

THE CHEST

BY
AARON FAIRBROOK



After being cautious and much debate, the chest finally opens and you see a bright light.... and stairs going down?! An adventure for level....well, I guess it depends on which path is chosen as this doesn't follow a balanced encounter approach!



THE CHEST

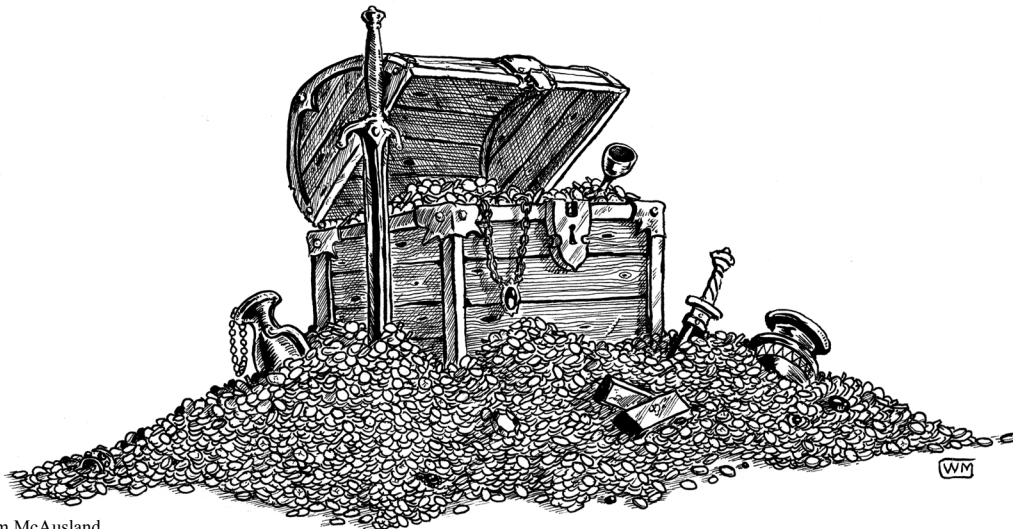
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Artist: William McAusland

Author's Note

I want to thank my patrons for supporting this adventure on my Patreon. The weapon created by my Patreon's Creation Station is **Dawnguard**. Thanks for your support! <https://www.patreon.com/malrexmodules>

There is no purpose, no reason, no why and no suggested character levels. No hooks, no main villains, no huge storyline. This short adventure deals simply with a chest that can be put almost anywhere for your greedy players and can be adjusted as needed by the GM. Ok, I take it back....maybe there is a purpose after all. Perhaps the purpose of this adventure is for the delight of the GM for one brief moment, for instead of excited players cautiously opening another random chest once again overflowing with treasure and magic items.... the GM will only be met with looks of confusion, head scratching, bewilderment and perhaps a few 'huh?' 's. For there is no simple treasure in this chest, no expensive clothing, objects of art, or magic items....Nope.....There is just simply stairs leading downwards. In fact, there's your hook! Stairs descending downwards inside a chest. Simple. Perfect. Sure, the players may only nibble at your hook at first, as most will close the lid, move the chest, and re-open it, but the result is always the same. Stairs leading down to the unknown...Enjoy!

"The Chest" is an adventure for use with the For Gold & Glory ruleset. **For Gold & Glory and FG&G are trademarks of Justen Brown. This work is not affiliated with Justen Brown.**

BACKGROUND

Greed.....and the lust for gold and treasures. Both aspects can make people do funny things to protect their valuables from thieves. Jhorgek the Haggler is one such victim of greed and always worried about his loot. Long ago, through his own magic and help from exceptional craftsmen, Jhorgek had a chest created to help organize, store, and protect his loot. In fact, with all the hours of counting coins and organizing his vast treasures, he even built a place to sleep and live amongst his treasures. The chest began to create its own guardians and traps to watch over and protect the treasure, loyal only to the owner of the chest. **And to become the owner of the chest, one must simply spill a drop of their own blood and place a correct coin type into each vault and then wait a full day.**

But over the years, treasure still could not save Jhorgek from time and with his death, the chest switched owners over and over, eventually becoming lost in the wilds, until now.....

THE DUNGEON

Unless otherwise noted, the whole dungeon is lighted by a continual light spell and immaculately clean—no dust, no cobwebs, and most doors are easily opened. The smooth, stone walls are not carved blocks, but seemed to have been carved out of one single block of stone. Please refer to the Appendix for New Monsters.

