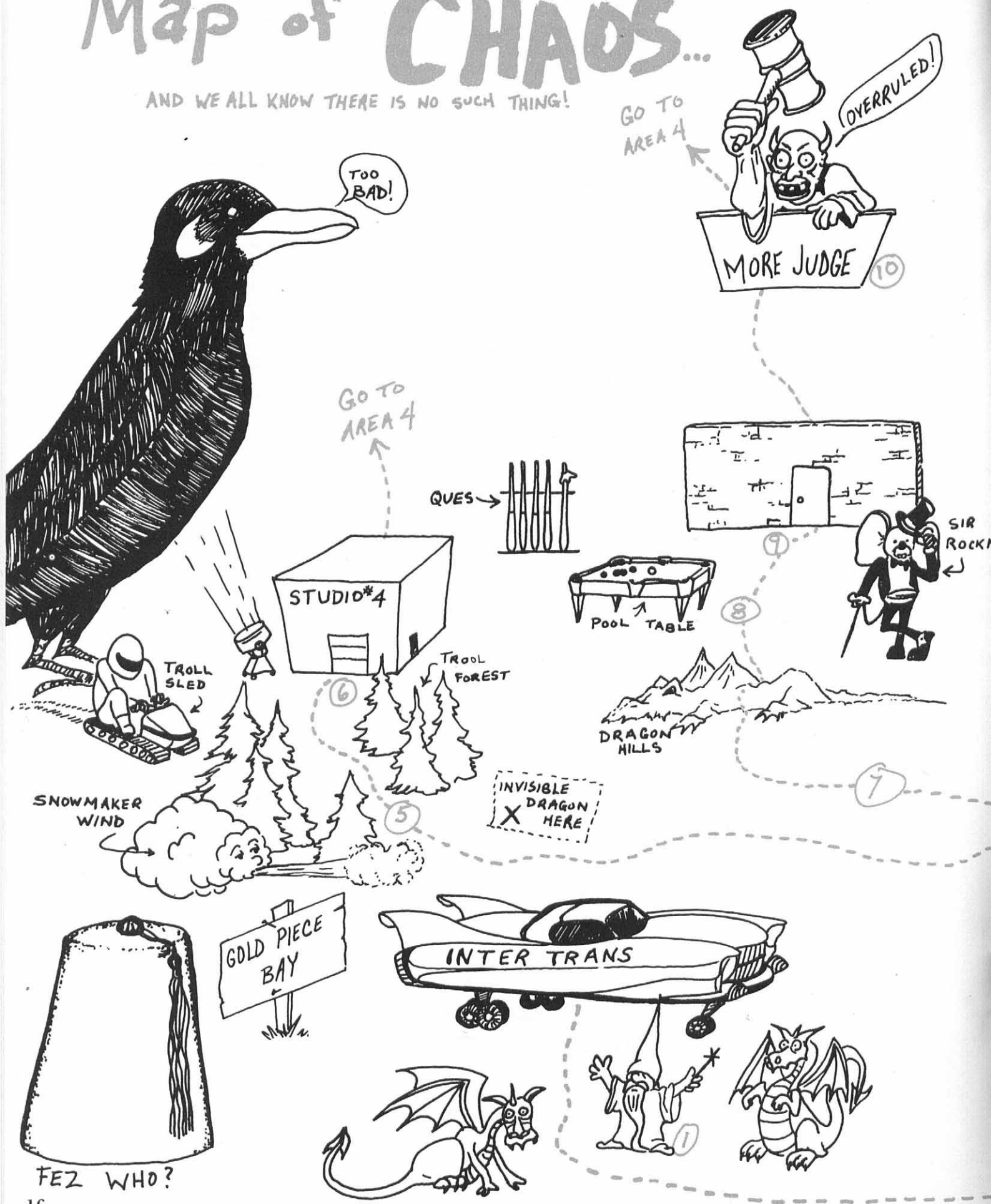
SCALE:  = 10 feet



GROUND FLOOR

Map of CHAOS...

AND WE ALL KNOW THERE IS NO SUCH THING!



TOO BAD!

GO TO AREA 4

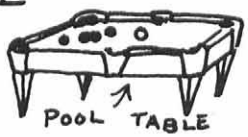
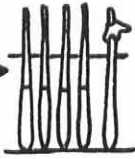
OVERRULED!

MORE JUDGE

GO TO AREA 4

STUDIO#4

QUES



POOL TABLE

SIR ROCK

TROLL SLED

TROLL FOREST

DRAGON HILLS

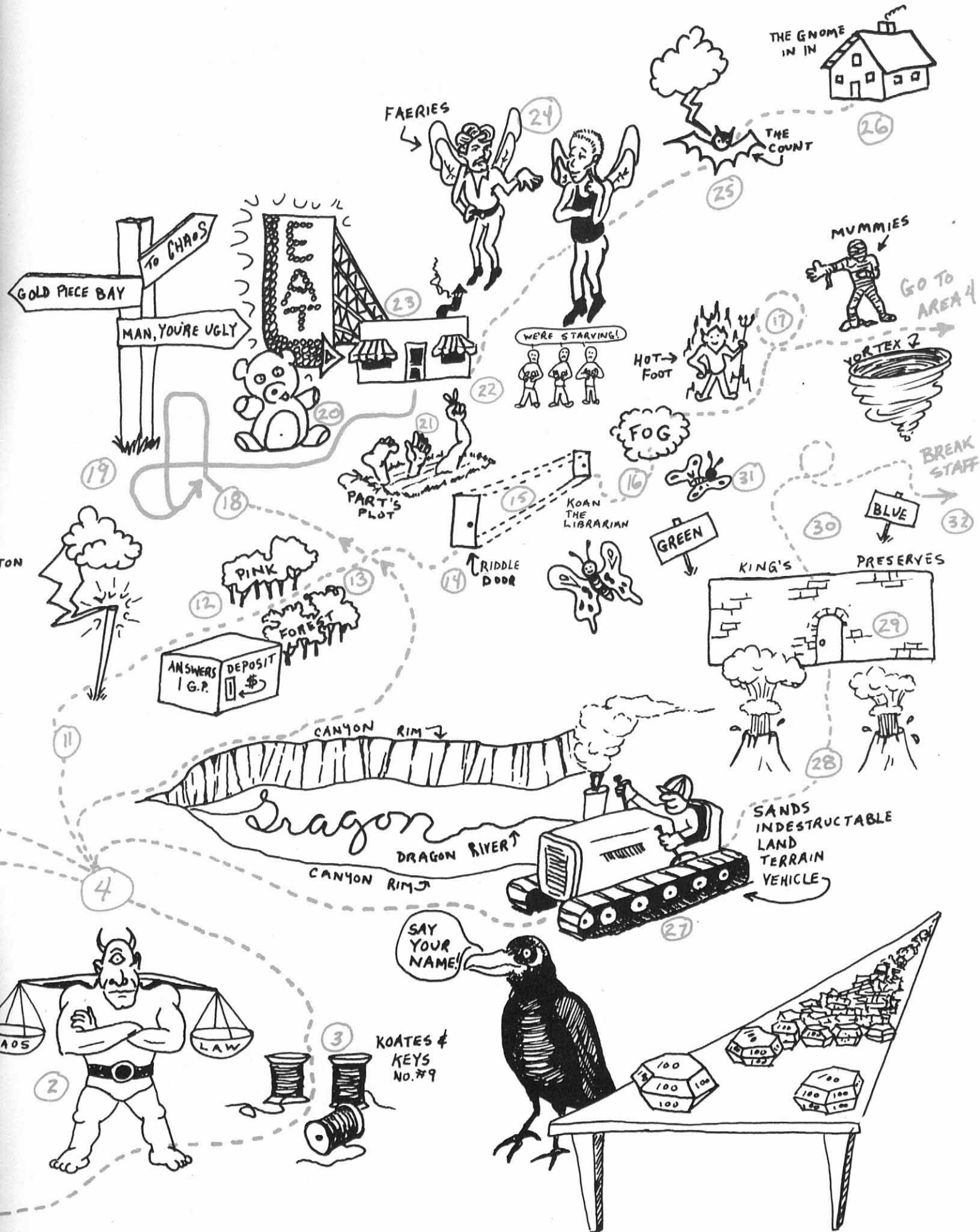
SNOWMAKER WIND

INVISIBLE DRAGON X HERE

GOLD PIECE BAY

INTER TRANS

FEZ WHO?



Journey to Center City

Shane leads the party to Lord Becket. After restoring the party to full health and raising anyone who has been killed, the Patriarch asks to read The Final Prophecies of Kejoki.

Becket introduces the party to Fez and asks the adventurers to undergo a quest to retrieve Confederation records concerning Fez's daughter. The adventurers receive advice from Becket's sage, the kobold Toby as a guide, and two items they need on the quest.

The GM should read the following numbered sections in order:

1: The Council With Becket

The ranger Shane leads you to Gold Piece Bay to Lord Becket's castle. At the castle you are fed and your wounds are tended to by Becket's clerics. A short time later, servants lead you to Lord Becket.

Three others are with the Patriarch: the wizard and his kobold companion you saw at the inn, and a gnome. The wizard is introduced as Fez, Wizard of Time Travel. The kobold's name is Toby. The gnome is Sourbeard, Becket's most worthy sage.

When Sergeant Gumdrop is introduced, the gnome ponders a few seconds and says, "When green is blue and blue is red, you must break your most precious item."

The sage asks to be excused, saying he must feed his butterflies. Before leaving, he offers one more piece of advice: "When you are alone and in grave danger, offer the enemy your finest drink."

*Becket asks to see **The Final Prophecies of Kejoki**. While reading the scroll the Patriarch mumbles to himself: "Of course! That explains it. I believe I see what must be done."*

Becket then explains that Fez is the Wizard of Time Travel. The chaos now confronting the universe is due to a paradox of time travel. Becket says that only Fez can restore the balance between Law and Chaos. "Time itself has become undone," the Patriarch says. "This is why the most unlikely of events have become commonplace."

Fez, however, refuses to help until his daughter has been found. The

daughter, whom Fez has never met, was brought to this world from her home planet when it was discovered she had the power of wishes. "I want to undo the paradox," Fez laments, "yet I can not bring myself to do so until I know my daughter is safe."

Becket suggests that the wizard's dilemma of wanting to both find his daughter and undo the paradox can be resolved. "My sources have learned that the records of your daughter are in the Federation Library in Center City. If you begin the work on undoing the paradox, I will assist these adventurers in securing the records of your daughter."

The wizard agrees. Becket then asks you to journey to Center City. "Your mission is to return with the records of the girl. Toby will be your guide. The kobold lived in Center City before it became covered with the mountain. Follow his lead," the Patriarch says.

After the party agrees to go to Center City, continue with the next section.

2: The Presents

Becket gives Sticky a vial of sleeping gas saying, "Be careful not to break this glass vial. Anyone who breathes the vapors will instantly fall asleep."

To Landmar, Becket gives a Raise Dead scroll. "Use this wisely," the Patriarch says. Becket then gives everyone in the party his blessing and says, "You will travel to and from Center City on a Confederation space taxi. You leave at once."