WANDERING ENCOUNTERS

Roll every hour of travel with a result of 1 or 2 on a d10 generating a result:

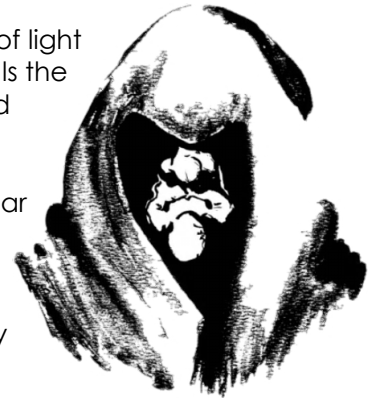
Roll	Encounter
1	(1) Gelatinous Cube: AC: 8, Move: 6, HD 4, hp 30, THACO 17, Attack: 1 (2d4 touch), Size L (10' cube), Morale 10, XP 2,000. Special: Electricity immunity, engulf, paralyzation, surprise, spell immunities. This cube is the reason why everything is so clean. Doors automatically open for it except the various vault doors and the Hearth Door (Area # 11). A human skeleton is within.
2	Coin Mites —The first trial of dungeon cleaning before the Gelatinous Cubes, the Coin Mites are the size of a regular ants and toil endlessly moving loose coins to their correct vault, and usually in groups of 15-20. They scatter at the party's approach and are harmless, leaving a random single coin.
3	Noise: Loud locking noises or the grating of stone on stone can be heard. Perhaps the fountain in Room #3?
4	Wind: A swift, unnerving breeze rushes through the place disrupting cloaks and open flames (if any).
5	Scalene's portal: A violet and reddish hued sky-rip violently erupts out of nowhere, releasing a cacophony of crackling lightning and spewing an odd, damp mist through the jagged edges, but closes and disappears almost immediately, leaving only traces of an ozone scent.
6	Strange: <i>Dancing Lights</i> flit and scatter down the halls, eventually disappearing. One of the first trials of keeping the vaults lit.

THE CHEST

The chest is made of solid Black Ash wood, tediously carved of a relief of a dragon lying upon an impressive treasure hoard with one eye open. The lock is centered on the nostrils of the dragon, but is currently unlocked. It weighs approximately 50 pounds.

If Opened: A inky velveteen blocks the contents of the chest, with light escaping outwards along its edges.

1. Entrance: The liberation of light from the open chest, reveals the top of two ominous hooded stone statues flanking a claustrophobic 30 foot stairway leading down. Near the bottom, the stairs widen, matching the flowing robes of the statue as the stonework eventually merges into the floor.



Artist: Robert Hemminger

The cramped room contains the beginning of a shiny, copper-plated steel railroad that hugs the left wall and travels down a lengthy corridor. A mining cart rests approximately 10 feet down the hallway.

- Miner's cart is empty. Wheels are greased and are completely silent if moved.
- Passage extends for 300 feet!

2. The Door: The mining cart tracks curve slightly and end on the west side of the room with another mining cart (empty). Immaculately carved stone door with petroglyphs of chests, boxes, bags, and other various containers surrounded by spilled coins and a gold plated scale, perfectly balanced, set in the middle.

- When/if the door is touched, a series of unlocking clicks and rumbles, as if several locks are being opened sound throughout the chamber, and the door opens on its own accord.

3. The Fountain: A massive, marbled man's head, cocked at an angle and staring at the ceiling, has water bubbling out of holes from atop its head that trickles down and collects in a shallow fountain bowl. On the outside part of the bowl, faint stone-carved writing can be gleaned that face each plated door of copper (10 gp), silver (50 gp), gold (100 gp), electrum (250 gp) and platinum (350 gp) that lead out of the room. A echoing, booming voice erupts from the head, "Copper, silver, gold, electrum, or platinum?"

- If the party says one of the types of coins, the respective door will open upwards with a great rumbling.
- The faint writing will take time to discern and provides a short, but boring history of the different valuable metals and their characteristics. A clue, (for Room #7) is that in the electrum history section it refers to it as 'white gold'.
- Every time the room is entered, the head will have moved into a different position—sometimes face-down in the water, or water gurgles out of its mouth, or tears, etc. The question will always remain the same and with clarity. The other doors will not open without the verbal command of the coin type by the characters.

4. Copper Mine: Spider webs of copper ore veins are imbedded into the rough-hewn stone passageway. Gravel, rubble, and large hunks of copper ore litter the floor and crunch when (if) walked upon, disrupting the otherwise eerily quiet passage.

- Halfway down the hall are half-rotted corpses of four hobgoblins (or other humanoid suitable in the GM's campaign). Corpses have low quality equipment and nothing of value.
- Mining and smelting the copper ore veins and chunks could take weeks for a character with the mining (or similar) non-combat skill, but could potentially yield 2,400 gp.
- In each open cavern there are 100 copper coins scattered about. Five Copper Guardians are in each room. Sounds of battle will bring them all to the battle location in 1d4+1 rounds.

(15) Copper Coin Guardians: AC: 6 (special), Move: 9, HD 2, Hp 12 each, THACO 19, Attacks: 1 or 3 (1d6, fist or 1d3 range*), Size S, AL N, XP: 65.

When defeated, Copper Coin Guardians shatter (not harmful) into a pile of 30 +1d20 copper coins.

5. Silver Room: The short stone passage becomes encased in silver that covers the walls, ceiling and floor inside the room. A silvery, sloshy muck covers the room's floor, approximately one foot deep.

- Once room is entered, three silvery forms (Silver Guardians) will begin to arise out of the silvery muck and form in 1d3 rounds. Their facial features will match some of the party members.
- If the Silver Guardians are defeated, the room's floor will quickly harden and characters will need 1d4 rounds to chip themselves out.

(3) Silver Guardians: AC 3, Move 12, HD 3, hp 22 each, THACO 17, Attacks: 1 + Special (1d8+2 or spit), Size M, AL N, XP: 120

When destroyed, the Silver Guardians leave behind 100 sp. Collected chipped silver can be sold for an extra 400 sp. For those who are very greedy and stubborn, chipping out the floor, walls, and ceiling could potentially yield 3,000 gp after several weeks of work.

6. The Golden Lord: Two Gold Guardians stand guard to either side of a door.

- They will not attack, unless attacked first or if they *Detect Evil*.
- If door opened:

The door opens to a sprawling, enormous cavern that is completely covered in a golden hue. From atop a cliff in the northern corner, golden liquid springs forth from giant, cupped, golden hands (statue), creating a blinding curtain of gold from a rushing waterfall as it descends the cliff and enters short stream to a golden pond along the eastern wall. Several Gold Guardians stop moving about the room and stand to attention. Suddenly, the tinkling sound of falling coins from the cliff top betrays the presence of an enormous beast lounging on a pile of gold coins....a dragon!

- The dragon will begin to chuckle and seem to be in good spirits for having visitors. The Gold Guardians will not attack unless commanded by the dragon, Ghalamudru--the Golden Lord.
- Ghalamudru has a corny humor, but a quick wit. "You can tell your gold chalice is 'fake' if you leave the room and it talks poorly of you". He is very fond of playing games that involve strategy or of riddle solving (a few gaming pieces/board games are available for this purpose) and enjoys telling and listening to stories. He knows quite a bit about the Chest (see below). He will only attack if threatened.



Artist: Jacob Blackmon

(2 outside, 15 inside) Gold Guardians: AC: 1, Move 12, HD 5, hp 35 each, THACO 15, Attacks $\frac{1}{2}$ (1d8+3), Size M, AL N, XP: 175. Gold Guardians look like featureless, and sexless humans who wield spears and a large gold coin as a shield. They can detect evil. When defeated, Golden Guardians change to 100 gp.

(1) Gold (old) Dragon (Ghalamudru: the Golden Lord): AC: -8, Move 12, fly 40 (MC 3), swim 12, HD 20, hp 150, THACO 1, Attacks 3 (1d10+8 two claws, 6d6+8 bite), Size G (128 feet long), Morale 18, MR 50%, AL LG, XP 27,000. Special traits: Breath weapon (16d8 +8 damage), fire and poison immunity, spells.

Spells: (1st) *Magic Missile*, *Wall of Fog* (2nd) *Stinking Cloud*, *Web* (3rd) *Haste*, *Wind Wall* (4th) *Confusion*, *Ice Storm*

Priest spell (1st) *Create Water*

Treasure: There is a total of 15,000 gp scattered about the room. The rest of Ghalamudru's treasure is in a different lair. Despite the vast amount of gold (walls, floor, ceiling, etc.) covering this room, including the golden liquid of the stream, attempts to chip, collect, and leave with the gold (besides the coins) will disappear if it leaves the room.