Confederation Safety Announcement

Good afternoon ladies and gentlemen, and thank you for jumping with Inter Trans, where you are always number ONE. Confederation regulations require that the following announcement be made prior to each jump:

First, please fasten your jump harness in the manner that I am now doing.

Second, please direct your attention to the luggage rack above you. There

Becket is very wise. He gave the party the sleeping gas and the scroll to fulfill Kejoki's prophecies.

The vial of sleeping gas should be used by the party to overcome hijackers who overrun the space taxi. Anyone who breathes the vapors from the vial falls asleep for thirty minutes. The vial has one use. The hijackers kill the space taxi pilot. The Raise Dead scroll should be used to raise the pilot.

Becket sees that in this, the time of Reasonless Law, two monkeys and two typewriters are sufficient to produce the message Kejoki foresaw. Accordingly, Becket orders the shuttle to make stops to secure typewriters, paper, and monkeys.

When the party agrees with Becket's ideas, continue with **Section 3: The Space Taxi**.

3: The Space Taxi

Toby and the eight of you are led to a Confederation space taxi. The captain is strikingly handsome. He introduces himself as Captain Harold Du Risme and announces that Lord Becket has ordered two cargo stops on the way to Center City.

The stewardess introduces herself as Jane. The captain sits in the front of the taxi. The passenger compartment is six feet wide and ten feet long. Seating arrangement is available for ten passengers, five on each side.

The only entrance to the shuttle is through a door located in the front right of the fuselage. A small door in

you will see a small box. Set the dial for your atmospheric mix, 'O' for oxygen breathers, 'M' for methane breathers, and 'F' for flourine. In the extremely unlikely event of an emergency, press and hold the red button adjacent to the dial. A breathing mask will drop out of the box. Place the breathing mask over your head as I am now doing.

This chartered flight will make stops in Star Point, Jungle Village, Center City, and then return to Gold Piece Bay. Once more, we thank you for traveling with Inter Trans.

the rear of the craft leads to a cargo compartment.

Prior to each "jump" the stewardess reads the **Confederation Safety Announcement**. (Her voice has an irritating nasal quality.)

4: Typewriters

Following the announcement there is a brief, brilliant flash of light. The shuttle has teleported to a modern city.

"We have arrived in Star City," the stewardess announces. "Cargo will be loaded here before we continue our journey. Please remain seated."

Two men wearing coveralls bearing the Inter Trans label carry two boxes aboard the space taxi. The men put the boxes in the cargo hold at the rear of the shuttle cabin, then leave the taxi.

One box contains typewriters, the other contains paper. The GM should again read the **Confederation Safety Announcement** before proceeding to the next section.

5: Monkeys

Again there is a flash of brilliant light. This time the shuttle has teleported to a jungle outpost.

"Welcome to Jungle City," the stewardess says. "We will be staying here only a few minutes, so please remain seated. The Captain has turned off the 'fasten harness' light so you may move about the cabin. However, we don't recommend you actually do this since random intergalactic turbulence can affect the taxi's stability at any time."

At this stop two young boys carry a cage containing two monkeys back to the cargo hold. The two boys leave the taxi and the stewardess again reads the safety announcement.

Read the **Confederation Safety Announcement**, then continue with the next section.

6: The Hijacking

Just as the stewardess finishes reading the announcement, the door bursts open and two men carrying blasters enter the taxi. One shoots the pilot; the other begins beating the stewardess. There is a brilliant flash of light.

The hijacker who shot the pilot turns his weapon upon the party. "PIGS, DO NOT RESIST. We are here to save the oppressed. Remain in your seats or you will be shot."

You notice your guide Toby is not in the cabin. The taxi is now located about five yards from a grey mountain. A pack of hounds surrounds the craft. Fire issues from their mouths.

The pilot is dead; the stewardess is unconscious. The party must rescue themselves. The easy way is to use the sleeping gas Becket gave to Sticky; the hard way is to fight the hijackers.

If the hijackers are slept and then interrogated, they spit at their captors, saying, "Pig! If you kill me I go to Heaven." They truly believe what they are doing is for the cause of Good.

(2) Hijackers

Skill 3 Fighters

AC: 8, HTK: 16, 19

MV: 12", AL: L. Evil

AT: 1, DM: 1D10 (blasters)

THACO: 18

Weapon Proficiencies: blaster, crossbow, dagger, quarterstaff

Weapons: Blasters (These blasters have ten charges left and are on POWER setting. (See *Special Item* sidebar.))

SPECIAL ITEM

Blasters

The use of blasters requires special training.

Blasters have a range of forty feet. The hijackers' blasters are Confederation blasters, which have twelve charges when fully charged. Blasters can be recharged once every forty-eight hours from a designated power source (there are none available during this adventure should the Player Characters gain possession of one or both of the hijackers' blasters). Confederation blasters have two settings:

POWER setting: This setting expends one charge. The hijackers' blasters, when set to POWER, do 1D10 HTK of damage per hit, with no save allowed.

STUN setting: This setting expends two charges. Blasters set to STUN do 1D10 HTK of damage, as do blasters on POWER, with one difference: opponents hit must save vs. Paralyzation or "sleep" for thirty minutes.

GM NOTE: When PCs have overcome the hijackers, continue with the next section. If the hijackers kill all of the Player Characters, the adventure is over; Becket will have to find someone else to fulfill Kejoki's prophecies.

7. The Monkey's Pa

The cargo door opens and Toby peeks his head through the door opening. "Look," he says. "The monkeys are using the mechanical writing machines. Can you read what the machines are putting on the paper?"

The smaller monkey types:

"Fez 37: Daughter of Fez Attacks Gonzilla"

The preface begins: "The authors, in an effort to get rich, continue the once-popular adventure series. However, all their good ideas were used by the conclusion of the sixth adventure. No thinking is required for this, the thirty-seventh adventure . . ."

The older monkey types a poem:

**"Within the city seek a sword
And carefully draw it out.
Then summon up the city's Lord,
But never to Ghosts 'Ghosts' shout.**

**Command you the natives
To find what you seek.
And raise up the fair,
But never 'Ghosts' speak."**

Due to the hijacking, the final jump of the taxi misses its target by five miles. A pack of four hell hounds surround the taxi. The party should raise the pilot and have him teleport the group past the hell hounds. (Of course, the stewardess will read the safety message prior to teleportation.)

(8) Hell Hounds

AC: 4, HTK: 30, 28, 27, 28 (7D8)

MV: 12", AL: L. Evil

AT: 1, DM: 1D10 (bite) (or see *Specials*)

INT: Low

THACO: 13, SZ: M

Specials: A hell hound breathes fire on an opponent up to a 1" distance, causing 1 HTK of damage for each HTK dice the hell hound possesses; opponent may save vs. Dragon Breath for half damage.

8: The Funeral

A cave leads into the east side of the mountain. Toby says, "The mountain wasn't here when I lived here. We are near the east marketplace. I recognize the berry bushes near the cave entrance."

Near the bushes, a funeral procession walks out of the mountain near the cave entry. Those in the procession carry a casket. The people look transparent.

Behind the casket walks a female spectral form, crying hysterically. "Poor John, he was a good man, always kind to the children. It's a frightful shame that he fell and broke his neck. Now I'm a poor widow."

A "Mountain Seed" was dropped on Center City by the Evil High Priest, Twilling Bird. All living beings within the city have become shades, a form of undead.

As long as the party treats the shades as if they were normal living beings, the shades react as if they are alive. Calling the shades undead or 'ghosts,' however, leads to combat with the shades.

The shades are not aware of the mountain's existence. Shades move through the solid rock of the mountain, carrying objects with them, as if the mountain wasn't there.

In contrast, the party can only move about in the open cave area leading to the city marketplace. PCs cannot move through the rock. They will have to hire, bribe, or command shades to go to the Confederation Library for them to get the records of Fez's daughter.

The shades have left the city to bury a chimney sweeper (also a shade) who broke his neck falling off the roof of the armory. A short ceremony takes place at the gravesite, the 'dead form' is lowered into the ground, and the funeral party returns the way it came — into the solid mountain side near the cave entrance.

If the party questions Toby, he says, "I knew John. He was a good father; a chimney sweeper, but when I knew him, he was alive."

The party needs to enter the cave. If any PCs are reluctant to do so, Toby says, "Come. We must go in to reach the city."

(1D6) Shades

AC: 5

HTK: 24, 27, 22, 26, 24, 22 (5D8)

AT: 1

DM: 1D8 + drain 1 Skill level

MV: 10", AL: L. Evil

THACO: 12, SZ: M

Specials: May only be hit by magic attacks.

Shades behave as normal people unless someone calls them undead or ghosts; they will then attack. Shades turn as Vampires.

When the party enters the cave, continue with the next section (**Section 9: The King's Sword**).

9: The King's Sword

The cave is twenty feet high and twenty feet across. The walls of the cave are made of a homogenous grey stone. It is somewhat dark in this cave.

Five-hundred feet from the entrance the cave opens to a circular cavern, fifty feet in radius. The cave is the only entrance to the cavern. The area is crowded with transparent-looking people, but they pay no special attention to your group. Toby whispers, "I knew many of these people when I lived here. They are different now."

Some of the people are selling merchandise and produce. Others are buying goods. One of them looks up from his counter and remarks, "Now why would anyone need a light on such a sunny day." He then returns to his customers.

Forms enter and leave the marketplace by going through the solid grey rock.

In the center of the marketplace a sword is set in a grey granite rock upon a dais. On the dais sits a handsome, black-bearded man; where others have fingers, he has snakes. Ten cobras make up the digits of his hands.

The gentleman looks over and smiles. "Come," he beckons. "I am Twilling Bird, Mayor of Center City. Try your luck with the sword. Whoever can remove this sword will immediately become king. After you have tried your luck with the sword, we will talk."

Twilling Bird is a Lawful Evil High Priest, but he is extremely charismatic. If given the chance (GM discretion), he will murder everyone in the party.

The King's Sword

If the PCs approach the sword, they will see a plaque on the stone beside the sword which reads: "He who least expects glory can draw the Sword of Kings. All will obey his command."

None of the PCs will be able to draw the sword from the stone. But Toby can! If PCs think to ask Toby to try and draw the sword, he easily withdraws the sword from the granite. When this happens, read the following to the Players:

Everyone in the market area, including Twilling Bird, is bowing before Toby. You are seized by a strong urge to do the same.

NOTE: This completes Aaron's prophecy in *Fez IV: Wizard's Revenge* that "he who least expects glory will

one day be king." Drawing the sword will activate a Mass Command spell which compels all within a twenty foot radius to bow before the person who drew the sword.

Toby (if he becomes king) will waste no time in directing the spectral forms to secure the Confederation records of Fez's daughter. He then will send other forms to bring him peaches and ice cream.

"I like being king," Toby says. "This is the life for me. I am staying at Center City."

If Toby doesn't draw the King's sword, the party must barter with Twilling Bird (or with shades) for someone to go to the Confederation library and obtain the records of Fez's daughter.

No one in the city will be able to understand why the party is unable to go to the library themselves. The inhabitants are unaware of the mountain which has fallen on the city. The GM is encouraged to ask for at least the price of a magic item if the party tries to hire shades to secure the records.

If the party insults the shades, assume that 1D6 shades hear and attack. Others are unaware of the problem.