Ghalamudru is bound to this room, but may teleport at will outside the chest to his other lair and/or teleport back. The Golden Guardians will follow any commands from Ghalamudru. Ghalamudru knows:

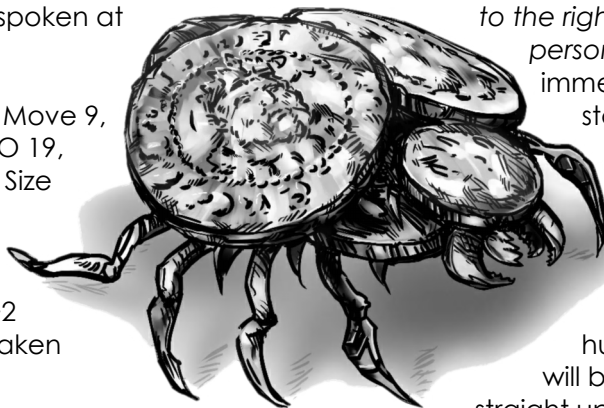
- The chest is an extra-dimensional space. Each door leads to an area where one can leave coins.
- He has not seen the past inhabitants of the chest in some time, but their leader was named Romagris, a mage.
- If coins are not left in the correct, specific room, they will eventually fade away (if not moved by the Coin Mites.)
- In order to open the Dragon Door (Room # 9), blood from the new owner will need to be dropped in each chamber that symbolizes coins or gems (Rooms 4, 5, 6, 7, 9, and 10) as well as placing the appropriate coin or gem in each room.
- Something strange has been happening as more guardians seem to be appearing and bolstering up the defenses. Ghalamudru was able to command the Dragon Door not to open, as it has trapped something within. Ghalamudru does not know what sort of creature is trapped within or if it's still there.
- Ghalamudru knows the answer to the riddle of the door to Room #7, but will not share it unless given 100 gp or is challenged and beaten by a game of wits or strategy.

7. The Electrum Room: The door to this room has a relief of a face, plated in electrum. When approached, the mouth moves and speaks:

"Riddle time! Get ready,
And may your answer be steady,
I am gold and silver,
mixed together,
Electrum is what most label me,
But some won't let that be,
For after they scratch and bite,
They call me gold that's _____."

- Correct answer is 'white'. A correct **or** incorrect answer will open the door. However, a correct answer will cause the Coin Scarabs (see below) to scuttle off through cracks in the walls.
- Inside the room are eight piles of electrum coins (225 ep total) and three electrum humanoid statues (500 gp each, 600 lbs) recoiling in horror (2 dwarves and a halfling).
- If coins are collected or the piles touched, the Coin Scarabs will attack unless the correct answer was spoken at the door.

(8) Coin Scarabs: AC: 8, Move 9, HD 2, hp 10 each, THACO 19, Attacks 1 (1d4+special), Size T, AL N, XP: 65. These particular Coin Scarabs look like electrum coins. If defeated, 1d8+2 electrum coins can be taken from them.



Artist: Matt Morrow

8. The Janitor: These spotless passages with access to most of the dungeon through secret doors is the home of a Gelatinous Cube.

- 50% that the cube is roaming the hallways.
- If the Chest is reset, the Gelatinous Cube will never attack the owner and can follow simple commands but will never leave outside the chest.

(1) Gelatinous Cube: AC:8, Move: 6, HD 4, hp 30, THACO 17, Attack: 1 (2d4 touch), Size L (10' cube), Morale 10, XP 2,000.

Special: Electricity immunity, engulf, paralyzation, surprise, spell immunities.

Treasure: Only a human skeleton is within the cube.



Artist: Patrick E. Pullen

9. The Dragon Door: The stone doors in this room are plain, except the western door. The western door has an intricately carved relief of an impressive dragon reared up with outspread wings and spewing flames.

- If the Chest has not been 'reset', the dragon door will remain closed. The door will feel hot to those that try to open it beforehand, and begin to cause damage after second attempts (1d6 damage).
- On third attempts the dragon will belch flames in a 15' cone in front of it for 3d6 damage each round for 3 rounds. **Important note:** This particular door is immune to the Knock spell unless cast by someone of 6th level or higher, however teleport, passwall, etc. and other travel type spells will still work.
- The door will eventually speak after belching flame, "The Golden Lord commands that I remain closed for now, this is for your own good." If asked questions or spoken too, it will merely repeat this over and over and over...

10. The Platinum Sphere: The door to this room, slides to the right and will attempt to close after the last person enters through. This room is an

immense, seamless sphere made of smooth stone and the entry is half-way up the sphere wall. Random platinum coins are strewn about the floor (150 pp total) and six huge disks (Platinum Guardians) lay flat within the sphere.

- As soon as the door closes or if someone enters the room/sphere, the huge platinum disks (or coins) (10' high), will begin to wobble and eventually stand straight up on their edge. They will begin to roll around the room, up and down the walls and begin to target party members.