Twilling Bird

Skill 10 Cleric

STR: 12, INT: 17, INS: 18

STA: 14, DEX: 13, APL: 17

AC: 3 (magic robe)

HTK: 70 (9D8+2), MV: 12"

AL: L. Evil, AT: 1

DM: 1D6 (cobras) or by spells

THACO: 14

Spells: Skill 1: Command, Detect

Good, Detect Magic, Sanctuary;

Skill 2: Detect Charm, Find Traps,

Hold Person, Snake Charm; Skill

3: Animate Dead, Create Food and

Water, Speak With Dead; Skill 4:

Detect Lie, Protection From Good

10' Radius, Sticks to Snakes; Skill

5: Commune, Raise Dead

Specials: If within touch, he can

choose to attack with 1D6 cobras.

Victims so struck take 1D6 HTK of

damage and must save vs. Poison.

Treasure: Star-shaped medallion

(allows wearer to pass through the

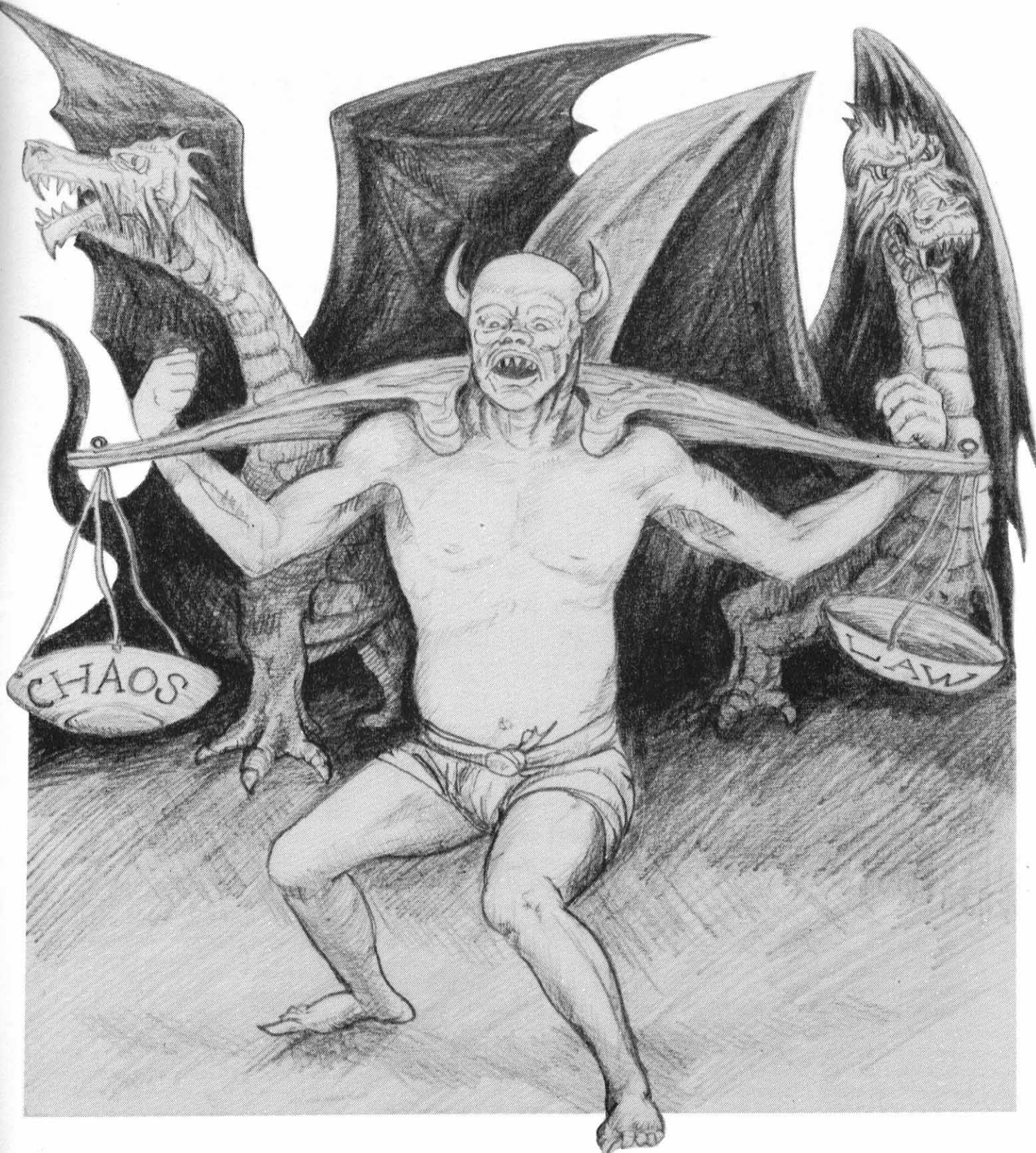
mountain with no ill effects; 3

gems worth 500 gp each

Magic Items: Haste potion (4 uses)

Fez's Daughter

Federation records in the library show that Fez's daughter was adopted by the barkeeper and his wife in the village of Pyre.



10: Return to Gold Piece Bay

When the party leaves the city, it is met by a company of Becket's soldiers. The captain is a cleric. He, if necessary, uses a scroll of Raise Dead on the shuttle taxi's pilot, as well as any deceased party members.

The party then returns (via the space shuttle) to Gold Piece Bay. Once more the adventurers listen to the safety

announcement — only Gold Piece Bay isn't there anymore. Read the following to the Players:

The captain again teleports the space taxi. This time the destination is Gold Piece Bay. There is the now familiar flash of light.

Through the shuttle windows, the wizard Fez, a demon, and two large, red dragons can be seen. The demon is forty feet tall; it supports the arm of a balance scale upon its shoulders. The

scale pans are labeled LAW and CHAOS.

The pans are out of balance, with the CHAOS pan being much heavier. The pilot remarks, "Folks, my instruments show this is Gold Piece Bay, alright. Only it isn't here anymore!"

Continue with the section titled, **The Walk Through Chaos.**

The Walk Through Chaos

As Kejoki foretold, the PCs must walk through the Domain of Chaos, gathering creatures of Earth, Air, Water, and Fire. The entrance to Chaos is guarded by a powerful demon, the Guardian of Balance between Law and Chaos. While the party is in the Domain of Chaos, Fez and two true dragons combat the demon.

The God With No Name, at Fez's request, creates a path through Chaos on which the party may safely pass. The party must remain on the path.

After the four creatures have been brought together, PCs take part in a ceremony in which the universe is recreated, once more with a balance between Law and Chaos.

The adventure concludes with the party back at the inn where play began, listening to the bard, Robbie, complete the ballad of the Wizard's Dilemma.

Refer to the Map of Chaos. Unless otherwise noted, encounters occur in the order numbered.

1: The Guardian of the Balance

As you depart the Inter Trans taxi, you are greeted by Fez. With him are two red dragons and a handsome young man.

Nearby, supporting a scale on a staff across its shoulders, stands a forty-foot-tall demon. The two pans of the balance are labelled **LAW** and **CHAOS**. The pan labelled **CHAOS** drags on the ground, the other pan swings high above the demon's head.

The wizard's eyelids flicker wildly. A scar in the form of two small puncture wounds on his right temple glows red. "Did you find word of my daughter's whereabouts?" Fez asks.

After learning that his daughter is alive and well, the wizard becomes calm. "If there is to be a universe for her to live in," he says, "we must all do our duty as Kejoki foretold."

Fez introduces you to the two dragons, Feedback and Princess Red. "The young man's name is Angel," Fez says. "He is a servant of the God With No Name. I have asked his deity to forge a path for you through Chaos. This had to be done. No mortal can walk through Chaos unaided. Whatever happens, DO NOT leave the path.

"The dragons are friends of mine. The male, Feedback, can reflect and redirect magic of all kinds. With Feedback's special ability we shall draw on the Guardian's own power to fight it. Surely no force but its own could succeed against that which is powerful enough to maintain the balance between Law and Chaos.

"Princess Red can reshape any magic. It is the Princess who shall cast the spell binding the worm once more to its tail. My part in the struggle shall be to draw on the worm's power, ah, er . . . the demon's power, to hold it fixed in place and time. This will be my undoing, but I see no other choice if a universe is to continue.

"While we are engaged in combat with the worm you must enter Chaos and fulfill the prophecies."

Fez then asks Angel to thank the God With No Name. A voice issues from the sky: "What you ask shall be done. Farewell, Fez. If I could remember you, wizard, I would admire you."

Continue with **Section 2: The Staff of Balance**.

2: The Staff of Balance

Fez challenges the worm to come forth. The demon, who until now has stood immobile, approaches Gumdrop and gives him the balance arm of the scale.

The demon begins to change form. Slowly the demon becomes a worm of immense size. The worm seems to circle the world. Its tail thrashes about wildly on the horizon. Lightning crashes everywhere. Rain begins to fall.

Raw magic and blinding power shoot out of the mouth of the worm in bright bolts of blue light. The magic is directed at Fez, but Feedback intervenes. The dragon places himself between the worm and the wizard.

Most of the force that strikes the dragon reflects back towards the worm. The rest goes from Feedback to his mate, Princess Red.

Then the magic-light, now softened to a pale blue, passes from Princess Red to Fez. Fez and Princess Red begin to chant in harmony in a strange and

wondrous language. Their chant is like mysterious and hypnotic music. It speaks of a force gone astray that must be replaced, a balance lost that must be restored.

Thunder crashes. The tempo of the spell changes. A powerful force is commanded to remain stationary. Slowly Feedback sends more and more of the worm's power to Princess Red. Magic shoots from Fez towards the worm.

There is a thunderclap and a flash of blue light. The scene changes . . .

The balance arm of the scale is the Staff of Balance (see **Staff of Balance** following).

SPECIAL ITEM

Staff of Balance

The staff has a "to hit" roll of 5, delivers D% HTK of damage, and has five charges. The bearer of this staff cannot be harmed in any way. The staff has one other power: it will open any portal its wielder commands to open.

Continue with **Section 3: Red Thread**.

3: Red Thread

The staff becomes heavy. A ring depicting a worm swallowing its tail encircles the center of the staff.

The scene changes . . . you are in a valley, standing knee deep in spools and spools of red thread. Each spool is marked: **No. 9 Koates and Keyes, red**.

A clipboard and quill appear and hover in the air in front of Sergeant Gumdrop. Eight cardboard boxes of **LUX** beer appear on the spools of thread below the clipboard.

A voice says, "Sign here, and here, and here, and here."

Lord Becket sent the beer. **LUX** is Latin for **Light**. PCs need the beer as an offering to enemies when later they are captured. (See **Section 17: the LUX Beer Commercial**.)

Of the several ways out of the valley, only one is clearly a path. This is the way the party needs to go.

Leaving the Path

If individuals (or the entire party) leave the path, all but the bearer of the Staff of Balance must roll against his/her STA on 1D20. Those who do not save become insane. Sanity returns when the PC again reaches the path.

If any PCs leave the path, they have a hostile encounter (GM's choice — see standard rule book for possible monsters). Immediately after combat, PCs find themselves once more on the path.

There are five paths through Chaos. Each begins at the same spot. When PCs complete any of the first four paths, begin the next path at **Section 4: Now Entering Chaos**.