(6) Platinum Guardians: AC: 0, Move: 18, HD 5, hp 35 each, THACO 15, Attack: 1 (3d6 damage), Size L, AL N, XP 175.

Treasure: When defeated, Platinum Guardians shatter into piles of 100 pp. Near the north wall lies **Dawnguard.**

Dawnguard

Dawnguard is a magical **Morning Star +3**, that appears to mimic the sun, with the head as the sun, and the spikes as the sun rays. Instead of emitting light, it radiates actual daylight, providing warmth and light to a 5 foot radius. Vampires, undead, and other creatures effected by daylight will take double damage. Priests and temples who worship sun or similar deities would pay a hefty sum to get it back in the ranks of their church.

11. The Gem Den: Gems and jewelry littered on the floor sparkle from the strange light source throughout the area. A stout, swirling and shifting chromatic statue, made from gems and valuable minerals dominate the center of the room. Its head begins to swivel up when the door opens.

- The Jewel Golem has gone insane and will attack on sight, but will never leave the room.

(1)Jewel Golem: AC -1, Move 9, HD 8, hp 60, THACO 13, Attack: 2 (1d12+2 + special), Size L (8' tall), AL CN, XP 1400. The Jewel Golem is surrounded by a Aura of Chaos due to the **Chaos Gem** which serves as its heart.

Treasure: 100 different types of gems (rubies, sapphires, emeralds, citrines, garnets, etc.) worth 1 gp each, 6 jeweled necklaces worth 800 gp, 400 gp, 300 gp, 275 gp, 80 gp, and 40 gp., 5 pieces of jade worth 40 gp each, 1 onyx worth 50 gp, 1 obsidian shard worth 20 gp, and a fist-sized diamond worth 2,000 gp.

The Chaos Gem

This gem is a violently swirling purple gem that serves as the Jewel Golem's heart and will take 2d6 rounds to chip out if the golem is defeated. The main power of the **Chaos Gem** is that it strengthens magic of the bearer to allow all spells below 4th level to be cast as if the caster was one level higher. The drawback of the gem is that there is a 25% that any spell directed at the bearer, good or bad, will go chaos and a roll must be made on the Wand of Wonder or similar random magic effect table. The gem itself is worth 7,000 gp.

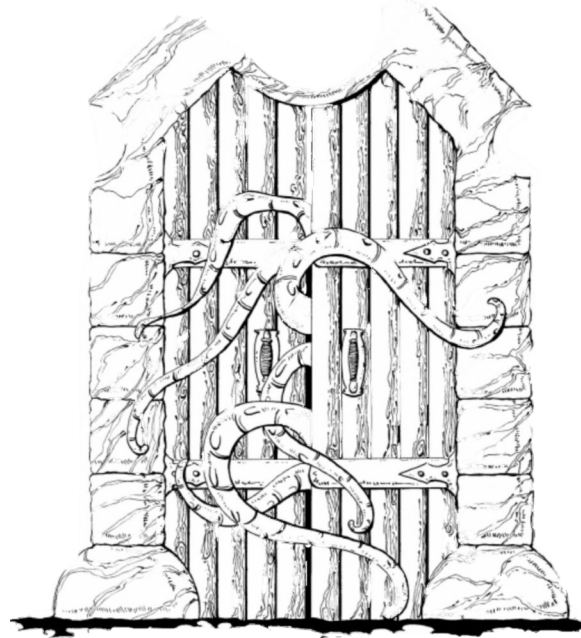
12. The Hearth: *This section of the dungeon (rooms 12-14) is dark.* A massive, stone-carved, open-mouth dragon forms the fireplace that monopolizes the northwest corner. The dragon's maw is currently cold, and logs litter the floor in front. The dragon horns reach up to the ceiling and its flared nostrils suggest smoke may escape from them.

A stout wood-planked table is split down the middle, plush, comfortable chairs are sprawled across the room and a cracked keg sits in a stained puddle. Three arrows are sunk into a disheveled bookshelf in the southeast part of the room. The doorway to the north is only splintered wood with a peculiar jellied slime puddle at its base.

- It's evident some sort of battle occurred in this room. The jellied slime puddle is sticky.
- The three arrows are elvish make but no special properties.
- The bookshelf consists of ink, parchments, and books of cooking (5 gp), botany (25 gp), a history of war in a far off region (110 gp), a half-finished book about magic portals (35 gp), a half-finished book about different dimensions (150 gp), a

guestbook with 23 names, and a diary. The diary belongs to Jhorgek the Hagglor and contains a key inside a hollow of the book (see Appendix). The key is for the Chest itself.

13. Bunk Room: Splattering of jellied slime stain the walls and floors down the passage towards this room. The door to this room is ajar and an alien, wheezing-like noise can be heard from within.



Artist: Robert Hemminger

Inside, the room contains a macabre scene of half-eaten corpses, half-decayed skeletons, congealed puddles of blood and body parts mixed with broken furniture and scattered wood splinters. Some corpses are stuck to the wall by jellied slime.

- The wheezing comes from a bulbous, floating, uneven, triangle-shaped creature with several different colored tentacles emerging from it—blue, green, red, and black. The point of the 'triangle' points down, and a wicked mouth sits on top of the base. It seems to have one eye on each triangle face.
- It will attack the character with the most magic items or who is a spellcaster.

(1) Scalene: AC: 4, Move 12, HD 9, hp 68, THACO 11, Attacks: 5 or 6 (See Appendix), Size L, Morale 14, AL CE, XP 2,000.

Treasure: One corpse is still wearing **Anklets of the Anchor**. Inside the Scalene, a skeletal hand still wears **Falconhand** and three pieces of matching jade jewelry (earrings- 125 gp, necklace-300 gp, bracelet—200 gp).

Anklets of the Anchor

These anklets are simple silver chains that connect by a sapphire clasp. When worn, the wearer can command the anklets to increase their weight by five times for three times a day for 5 rounds. Thus, a 200lb man would become 1,000lbs. The increased weight can make it difficult for the wearer to be moved or picked up. 10% of the anklets are cursed and increase the weight of the wearer when swimming in water that's over six feet in depth.

Falconhand

Falconhand is a black leather glove with silver stitching. When held in the air and the command word spoken, a silver falcon will appear in 1d4 rounds and land on the glove. The silver falcon can be called upon three times a week and can stay around for 12 hours each time. The falcon can be commanded to scout, hunt, attack, and other simple commands. When scouting, the silver falcon can telepathically communicate with the glove owner up to 1 mile away on what it sees, although it's vocabulary is limited.

(1) Silver Falcon: AC: 5, Move 1, fly 36 (MC 2), HD 1 hp 8, THACO 20, Attack: 3 (1 damage with 2 claws, 1 damage beak), Size S, Morale 12, XP 35. The Silver Falcon can effect creatures requiring magical weapons to hit.

14. Bed Chambers

- Simple rooms with small bed, foot locker, small table, chair, and a candle.

CONCLUSION:

Jhorgek's Chest can be a potential powerful magic item for the players. The GM is encouraged to put their own restrictions if necessary to the chest if the players abuse its power. Some suggestions are an increase in the random attacks of Scalenes, or perhaps the party can become trapped if the lid is closed, or there is a time limit (12 hours) for how long the party can reside inside.

Once reset by one character, guardians will slowly start to form to help protect treasure. The more treasure that is stored in the chest, the more interest it will draw from the Scalenes, and thus, more guardians will be formed.

Jhorgek the Hagglers' Diary:

Besides a boring life story of a wizard infatuated with wealth, the diary explains the inner workings of the chest, and how rooms had to be 'reset' by the owner offering at least a drop of blood once a year in each room along with the correct coin for each vault. Once reset, the Guardians of the Coins will not harm the 'owner' and will protect the coins. The number of Guardians increase slowly over time or when the chest feels threatened. A long story is included about how a pact was made with Ghalamudru the Gold Dragon to guard the gold vault. Finally, a unfinished section of a lurking danger from a race of creatures known as the Scalenes, which come from a different dimension. These creatures are attracted to wealth and magic and will feed on the contents of the chest.

APPENDIX

NEW MONSTERS

Copper Coin Guardian

Climate/Terrain: Special

Frequency: Rare

Number Appearing: 5-100

Organization: Pack

Activity Cycle: Any

Intelligence: 0

Treasure: 30 +1d20 copper coins

Alignment: Neutral

Armor Class: 6 (special)

Movement: 9 or 15

Hit Dice: 2

THACO: 19

Attack: 1 or 3. (1d6 fist, or 1d3 range*)

Saving Throw: Fighter 2

Special Traits: see below

Magic Resistance: Immune to electricity

Size: S

Morale: 18

Experience: 65

Copper Coin Guardians look like three foot tall copper coins but with bulky copper arms and legs coming out of the flat part (field) of the coin. Copper wires extend approximately one foot near the top and hold metallic eyeballs on each side. Copper Coin Guardians can move 9 when in combat, or can tuck their legs, arms, and eyes in and roll for a movement of 15. If defeated, Copper Coin Guardians explode (not harmful) into a pile of 30 +1d20 copper coins.