4: Now Entering Chaos

*A path, going east, leaves the valley. After a mile, it turns north. Ahead is a junction in the path, where it splits into five indistinguishable paths all going in the same general direction (north). A sign beside the junction reads **Now Entering Chaos**. Choose one of the paths.*

It does not matter which path the party chooses. The order of the paths will be:

- 1) **Air** (where the party needs to obtain Say Your Name, a myna bird).
- 2) **Earth** (where the party needs to secure Sir Rockmorton, a field mouse).
- 3) **Fire** (where the party needs to summon Hot Foot, a flaming imp).
- 4) **Water** (where the party needs to secure an ice figurine shaped in the likeness of a dragon).
- 5) **The Last Ritual** (where the party escapes from Chaos and takes part in a ceremony to restore the balance between Law and Chaos).

Each of the first four paths finish by re-entering at the junction marked **Now Entering Chaos**. In the event that the appropriate creature is not obtained on any of the first four paths, that path is re-entered. This cycle is repeated until PCs have obtained the creature representing the element depicted on that path.

The Path of Air

5: The Snowmobiler

The path leads west for half a mile, then turns north through a light forest.

The trees, birch and white pine, are very beautiful. A light snow begins to fall.

Ahead, on the crest of a hill, the falling snow outlines the shape of a dragon. A pleasant feeling engulfs you as the invisible dragon flies at great speed through the falling snow.

From over the hill comes a loud noise which sounds like thousands and thousands of tiny explosions. It is an awful racket!

A trail of thick yellow smoke rises upwards over the horizon. A strange sight appears at the top of the hill. A ten-foot-tall humanoid, wearing a black body suit and riding atop a motored, treaded sled comes down the path. The sled is rounded in front, fifteen feet long and three feet high.

The noise coming from within the mechanical sled is deafening. Oil and yellow smoke shoot out from behind the vehicle. Bushes and small trees near the trail wilt and die when the foul smoke touches them.

*A vehicle slides to a stop ten feet away. The creature on the sled tears off its gloves and helmet. It has yellow claws and green, nauseating skin. The creature takes a long swig from a bottle labelled **Hitchcock Rotgut**. Then it glares at you and snarls, "Get out of MY forest. Leave the path or die."*

The shape outlined by the snow represents a dragon composed of air. This is a clue that the party seeks a creature of the air along this path.

PCs must fight the troll. During the melee, the snowmobile engine stops. PCs will be unable to restart its engine. The troll's THACO has been adjusted due to its state of intoxication.

(1) Giant Troll

AC: 4, HTK: 33 (6D8+6)
MV: 12", AL: C. Evil
AT: 3, DM: 1D8/1D8/2D6
(claw/claw/bite)
INT: Low
THACO: 19, SZ: L

Specials: He regenerates at a rate of 3 HTK per melee round, beginning with the fourth round after he has taken damage.

Treasure: A spoiled bag of popcorn and a map of snow trails in Eagle River, Wisconsin are on the floor inside the snowmobile.

If the party leaves the path as the troll demands, they have a random encounter with a (non-talking) giant troll. Use the statistics given for the troll on the snowmobile, except for the THACO, which is 13 for a normal

troll. In this event, the GM should turn to **Section 4: Now Entering Chaos** and continue as before.

6: Studio Four

*The path continues northwards. After a two-mile walk, the path stops before a wooden door marked, **Studio 4**. A lighted red sign above the door reads, **On the Air**. The door is unlocked.*

*When the door is opened the audience applauds and you are ushered to Groucho Marx; you are contestants on the quiz show, **You Stake Your Life**.*

*Groucho says, "Folks, welcome to **You Stake Your Life**. Say **THE SECRET WORD** and you'll win a duck. Now, which one of you fine adventurers is betting your life?"*

The quiz question the party is asked is: "Any of you magic-users? No, then, tell me, what is the one word magic-users invariably pronounce 'wrong?'"

The answer is of course the word 'wrong.' Parties who answer the question correctly win one hundred sp.

While talking to Groucho, if any PC happens to say the phrase, "the secret word," read the following aloud:

*The band begins to play and the audience goes wild. "Folks," Groucho says, "you have just said **THE SECRET WORD**. You have won a duck!"*

But Groucho's assistant announces that the duck is dead. "Well," Groucho says. "Let's give them the myna bird instead."

When the assistant brings the myna bird on stage, Groucho peers at the bird and says, "You are a fine-looking bird. Not too many who have appeared on this stage could say that, believe me. Well, bird, say your name."

The bird replies, "Say Your Name." Groucho raises his eyebrows and says, "That's the most ridiculous thing I ever heard." To this the bird replies, "That's the most ridiculous thing I ever heard."

*The audience applauds as you are led off stage. When you exit the stage door you find yourself on a path. The path goes north. Ahead is a junction where the path divides into five paths. A sign is placed at the junction. It reads, **NOW ENTERING CHAOS**.*

If the party doesn't say the phrase, *The Secret Word*, the GM should turn to **Section 4: Now Entering Chaos** and repeat the Path of Air.

Say Your Name

The bird has a special ability, if PCs say to the bird, "Say **KNOCK KNOCK**," he casts a powerful Knock Spell. Late in the adventure the party can use the bird's talents to open a portal.

Say Your Name represents **AIR**. It is the creature the party must obtain before entering the Path of Earth the next time they go to the junction marked **Now Entering Chaos**.

The myna bird can't be killed. Except where noted in the GM's writeup, the bird speaks at random. Common sayings of the bird include:

1) "Say Knock Knock." (If anyone does say "Knock Knock," the myna bird will reply with "Who's There?").

NOTE: To invoke the bird's Knock spell a PC must say to the bird, "Say Knock, Knock."

2) The sound of a tiny train going through a train crossing.

3) "Here Kitty, Kitty."

4) "Shut Up, You Stupid Bird."

5) "Nevermore."

6) "Say Your Name."

7) "That's the most ridiculous thing I ever heard," done in Groucho's voice.

8) "Help! Help!"

9) "Aw, too bad" (especially after the death of a party member).

10) "Hello."

11-20) The GM should keep a secret list of any interesting or embarrassing things the PCs say, for the bird randomly repeats things it hears.

The Path of Earth

7: Tigers

The myna bird flies onto Sticky's shoulder and hides its head in the dwarf's beard.

The path extends directly north. On the horizon, the shape of an immense dragon is silhouetted by the hills in the horizon. But, as the path reaches what was before the horizon, only hard ground is visible.

The terrain becomes grassy. The path enters a valley with three-foot-tall grass. The myna bird leaves the comfort of Sticky's beard and flies above.

"Here, Kitty, Kitty," the bird cries. Suddenly two large tigers leap from the tall grass. "Help! Help!" the bird cries.

The tigers attack with the advantage of surprise.

(2) Tigers

AC: 4, HTK: 19, 15 (4D8)

MV: 15", AL: Neutral

AT: 2, DM: 1D8/1D8 (claws)

INT: Animal

THACO: 12, SZ: L

GM NOTE: Remember to add any humorous or embarrassing comments the Players make about the bird to Say Your Name's list of random sayings.

8: Five Thousand Pool Cues

After the fight with the tigers, rain begins to fall. Then, a magnificent rainbow appears ahead near the path. One end of the arc of the rainbow goes into the ground directly beside the path.

Atop a hill, at the spot where the rainbow strikes the ground, a leprechaun sleeps beneath a green cloth-covered table. Near the table sits a pile of sticks tied in a bundle.

If the leprechaun is awakened, he says (in the voice of W. C. Fields), "Go away, kids, you bother me." His treasure is five thousand pool cues, each has 'Betsy' etched into the handle. If asked why each is called Betsy, the leprechaun will reply, "I don't know, I sorta like the name 'Betsy,' that's all."

(1) Leprechaun

AC: 8, HTK: 5 (1D8)

MV: 15", AL: Neutral

AT: None, DM: None

INT: Exceptional

THACO: 20, SZ: S

Specials: Can become Invisible at will, Polymorph Non-living Objects, Create Illusions, and use Ventriloquism at will.

If the party persists in bothering the leprechaun, he stands up, turns invisible, and has an 75% chance of stealing a random magic item from the PCs (GM choice).

Treasure: All of the pool cues are fitted together with brass joints at the center. All but one of the cues contains a tiny gem (worth 100 gp each) hidden within the brass fitting. If PCs inspect the cues the leprechaun, by slight-of-hand, has an 80% chance to repeatedly give them the normal cue to inspect.

9: Sir Rockmorton

The path leads down the hill from the leprechaun to a stone wall. The wall reaches to the sky. A yellow mouse peeks its head out a hole in the wall.

"Hello Sir Rockmorton," the bird says. "Shut up, Say Your Name," the mouse shouts in a tiny, squeaky voice. The myna bird tucks his head under Sticky's beard and appears to fall asleep.

"Answer the riddle to open the door," the mouse says. "The riddle is: What do the five things inscribed on the door have in common? If you can answer the riddle, I will travel with you. But someone will have to carry me. I have very short legs."

The words **two twos, chess, and nerds** are inscribed in a diamond inscribed within a square upon a door set in the wall.

The answer to the riddle is "All are squares."

The mouse is the creature the party must secure along the Path of Earth. Continue with **Section 10: The Trial** when PCs answer correctly. If PCs cannot solve the riddle in fifteen minutes, GM should choose a random PC and tell the party that that PC thought of the answer.

10: The Trial

Behind the door with the squares the path winds northwards for half a mile, then stops before the door of a large stone building. The stone above the door is engraved, **Cook County Courthouse**.

The door opens to a courtroom. A trial is in progress. The judge is a short, green demon. He wears a fluorescent yellow tuxedo. A sign, **Judge Bob, the Moor Demon**, sits before the judge. The judge looks directly at you and states, "Will the jury please be seated?"

The defendant is a red-haired Gorilla named Jim Bob. He spends the trial cleaning his bifocals. His lawyer is an inept cleric named Len the Mild. The charges are: lack of imagination, plagiarism, poor spelling, and excessive three-putting.

The prosecuting attorney is a stripe-tailed ape. He wears a **NASCRA** T-shirt.

Five witnesses are called. Each time the defendant's lawyer attempts to cross-examine a witness, the judge shouts him down. When the fifth witness has left the stand, the judge turns to you and asks, "Guilty or not? What is your decision?"

If PCs point out that apes don't have tails, the judge shouts, "Objection overruled. In this reality, apes have tails."

If asked, the witnesses will reply, "Jim Bob is unfair. His puzzles make no sense whatsoever."

No matter how the jury decides, the judge tells them they are wrong, then finds the defendant GUILTY. "I sentence you to Pie!" the judge screams.

The Bailiff then throws a pie into the defendant's face. As the courtroom scene fades, PCs hear the gorilla mutter, "Sometimes I wish there had never been a Fez."

Each witness took part in a previous adventure involving the wizard, Fez. None of the witnesses likes the gorilla.

The Characters in the trial represent the three authors of the Fez adventures: the gorilla represents James Robert, the scribe represents Len Bland, and the demon represents Robert Moore.

Continue reading to the Players:

*The scene changes. There is a junction ahead on the path: the path divides into five paths. A sign beside the path reads, **Now Entering Chaos.***

The next path is **FIRE**. Continue with **The Path of Fire**

The Path of Fire

11: Penguin Crossing

The path leads to the northeast. The sky darkens and begins to rain. Thunder clouds pass overhead.

A half-mile from the junction, a fifty-foot-tall silver-colored metal pole is set in the ground beside the path. "Looks dangerous to me," the myna bird says.

*A yellow sign is affixed to the pole. The sign depicts a penguin above the letters **XING**. While the party is reading the sign, a penguin appears beside the path, crosses the path from right to left, then disappears. Lightning flashes on the horizon, then a bolt of lightning strikes the pole. The lightning forms into a giant ball of light which flies away from the pole to the east. The shape of the flaming mass is that of a dragon.*

"Here, Kitty, Kitty," the bird says. "Stupid Bird. Say your name." The bird then once more flies onto Sticky's shoulder, buries his head in the dwarf's beard, and goes to sleep.

The fifty-foot-tall pole is electrum (aluminum).

The lightning ball is a clue that the next creature the party needs to obtain is a creature of fire.

12: The Pink Forest

*The path goes into a pink forest. All the foliage, even the tree trunks, are pink. Fifty yards into the forest is a pink sign. It reads, **Explanation, one copper.** A small brass box with a coin slot is fastened to the sign post.*

If anyone places a copper in the box, the myna bird, in a loud voice, says, "**TO GET TO THE OTHER SIDE.**" (This explains why the penguin crossed the path.)

13: The Inspector

After one hundred yards on the path into the forest, a short gentleman wearing a trench coat steps in front of the party. "Hello," he says with a thick French accent. "I am zee Inspector."

The Inspector walks directly in front of Sticky, peers through a two-inch-thick magnifying glass at Sticky's beard, and says, "Do you have a license for zat beard?"

The Inspector's accent is so pronounced that what he is trying to say is misunderstood. His real question is: "Do you have a license for that bird?" If the PCs don't catch on to what the inspector is asking, he asks other questions: "Can zee beard speak?" and "Does zat beard fly?"

When PCs eventually understand what the Inspector is asking, he cries out in exasperation. "Of course! You idiot. That is what I have been saying."

The Inspector produces an application for a license but, at that moment, a fuchsia panther bounds from the forest, picks up the Inspector, and the panther and Inspector disappear.

14: Riddle Door

*At the edge of the pink forest, the path leads to a tunnel in a hillside. The door to the tunnel is inscribed: **I began as I ended — Chaotic! What am I?***

Answers are: "the universe," "this adventure" or the letter C. The door opens when a correct answer is given.

15: Koan, the Librarian

The door opens into a tunnel which extends to the northeast in a straight line for two-hundred yards. In the middle of the tunnel sits a monk in the lotus position. The monk is studying a polished rock which sits on the tunnel floor in front of him.

"I am called Koan, spelled with a 'K'. I am a librarian. Welcome to my library."

The monk invites the party to reflect on the rock. "See the rock. Scientists tell us the molecules of the rock move at random. Were this not so, should all the molecules move in the same direction at the same instant, the rock itself would move, would it not?"

The monk then fades from view. Moments later the rock begins "blinking" back and forth between its former location and a spot on the other side of the tunnel.

The rock continues its motion while the party leaves the tunnel. If PCs try to grab hold of the rock it will "blink" away from them.

16: The LUX Beer Commercial

Read the following to each Player individually:

Outside the tunnel, everyone becomes separated in a sudden fog. When the fog clears, you are surrounded by four large orcs. The orcs say in common, "You are our prisoner, surrender your weapons and come with us."

The party members are separated from each other when the fog appears outside the tunnel.

PCs' options are:

- 1) Surrender weapons and go with the orcs.
- 2) Fight the orcs, or
- 3) Offer the orcs some **LUX** Beer.

PCs who fight do just that and the GM should run the melee immediately. PCs who go peacefully are to wait until all the PCs have undergone the individual test.

If at least one party member offers beer to the orcs, all those who simply surrendered find that their captors hear the commotion and then also get into a fight. **However, all party members are to be run through this test before this occurs!**

PCs who offer the orcs **LUX** beer find to their delight that the orcs end up fighting one another over whether the beer "**TASTES FILLING**" or is "**LESS GREAT.**"

If at least one PC thinks to offer beer, all those who didn't fight see their captors also begin to fight one another. If no one thinks to offer their captors beer, those who didn't fight are united in a prison cell where, collectively, they can decide what they will do.

(4) Orcs

AC: 6, HTK: 8, 7, 6, 8 (1D8)
AT: 1, DM: 1D6 (short swords)
MV: 9", AL: L. Evil
INT: Average (low)
THACO: 20, SZ: M
Weapons: short sword

17: The Cavalry

GM NOTE: This encounter is to be repeated until FIRE (Hot Foot) has joined the party.

The path goes over a hill and into a valley. At the bottom of the valley the path winds beside a cave. Two mummies come out of the cave and block the path.

The moment you see the mummies, the myna bird begins to make the sound of Lord Becket's cavalry (coming to the rescue), the noise of mounted horses, and a shouting captain, "Troops dismount. Archers to the front.

"READY! AIM!..." The bird ceases his charade. The mummies attack.

The bird's chant is a hint that the party should summon **FIRE**. If anyone shouts "Fire," a flaming imp appears and burns up the mummies effortlessly. This is Hot Foot, the flaming imp, who is the creature of FIRE that is supposed to join the party.

Following the encounter with the mummies:

If no one shouted "Fire," continue with this section until the mummies are destroyed or turned.

If any PC shouts "Fire," the path again leads to **Section 4: Now Entering Chaos**. Continue with **The Path of Water**.

(2) Mummies

AC: 3, HTK: 44, 42 (6D8+3)
AT: 1, DM: 1D12
MV: 6", AL: L. Evil
INT: Low
THACO: 13, SZ: M

Specials: Inflicts a rotting disease on any hit. The disease will be fatal in 1D6 months. Each month the disease progresses, the afflicted Character loses 2 points of APL permanently. It can only be cured by a Cure Disease spell. The disease negates all Cure Wound spells. Infected Characters heal wounds at 10% of the normal rate. The sight of a mummy within 6" will cause Fear and Revulsion. Unless a save vs. Magic is successful, the victim will be Paralyzed for 1D4 rounds.

Can only be harmed by magical weapons, which only do ½ damage, or fire. A blow torch does 1D3 HTK of damage, and a flask of burning oil does 1D8 HTK on the first round it covers the mummy and twice that amount on the second round. Magical fires are +1 per HTK die of damage. Mummies sustain 2D4 HTK of damage per vial of holy water.

Not affected by Sleep, Charm, Hold, and cold-based spells or poison or paralysis.

A Raise Dead spell turns a mummy into a normal human Skill 7 fighter unless the mummy saves vs. Magic.

Any creature killed by mummy rot cannot be raised from death unless a Cure Disease and a Raise Dead spell are used within six turns.

The Path of Water

18: The Junction

The path goes north for a mile, then veers east and runs along the northern rim of a deep canyon. A mile below, a river runs along the canyon floor. The river twists and turns in such a way that it forms the outline of a dragon.

The myna bird peers over the edge of the canyon and calls out, "Here Kitty, Kitty. Here Kitty, Kitty." From deep below you hear a loud roar. "Help! Help!" the bird cries as it returns to Sticky's shoulder.

The path turns north and winds past piles of rocks. Ahead you see a junction in the road. Each of the three ways is marked with a sign.

*To the west is a road with a sign reading, **Gold Piece Bay, 3 Miles**. Straight ahead to the north, is a trail and a sign saying, **Chaos**. To the right is a path. The sign beside the path reads **Man, You're Ugly**.*

The party needs to select the path marked **Man, You're Ugly**. When they do so, the GM should turn to **Section 21: Man You're Ugly**.

If the party goes west on the road, continue with **Section 19: The Road**. If the party goes north, go to **Section 20: The Trail**.

19: The Road

*The way marked **Gold Piece Bay** goes due west for a half mile, where three robed figures wait in the middle of the road. They shout obscenities at you.*

Each magic-user casts a random spell each melee round. The magic-users and their items disappear when they are killed. The party must fight the magic-users.

(3) Skill 4 Magic-users

AC: 10, HTK: 12, 11, 12
AT: 1, DM: by spell
MV: 12", AL: L. Evil
THACO: 20

Weapon Proficiencies: dagger

Weapons: none

Spells: Skill 1: Dancing Lights, Enlarge, Ventriloquism; Skill 2: Mirror Image, Stinking Cloud

Specials: Cast one random spell each melee round. Disappear when killed.

Following the melee, PCs see that the road continues north. A hundred yards from where the battle took place, the road turns into a path. At this point the GM should return to **Section 18: The Junction**.

20: The Trail

*The trail marked **Chaos** climbs for five-hundred yards up a steep hill. The trail goes over the top of the hill. Beyond the hilltop an animated teddy bear sits in the middle of the path, playing with a silver wand.*

The teddy bear waves its wand. Snow begins to fall, a light purple snowfall. "Aw, too bad," the myna bird says.

The teddy bear casts a random spell with a Wand of Wonder each melee round, until the teddy bear is killed or subdued.

(1) Teddy Bear

AC: 10, HTK: 6 (1D8)
MV: 5", AL: C. Neutral
AT: 1 (random spell), DM: by spell
INT: Low
THACO: none, SZ: S
Magic Items: Wand of Wonder (see standard rule book)

If the bear is killed or subdued, it and the wand disappear and the trail becomes a path. Return to **Section 18: The Junction**.

21: Man, You're Ugly

*The path passes through a garden. In this garden, rows and rows of humanoid body parts are planted beside the path: heads, arms, fingers, eyes, you name it. A sign posted in the garden reads, **Stay Out**.*

The sky becomes overcast. Grey clouds block the sun. You feel a chill in the air. North of the garden the path winds through a graveyard. Disem-

bodied voices taunt from behind headstones. "Come hither, cowards," they wail. "Let's see what you can do without the protection of *The Nameless One*."

The voices belong to ghosts. The ghosts can't reach party members who remain on the path. However, if the PCs flee, they automatically return to the path in two rounds (PCs can be attacked while away from the path). Continue with the next section.

(1D4) Ghosts

AC: 0 (or 8 (see *Specials*))

HTK: 40, 41, 42, 33 (10D8)

AT: 1, DM: (See *Specials*)

MV: 9", AL: L. Evil

INT: High

THACO: 11, SZ: M

Specials: The sight of a ghost causes any humanoid being to age 10 years and flee in panic for 2D6 turns unless a save vs. Magic is made. Clerics above Skill 6 are immune to this effect, and all other humanoids above Skill 8 add +2 to their saving throws. If a ghost strikes an opponent, it ages him/her 10D4 years.

Unless a ghost becomes semi-material to attack (in which case, the ghost is Armor Class 0), it can only be combatted in the ethereal dimension, where it has an Armor Class of 8.

Any creature within 6" of a ghost is subject to attack by Magic Jar spell. If the ghost fails to Magic Jar its chosen victim, it will semi-materialize in order to attack by touch.

Semi-materialized ghosts can only be struck by silver (doing 50% normal damage) or magical weapons.