Combat: When facing an opponent, the narrow edge of the coin will only be visible to opponents and those using piercing or ranged attacks suffer a -4 to all attack rolls. Copper Guardians have a range attack, where they can shoot three actual copper coins from their hands, with each doing 1d3 damage. Copper Guardians are immune to electricity and will fight to the death.

Coin Scarabs

Climate/Terrain: Coin piles
Frequency: Rare
Number Appearing: 1-10
Organization: Pack
Activity Cycle: Any
Intelligence: 0
Treasure: varies
Alignment: Neutral (evil tendencies)
Armor Class: 8
Movement: 9
Hit Dice: 2
THACO: 19
Attack: 1 (1d4+special)
Saving Throw: Fighter 2
Special Traits: Metal Injection
Magic Resistance: None
Size: T
Morale: 18
Experience: 65

Coin Scarabs are tiny beetle like creatures that look like coins that dominate a certain area. When guarding a pile of coins, they will attack whoever touches the coin piles first. When they die, 1d8+2 electrum coins can be taken from them.

Combat: Coin scarabs attack by biting with their pincers and injecting precious metal into their target. Opponents will take 1d4 damage and need to make a Saving Throw versus poison. The first failed save, the character will act like they have been effected by a *Slow* spell. A second failed save, the character will be unable to move and becomes a statue of the injected metal.

Gold Guardian

Climate/Terrain: Special
Frequency: Rare
Number Appearing: 6-30
Organization: Clan
Activity Cycle: Any
Intelligence: 0
Treasure: 100 gold coins
Alignment: Lawful Good
Armor Class: 1
Movement: 12
Hit Dice: 5
THACO: 15
Attack: ½ (1d8+3 spear)
Saving Throw: Fighter 5
Special Traits: Detect Evil, telepathy
Magic Resistance: None
Size: M
Morale: 18
Experience: 175



Artist: Robert Hemminger

Gold Guardians all look exactly the same. They are featureless, sexless, bald, silent, golden humans who wield spears and use a gold coin as a shield. They work in unison, are militaristic, and speak telepathically to each other. They can *Detect Evil* three times per day, and usually use this ability when meeting opponents. If evil is detected, they usually attack unless a leader commands otherwise.

Combat: All Gold Guardians are equipped with spears and shields. Their usual tactic is to work together against one opponent at a time if possible. When destroyed, Golden Guardians collapse into a heap of 100 gold coins.

Jewel Golem

Climate/Terrain: Special
Frequency: Rare
Number Appearing: 1
Organization: Solitary
Activity Cycle: Any
Intelligence: 0
Treasure: 1d4+6 gems of 25+ gp each.
Alignment: Chaotic Neutral
Armor Class: -1
Movement: 9
Hit Dice: 8
THACO: 13
Attack: 2 (1d12+2 + special)
Saving Throw: Fighter 8
Special Traits: Aura of Chaos, +1 or greater weapons to hit.
Magic Resistance: Special (see below)
Size: L (8' tall)
Morale: 18
Experience: 1400



Artist: Robert Hemminger

A Jewel Golem is created by a large amount of gems fused with sorcery and arcane magic. It is a stout and bulky creature similar to a Earth Elemental in appearance, but with constantly swirling chromatic colors commonly found in gems.

The heart is the most important component of the Jewel Golem that allows it to function. The heart is composed of what is known as a Chaos Gem and it creates an Aura of Chaos around the Jewel Golem. The Aura of Chaos affects any spell that's directed towards the Jewel Golem by making the spell effects be determined by the Wand of Wonder or similar random magic result table.

Combat: The Jewel Golem attacks with its fists and gets two attacks per round. Opponents need +1 weapons or greater to damage the golem.

If defeated, the Jewel Golem drops 1d4 +6 gems worth 25+ gp each, as the rest of the material encompassing the golem becomes a colorful mist. The Chaos Gem is a violently swirling purple gem that strengthens the magic of the bearer to allow all spells below 4th level to be cast as if the caster was one level higher. The drawback of the gem is that there is a 25% that any spell directed at the bearer, good or bad, will go chaos and a roll must be made on the Wand of Wonder or similar random magic effect table. The gem itself is usually worth 7,000 gp or more.