22: Genocide

The path leaves the graveyard and goes north into a desert. Beside the path are hundreds and hundreds of starving people of all races, some standing, some lying on the ground. These miserable souls cry out, "Please, Noble Sirs, have pity and toss us some crumbs."

Feeding any of the starving people kills them, whence they are immediately replaced in the begging line by more starving people. When PCs decide to continue along the path, turn to the next section. If PCs choose not to feed the starving masses, nothing happens.

23: How the Rich Live

The path leaves the starving people and leads to a door marked, **Gourmet Restaurant**. As you reach the door, it opens and a tall elf, dressed in a dark blue tuxedo, peers through the doorway. "Ah, you would be the Gumdrop party. This way, please. Your table is ready."

Inside the restaurant, the elf leads you to a table, complete with golden flatware and a sign reading, **Reserved for Sergeant Gumdrop and Party**.

All of you note that the table sits on a path which goes through the building and out a door in the north wall of the building.

Read the following to the Players if the party stops to eat:

You are fed an excellent meal of beef wellington, lobster thermidor, and chicken cacciatori. Each of you is offered three chocolate-coated cherries to take with you on your journey.

Following a marvelous desert of strawberry wine poured over chocolate sherbet, you are each presented with a silver pail and asked if you would like to throw up so that you could eat again.

"This week the Joneses, bless their kind hearts, are paying five silver pieces for each vomited pail to go for the poor, starving people."

If the party objects, the waiter says, "But you don't understand. In the REAL world, this is the way it is done. The rich give whatever they want to the poor."

GM NOTE: The chocolate-coated cherries can be used to bribe a set of child-like faeries the party encounters later on their journey.

24: Babies

Outside the back door of the restaurant is a path going north. Ahead, three winged, naked infants sit in the path. They raise their bows.

If the party bribes the Cupid-faeries with gumdrops or with candy from the gourmet restaurant, the faeries will allow the PCs to pass without attacking the party. Otherwise, these baby-like creatures attack with their bows and arrows.

(3) Hostile Cupid-faeries

AC: 2, HTK: 6, 3, 8 (2D8)

MV: 16", AL: C. Neutral

AT: 2, DM: 1D6+1 (arrows)

THACO: 16

Weapons: short bow

GM NOTE: After the battle (or the bribe) continue with the next section.

25: The Count

After the encounter with the faeries, the sky becomes dark. For two miles the path continues in darkness. Throughout this stretch of the path, faces watch from the darkness beside the path.

Then, the faces are no more. A vampire flies beside the path. "One! One adventurer. Two! Two adventurers. Ah, ah, ah, ah, ah! I am the Count. I love to count things." There is a clap of thunder and a flash of lightning.

The human PCs must light torches or a lantern to see.

The vampire counts all members of the party, and (if they say anything) continues to count whatever objects party members mention until the party decides to leave. The Count will not attack and cannot be killed; if attacked or threatened, he disappears immediately.

26: The Gnome

The sun breaks through the clouds as you continue walking. "Say Knock, Knock," the myna bird says. "Say Knock, Knock."

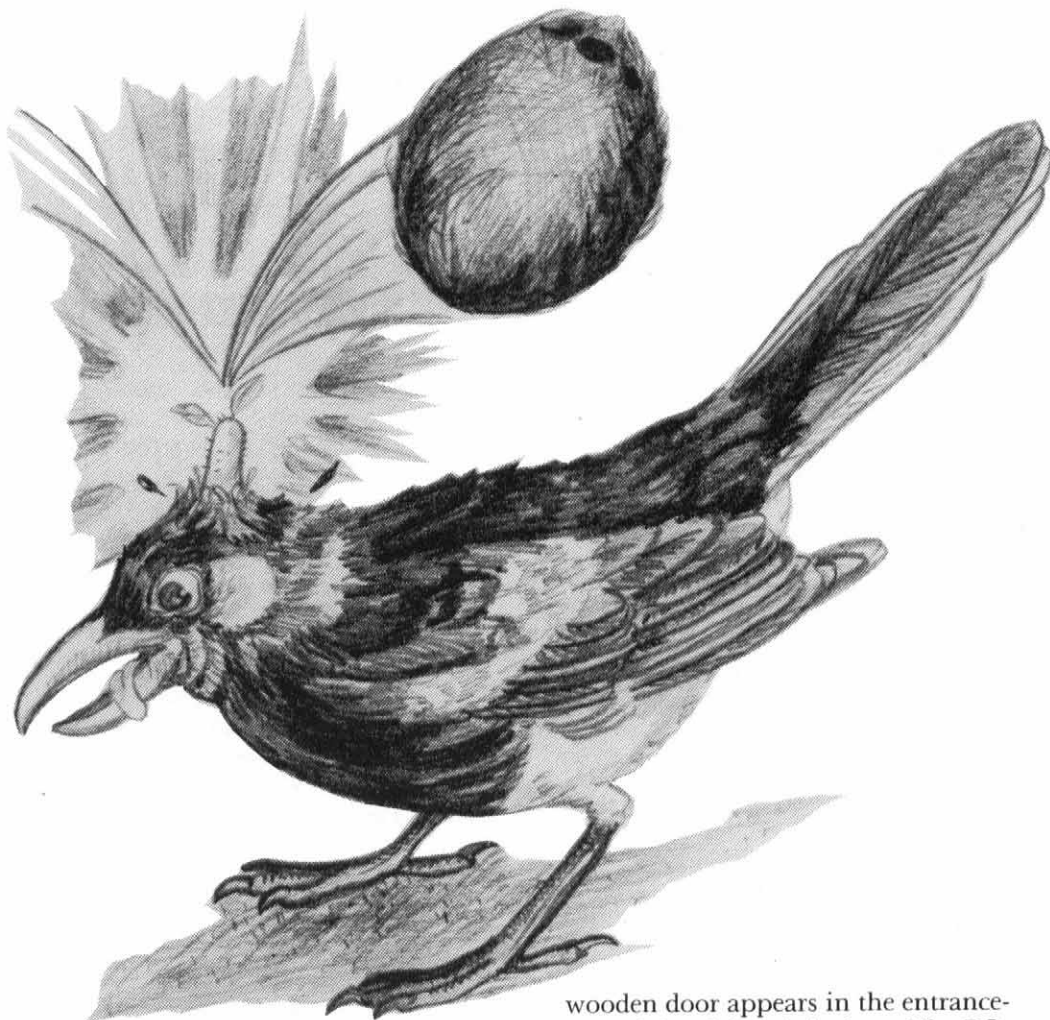
The path winds into an alchemist's shop. The alchemist is a female gnome of indiscernible age. She sits at a table on which are hundreds and hundreds of dice. Each die is a perfect 100-sided polyhedron.

Every few seconds, the gnome pounds upon the table with her fist, causing all the dice to bounce wildly. "Amazing," she mutters. "Truly amazing, no matter how well I shake the dice, they all come up with the same number. Ever since that Wizard What's-His-Name met himself this has been happening."

After she has done this three times, she looks at the staff-bearer and says, "Take your pick of any of the items in the cupboard. They're labelled so you will know what they are. Oh yes, leave an item in exchange."

The gnome then returns to her table of dice. The items in the cupboard are:

- 1) a rock (453.17 grams).
- 2) a **Vorpal Blade** (usable by all classes).
- 3) a **Helm of Invincibility** (AC -5 vs. Non-Magic attacks).
- 4) a **small leather-bound book** (labelled *The Complete List of Even Primes*).



- 5) an **Ice Crystal Dragon** (temperature: absolute zero, doesn't feel cold).
- 6) a **Healing Scroll** (usable three times daily).
- 7) a **Cigarette Lighter** (portable electro-mechanical flame device).
- 8) an **Empty LUX Beer Can** (worth ten cp in Detroit, Michigan).
- 9) a **Wrist Computer** (77 Giga-bytes, user-friendly, technos only).
- 10) A **DC Heroes Role-Playing Game Starter Set** (Mayfair's second best product).

The book labelled *The Complete List of Even Primes* contains but one entry, the single even prime '2.'

If PCs ask about Mayfair's best product, the myna bird says, "*The BEST Mayfair product is Empire Builder.*" If this happens, a red-furred gorilla appears at the entrance of the alchemist's shop and throws a coconut at the bird. the coconut knocks the myna bird out cold. "*Stupid bird,*" the gorilla mutters as he leaves.

The only creature in the list is the Ice Crystal Dragon. This, the creature of Water, is the item the party needs to select.

If the party attempts to leave the shop without leaving an item in return for any items taken, a heavy, bolted,

wooden door appears in the entrance-way of the alchemist's shop. The PCs then hear, "*I told you to leave an item!*" in the gnome's voice, but the gnome is nowhere to be found in the shop. The door cannot be opened or broken down; it only disappears when a PC leaves any item which has been carried by the party somewhere within the shop.

When PCs leave the alchemist's shop they see a path which leads to a junction. At the junction the path divides into five paths. A sign at the junction reads, *Now Entering Chaos.*

If the party did not select the Ice Dragon repeat the Path to Water. Go to **Section 18: The Junction.**

If the party selected the Ice Dragon the next path is **The Path of the Final Ritual.** Go to **Section 27: Sand's Finest Product.**

The Path of the Final Ritual

27: Sand's Finest Product

The path turns towards the east. It crosses a small stream, then turns north towards a mile-deep canyon. At the canyon rim, the path goes under a metallic, tracked-vehicle. Incredibly, the path then runs over the rim and

straight down the steep canyon wall.

Throughout the canyon, there is volcanic action. Every few seconds, steam and hot lava spurt out of fissures throughout the canyon's walls and floor. The heat at the rim of the canyon is unbearable for more than a few seconds.

The vehicle has writing on its side:

**Sand's Indestructible
Land Transport Vehicle**

Wuxoziv dsl rh krolg zmw vmgvi.

The third line is in code. It translates: "*Declare who is pilot and enter.*" When one of the PCs says he will be the pilot, continue reading to the Players:

A door opens in the side of the vehicle. Inside, the front area is a seat for the pilot. Seating for eight others, each with a strong safety harness, is available in the rear of the vehicle.

The craft is telepathic with the pilot, and only the pilot controls its movement. Continue with the next section when the party is strapped into their seats.

The PCs should enter the vehicle because it is the only way to go down the canyon. If PCs can't figure out the code or do not get into the vehicle, the GM should give them appropriate hints.

Continue with the next section.

28: The Trip Through the Canyon

NOTE: The Sand's vehicle (barely) manages to traverse the canyon. The pilot thinks the trip is easy. The passengers know the trip is dangerous. Descriptions of the trip through the canyon differ accordingly. Take the pilot aside and read the following:

You are in telepathic communication with the vehicle. The craft coasts smoothly down the canyon wall. Twice the vehicle is bumped slightly, but not very hard. At the base of the canyon, the path turns into a moss-grown valley. There, the craft gently comes to rest against a stone wall.

Read the following to the remainder of the Players (with the pilot not present):

The trip through the canyon is scary. Shock waves from explosions rock the vehicle as it falls down the canyon wall. Twice in the descent the craft almost overturns. Huge boulders fall upon the craft. The noise is deafening.

At the bottom of the canyon the path slides into a moss-grown valley. The

vehicle has no traction on this slippery surface. The craft spins downwards when your pilot loses control. Finally, it crashes into a wall at the bottom of the pit.

Reunite the full party, then continue reading:

You are unharmed, but the impact of the craft with the stone wall stuns you. As you awaken you hear the myna bird say "POEM," then something sets off a chain reaction in the vehicle. First a single bolt falls from the ceiling of the craft. Next two ceiling panels fall onto the floor. The door pops open. With increasing speed, the craft disintegrates into a million pieces.

Continue with the next section.

29: Preserves

The path stops at the very bottom of the canyon beside a door in the stone wall. No rocks or explosions jar this area of the canyon. The door has no doorknob; there is no lock!

A sign is etched in the wall above the door. The sign reads, **The King's Preserves. NO HUNTING ALLOWED.**

The bird, the imp, the ice crystal dragon statue, and the yellow mouse are no longer with you. The bird whistles from behind the wall "Say Knock, Knock," he mocks. "Stupid Bird, Stupid Bird."

Suddenly, it is raining strawberry preserves.

"Say Knock, Knock," the myna bird says repeatedly.

The staff bearer can use the Staff of Balance to cast a Knock spell to open the door. Alternately, the myna bird can cast its Knock spell to open the sealed door. If anyone says to the bird, "Say Knock, Knock," the bird recites the following poem:

*"Forces of Binding
Ceiling to Floor
Do as I Command,
Auf Macken Das Tur."*

The myna bird's poem opens the door, and everything else within fifty feet that is sealed, including backpacks, sacks, etc.

If the party can't solve the puzzle of how to open the door in fifteen minutes, the GM should choose a random PC. That PC will mutter, "Say Knock, Knock," whence the bird will recite its poem.

30: When Green is Blue . . .

As you enter the King's Preserves, you hear bagpipes playing **Pomp and**

Circumstance (the Graduation March) somewhere in the distance. On this side of the door, in green letters, is painted the word **BLUE**. The path goes north from the door into a forest. The edge of the forest is fifty yards away.

Three giant butterflies with ten-foot wing spans attack. One butterfly has transparent wings, one is yellow, and one is no color at all.

When the party reads the sign, the prophecy green is blue, and blue is read is fulfilled. However, Chaos will prevail until the Staff of Balance is broken. If any PCs do this, turn to **Section 32: The Final Ritual**, otherwise play **Section 31: The Ultimate Chaos** until the Staff of Balance is broken.

(3) Giant Butterflies

AC: 6, HTK: 4, 4, 5 (1D8)
MV: 20", AL: Neutral
AT: 1, DM: (See Specials)
INT: Animal
THACO: 17, SZ: M

Specials: The Butterflies do no damage; they only seek the strawberry preserves. However, on a successful "to hit," dust from the butterflies' wings causes temporary insanity. If a PC rolls against his/her STA successfully, s/he does not go insane.

If any PCs go insane, the GM should take those Players aside and instruct them to role-play subject to these three conditions:

- 1) Insane Characters are convinced the party should break the Staff of Balance and will advise the Staff's bearer to swing the Staff as hard as possible against the ground.
- 2) Insane Characters will engage in NO MELEE until the quest is completed.
- 3) Any other (non-violent) actions Players deem fit for someone who has lost their sanity is encouraged.

Characters who are temporarily insane will not, under any conditions, sustain damage. The insanity ceases the moment the Staff of Balance is broken.

31: The Ultimate Chaos

NOTE: From this point on, until someone in the party breaks the Staff of Balance, everyone experiences ultimate Chaos; the path leads through an endless sequence of rooms.

In each room is found a hostile set of monsters that automatically attack. Each set of monsters has 100 gp

treasure. After the initial five encounters, each set consists of 1D6 monsters of 4 HTK dice or less.

The first few sets of monsters are:

- 1) Six skeletons
- 2) Four bugbears
- 3) Five orcs
- 4) Six giant rats
- 5) One land shark

(6) Skeletons

AC: 7
HTK: 3, 5, 5, 6, 6, 7 (1D8)
MV: 12", AL: Neutral
AT: 1, DM: 1D6
INT: Non-
THACO: 20, SZ: M
Weapons: short sword
Specials: Do 1D6 HTK no matter what weapon is used.

Suffer only half damage from sharp and/or edged weapons; blunt weapons and fire do normal damage.

Not affected by Sleep, Charm, Hold and cold-based spells.

Holy water does 2D4 HTK of damage per vial.

(4) Bugbears

AC: 5
HTK: 14, 22, 25, 25 (3D8+1)
MV: 9", AL: C. Evil
AT: 1, DM: 2D4 or by weapon
INT: Low to Average (Low)
THACO: 16, SZ: L
Specials: Surprises opponents 50% of the time.

(5) Orcs

AC: 6
HTK: 3, 3, 4, 4, 5 (1D8)
MV: 9", AL: L. Evil
AT: 1, DM: 1D6 (short swords)
INT: Average (Low)
THACO: 20, SZ: M
Weapons: short swords

(6) Giant Rats

AC: 7, HTK: 1, 2, 2, 4, 5, 6
MV: 12"/6", AL: Neutral (Evil)
AT: 1, DM: 1D6
INT: Semi-
THACO: 20, SZ: S
Specials: Any creature bitten by a giant rat has a 5% chance per wound inflicted of contracting a serious disease unless a successful save vs. Poison is made.

(1) Land Shark

AC: -2/4 (eyes)/6 (under crest)
HTK: 48 (9D8)
MV: 14"(3"), AL: Neutral
AT: 3
DM: 4D12/3D6/3D6
(bite/kick/kick)
INT: Animal
THACO: 12, SZ: L
Specials: Usually fights with its

front feet and gaping maw, but, when cornered or seriously injured, it can jump up to 8' in the air with blinding speed and strike with all four feet (doing 3D6 HTK of damage with each of the rear feet as well).

GM NOTE: Continue to have the party encounter more monsters until PCs break the staff (see the standard rule book for additional monster statistics).

When PCs break the staff, continue with **Section 32: The Final Ritual**.

32: The Final Ritual

When you swing the Staff of Balance, two things happen at once. First, the staff begins to sever. Second, the gnome alchemist is standing beside you. Your traveling companions, the myna bird, the yellow mouse, the flaming imp, and an ice crystal dragon statue reappear and face the gnome.

Continue with **The Ceremony for Air**.

The Ceremony for Air

Your traveling companions and the gnome alchemist take part in some sort of ceremony. The alchemist turns to the myna bird and asks, "Who Are You?"

Before answering, the bird changes into a large transparent dragon. "I am Air," the dragon says.

"WHAT ARE YOU?" the gnome asks.

"I am the smells of the seasons, the sounds of life, and the lash of the hurricane."

"WHO ARE YOU?"

"I am not!" The dragon is gone. Air disappears. You are still alive, but your bodies have ceased breathing.

The Ceremony For Water

The alchemist turns to the ice crystal dragon and asks, "WHO ARE YOU?"

The ice dragon grows to an immense dragon, thirty feet at the shoulder. The dragon answers, "I am Water."

"WHAT ARE YOU?" the alchemist asks the dragon.

"I am the grinder of mountains, the sweet rains, life's blood," it replies.

"WHO ARE YOU?" the alchemist repeats.

"I am not!" the dragon answers. Water disappears. You are still alive, but you become mummified.

The staff still swings on its slow arc towards the ground.

The Ceremony for Fire

"WHO ARE YOU?" the alchemist asks the flaming imp.

Before answering, the imp grows, becoming a giant flaming dragon. "I am Fire," the dragon says.

The alchemist looks into the dragon's eyes and asks, "WHAT ARE YOU?"

"I am heat, destructive safety, the heart of the star, the smallest movement possible."

"WHO ARE YOU?" the alchemist asks again.

"I am not!"

The universe becomes very dark, and very, very cold.

The Ceremony For Earth

"WHO ARE YOU?" the alchemist asks the yellow mouse.

"I am Earth." You are aware that a giant earth dragon has joined you. The mouse is gone.

"WHAT ARE YOU?" the alchemist asks.

"I am the smallest grain of sand, the tallest peak, solid substance."

"WHO ARE YOU?" the alchemist asks a final time.

"I am not!" Everything solid is gone. Your bodies are gone. While the four ceremonies have been taking place, you have continued to be aware of the Staff of Balance swinging towards the ground.

The alchemist is still with you, watching you expectantly. You are not solid substance — yet you are somehow able to speak if you so desire.

The Ceremony For The Keeper of all Things

The only prophecy left to fulfill is the administering of the final ceremony, which must be administered to the alchemist. If the PCs don't begin by asking the first question, ("Who are you?"), the alchemist will say, "Now

there is only one thing left to do according to the prophecies. Do you not wish to know who I am?" When the PCs respond with "Who are you?" followed by the rest of the appropriate questions, her answers are: "I AM" (when asked "Who are you?") "I AM" (when asked "What are you?") "I AM NOT" (when asked "Who are you?" the second time.)

Following the third question to the alchemist, read the following to the Players:

The staff shatters. You see the Worm and Fez with two red dragons locked in combat within a vortex.

Then the vortex curls into itself. The Worm swallows its tail. As the Worm is caught, Fez, the two dragons, and all of you are caught in the vortex.

There is a terrific explosion! Entire constellations are created before your very eyes. One is the constellation known as **The Fez and the Two Dragons**.

It seems that this is the end

You hear beautiful music. Then the music ends. You are where you started, in the inn known as **The End**. Robbe, an extremely talented minstrel, has just completed singing the long ballad known as **The Wizard's Dilemma**.

In the bar are four soldiers, four peasants, the barkeep, and his daughter. The girl begins to skip rope. She sings:

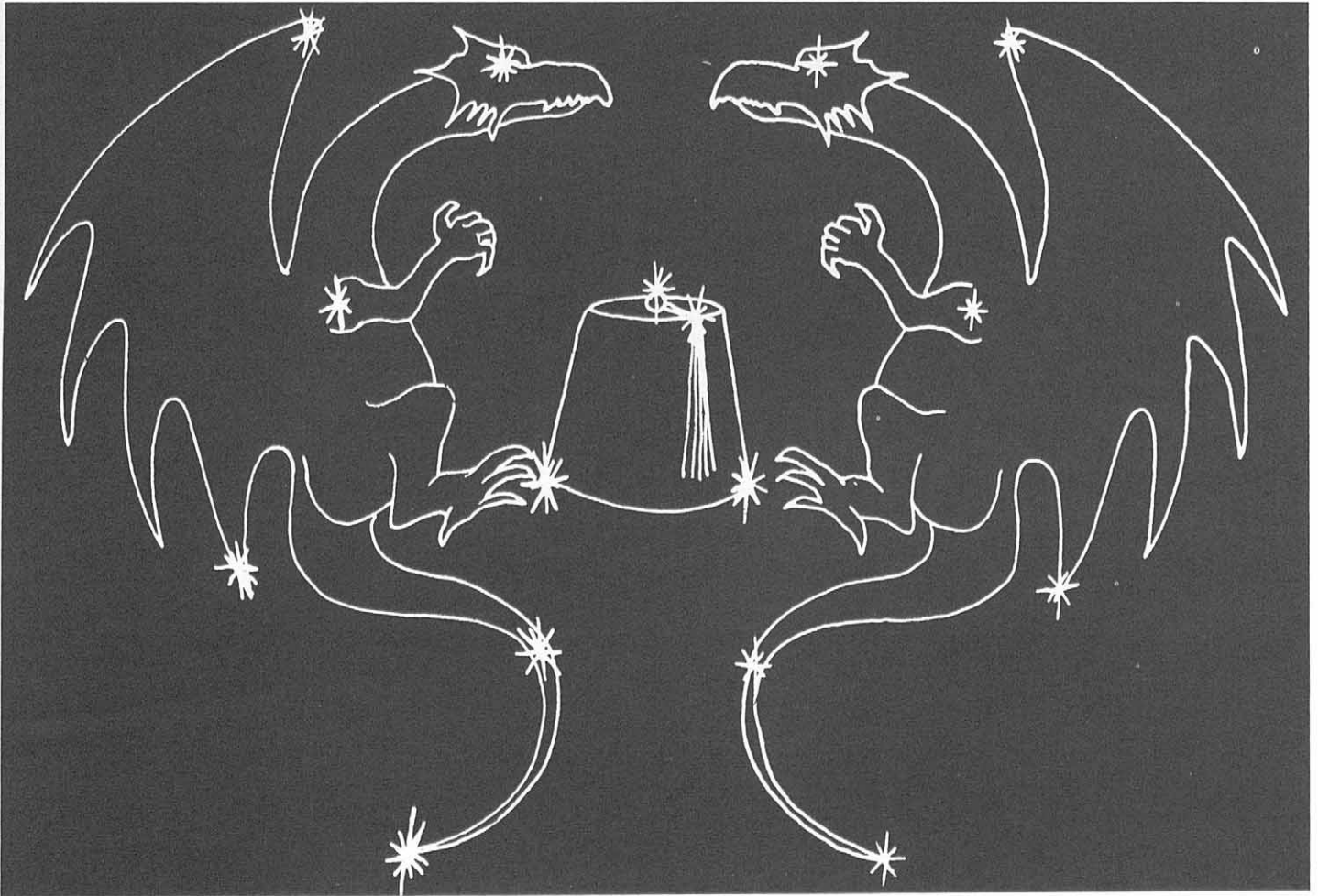
*"Last night I saw upon the stair,
A little man who wasn't there,
He wasn't there again today,
Gee, I wish he'd go away."*

The Bard's tale seems real. You notice a small, black feather in your beer. In the distance, someone is giggling.

The author of the girl's poem is anonymous. Now read the *Epilogue* to the Players.



Epilogue



Astrologers argue whether or not the outer ring surrounding the constellation known as the 'Fez Hat' represents eight adventurers, or whether these stars represent a pair of true dragons

The adventurers found that no one believed their incredible story of a "Walk through Chaos."

There are several possible explanations as to how eight people thought they went on an epic quest to restore

*the Balance between Law and Chaos. The most plausible explanation is that the adventurers were simply captivated by the minstrel's singing of the ballad known as **The Wizard's Dilemma**.*

The most conclusive evidence against the credibility of the story the eight adventurers tell is that no one has ever successfully managed time travel.

Fifty years after the story was first told, a Tribunal of the Wise was called together to investigate the incredible

story. The final two sentences of the Tribunal's report read: "We are forced to conclude there has never been a wizard named Fez, at least not a wizard named Fez capable of time travel. Such magic is not possible in the universe as we know it."

AUTHORS' NOTE: If there had been a series of Fez adventures, this would be

THE END.

How To Use This Book

Standards terms/abbreviations 'D' is used as an abbreviation for "die" or "dice". 1D20 means roll one 20-sided die; 1D100 (or D%) means roll two 10-sided dice sequentially, generating a percentage or number between 01 and 00 (read 00 as 100); 3D6 means roll three 6-sided dice and add the results for the sum, etc..

Value assumes that the value of one gold piece is about \$20 in current U.S. dollars. An income of 10 gold pieces (or gp) would be a very profitable day for a merchant, but 1-5 gold pieces is a more likely sum for a day's effort. Henchmen's wages are usually 2 gp per day per 2 Skill levels, with a dramatic increase for jobs that are perceived to be dangerous.

Armor Class works on a scale in which a lower number is better. A Character with no armor has AC: 10 (unless otherwise stated within a Character's race statistics). A shield adds one to make it AC: 9; chain mail is AC: 5; and plate and shield is AC: 2. (See the standard rule book for details).

HTK means Hits To Kill. This is the number of points of damage that a Character or monster may sustain before being killed. Player Characters and Non-Player Characters determine how many HTK they have by rolling one die for every Skill level they have (unless otherwise stated); the number of sides the die has depends on the Character's class (see standard rule book for more information on determining how many HTK PCs and NPCs have).

Monsters always use 8-sided dice to determine how many HTK they have. The number of dice used is indicated in parenthesis for monsters.

Movement (MV) is the speed of a Character or monster on a constant basis. It can be adjusted to whatever scale is needed by adjusting ground scale accordingly (the most common is 1 square or hex = 10 feet).

There may be two or more numbers given. This indicates that the Character or monster can travel in more than one mode (see standard rule book).

THACO is a convenient statistic meaning "To Hit Armor Class 0." When you know a Character's or monster's THACO, you will know the number required to score a successful hit on 1D20 (or multiply that number by 5 to get the percentage chance of success). A target's Armor Class is subtracted from the attacker's THACO to obtain the required die roll on 1D20.

For example, if a Character's THACO is 16 and his target is wearing chain mail with no shield (AC: 5), the Character needs to roll 11 or less on 1D20 (16-5=11) or roll 55% or less on a D% (11 x 5% = 55%).

Characteristics (or attributes, ability scores, or statistics) are derived from 3D6. The lowest score for a human is 3 and the highest score is an 18/00 (see standard rule book for more information).

Spells: A series of numbers given in a Character's statistics indicates the number of spells per Skill

level that the Character has. For example, 3/3/2 means that the Character has three Skill 1 spells, three Skill 2 spells, and two Skill 3 spells. (See the standard rule book.)

Saving Throws (save vs.): Saving throw values are listed for each Character class in the standard rule book. To make a successful saving throw, a Player must roll the saving throw value or higher on 1D20. A successful saving throw often reduces or negates certain types of damage.

Saving throw bonuses are added to the number the Character rolls on 1D20. For instance, the save vs. Breath Weapon for a Skill 4 cleric is 15. He must normally roll a 15 or higher to save vs. Breath Weapon; if he is wearing armor which gives a +2 vs. Breath Weapons, however, he need only roll a 13 or higher to make a successful saving throw (13+2=15).

Saving throw penalties are subtracted from the number a Character rolls on 1D20. For example, the same Skill 4 cleric suffering a -2 penalty vs. Breath Weapons would have to roll a 17 or higher to make a successful saving throw (17-2=15).

Ability Rolls on a Character's statistics work much like saving throws. On certain occasions, your Character will be directed to "save against" a basic statistic.

For example, if a Player wants his Character to detect a lie or get information, he may have to save on a die roll against his Insight (INS).

Roll 1D20 for all ability rolls. If the resulting number is *equal to or lower than* the statistic, the save is successful. With such a roll, a Character is able to tell if a person is lying, for example.

Ability rolls are often modified. If instructed to make an INS ability roll (roll against a Character's INS) at +3, add 3 to the die roll. For example, if a Character's INS is 12 and rolls a 10, he fails to make the save (10+3 = 13).

Reading the Entries

Each entry in this book has two sections. What the GM reads to the Players is printed in *italic type*. This section is followed by three asterisks, as follows:

The portion of the text that tells what the GM should know is printed in regular (Roman) type.

Any information that is of special interest to the GM in conducting the adventure will be indicated by the words: **GM NOTE** or simply **NOTE**.

EXAMPLE:

Cascade

11: Entrance to Cavern Level II

A small waterfall flows from a hole in the center of the ceiling. It feeds a stream that cuts

through the cave and flows down the passageway to the east.

The hole in the ceiling is about 8' in diameter and it leads up vertically. The rush of falling water is not sufficient to impede a climbing attempt.

NOTE: This hole in the ceiling is the only access to Cavern Level II.

In some cases, the party will confront more than one opponent in a cave or room. When this happens, the number of attacking opponents will be shown in parenthesis before the opponents' name or monster type, as in this example:

(6) Dire Wolves

AC: 6

HTK: 12x2, 18, 21, 27x2 (3D8+3)

AT: 1, DM: 2-8

MV: 18", AL: Neutral

INT: Semi-

THACO: 16, SZ: M (L)

ABBREVIATIONS

STR.....	Strength
INT.....	Intellect
INS.....	Insight
DEX.....	Dexterity
STA.....	Stamina
APL.....	Appeal
HTK.....	Hits To Kill
AC.....	Armor Class
MV.....	Movement
AL.....	Alignment
AT.....	Attacks
DM.....	Damage
SZ.....	Size
THACO.....	To Hit Armor Class 0
L. Good.....	Lawful Good
L. Neutral.....	Lawful Neutral
L. Evil.....	Lawful Evil
N. Good.....	Neutral Good
N. Evil.....	Neutral Evil
C. Good.....	Chaotic Good
C. Neutral.....	Chaotic Neutral
C. Evil.....	Chaotic Evil
PC.....	Player Character
NPC.....	Non-Player Character
cp.....	copper piece(s)
sp.....	silver piece(s)
ep.....	electrum piece(s)
gp.....	gold piece(s)
pp.....	platinum piece(s)
GM.....	Game Master
S.....	Smaller than man-size
M.....	Man-size
L.....	Larger than man-size
PP.....	Pick Pockets
OL.....	Open Locks
F/RT.....	Find/Remove Traps
MS.....	Move Silently
H in S.....	Hide in Shadows
HN.....	Hear Noise
CW.....	Climb Walls
RL.....	Read Languages

*Mountains move hundreds of miles overnight!
Fez™ placed in mortal danger!
Sentient bed chased by metal-eating monster!*

Fez

A midst an already-strange world which has been turned inside-out, Fez, the Wizard of Time Travel, faces the ultimate choice: cease to exist and set the universe right, or seek his long-lost daughter and allow the universe to destroy itself. You are Fez's only hope for survival! Only by fulfilling a set of ancient prophecies can you enable the wizard to remain alive and be united with his child.

Fez VI: **Wizard's Dilemma** is the sixth and final chapter in the unique and popular Fez series, which places you in situations never before experienced by fantasy role-players. In a universe where anything is possible, you can meet talking mice, appear on a game show, be harassed by a smart aleck minah bird, and even serve on a jury while one of the Fez authors appears as a gorilla and is brought to trial!

Each of the Fez adventures can be played by itself or in sequence with the other Fez modules which include: **Wizard's Vale**, **The Contract**, **Angry Wizard**, **Wizard's Revenge**, and **Wizard's Betrayal**. **Fez VI: Wizard's Dilemma** includes these special items: Singing Sword, Staff of Balance, the Lich's Staff, as well as information for the use of blasters. This adventure is for 4-6 Player Characters of Skill levels 4 to 6.



ISBN 0-912771-85-2

0389-745MFG7.00



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