Platinum Guardians

Climate/Terrain: Special
Frequency: Rare
Number Appearing: 4-16
Organization: Pack
Activity Cycle: Any
Intelligence: 0
Treasure: 100 platinum coins each
Alignment: Neutral
Armor Class: 0
Movement: 18
Hit Dice: 5
THACO: 15
Attack: 1 (3d6 damage)
Saving Throw: Fighter 5
Special Traits:
Magic Resistance: Immune to electricity
Size: L (10' tall)
Morale: 18
Experience: 175

Platinum Guardians appear to be large platinum coins approximately 10 feet tall that roll towards their opponents. Close observation will reveal a pair of eyes on either side of the coin's field. Platinum Guardians move by rolling and if laid flat, can wobble up to their edge in one round.

Combat: Platinum Guardians attack by rolling to their opponent and attempting to fall on them to crush them. It will take them one round to wobble back on their edge. Platinum Guardians are immune to electricity.

When defeated, Platinum Guardians shatter into 100 platinum pieces.

Silver Guardian

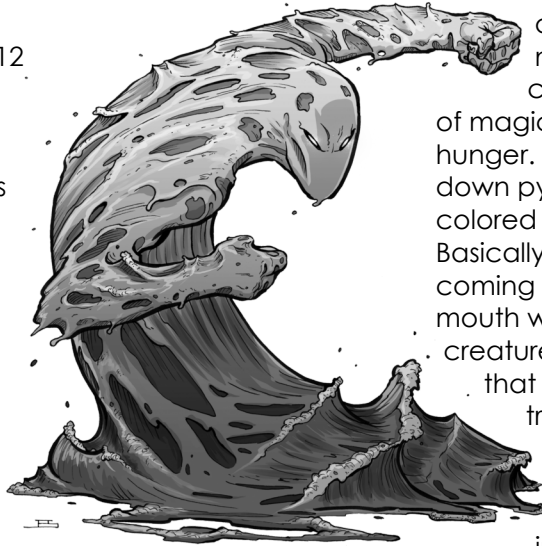
Climate/Terrain: Special
Frequency: Rare
Number Appearing: 1d12
Organization: Pack
Activity Cycle: Any
Intelligence: 0
Treasure: 100 silver coins
Alignment: Neutral
Armor Class: 3
Movement: 12
Hit Dice: 3
THACO: 17
Attack: 1 + special
(1d8+2 fist, or spit)
Saving Throw: Fighter 3
Special Traits: Spit
Magic Resistance:
None
Size: M
Morale: 18
Experience: 120

When approached or threatened, Silver Guardians form from silvery muck in 1d3 rounds. They appear to be humanoid in shape from the waste up, but do not have legs and glide across the ground. They cannot move across water deeper than two feet in depth. Silver Guardians have the ability to take facial features and torso characteristics of their opponents.

Combat: Silver Guardian's main attack is with their fists, however they can also spit a silver substance at opponents that quickly hardens. A save vs. spells must be made or the opponent will be held for 1d4 rounds and need to chip themselves out. When destroyed, the Silver Guardians leave behind 100 sp.

Scalenes

Climate/Terrain: A different dimension
Frequency: Rare
Number Appearing: 1d4
Organization: Pack
Activity Cycle: Any
Intelligence: 0
Treasure: none
Alignment: Chaotic Evil
Armor Class: 4
Movement: 12
Hit Dice: 9
THACO: 11
Attack: 5 or 6 (Special, see below)
Saving Throw: Fighter 9
Special Traits: Ray of Disenchantment, Ray of Magical Osmosis, Ray of Glop, levitation, Dimension travel
Magic Resistance: 25%
Size: L (10' tall)
Morale: 14
Experience: 2,000



Artist: J.E. Shields

Scalenes are a race from a different dimension who hunger and feed on magic and treasure by absorbing them, although they happily munch on humanoids as a snack. Vicious creatures, they attack anything that has a hint of magic or valuable coins to sate their constant hunger. They appear to be bulbous, floating, upside down pyramid-shaped creatures with several different colored tentacles—blue, green, red, and two black. Basically, an upside down 4-sided dice with tentacles coming out of it and one eye on each face. A wide mouth with jagged teeth is located on top of the creature. Scalenes have a 15% to create a portal that allows dimension travel to areas with large treasure or magic hoards once a day. When failed, it creates a rippling violet and reddish hued crack which sounds like crackling lightning, but closes and disappears almost immediately.

Combat: Scalenes are extremely dangerous as they have 5 to 6 attacks per round. The tentacles have the following powers and can be used once per round:

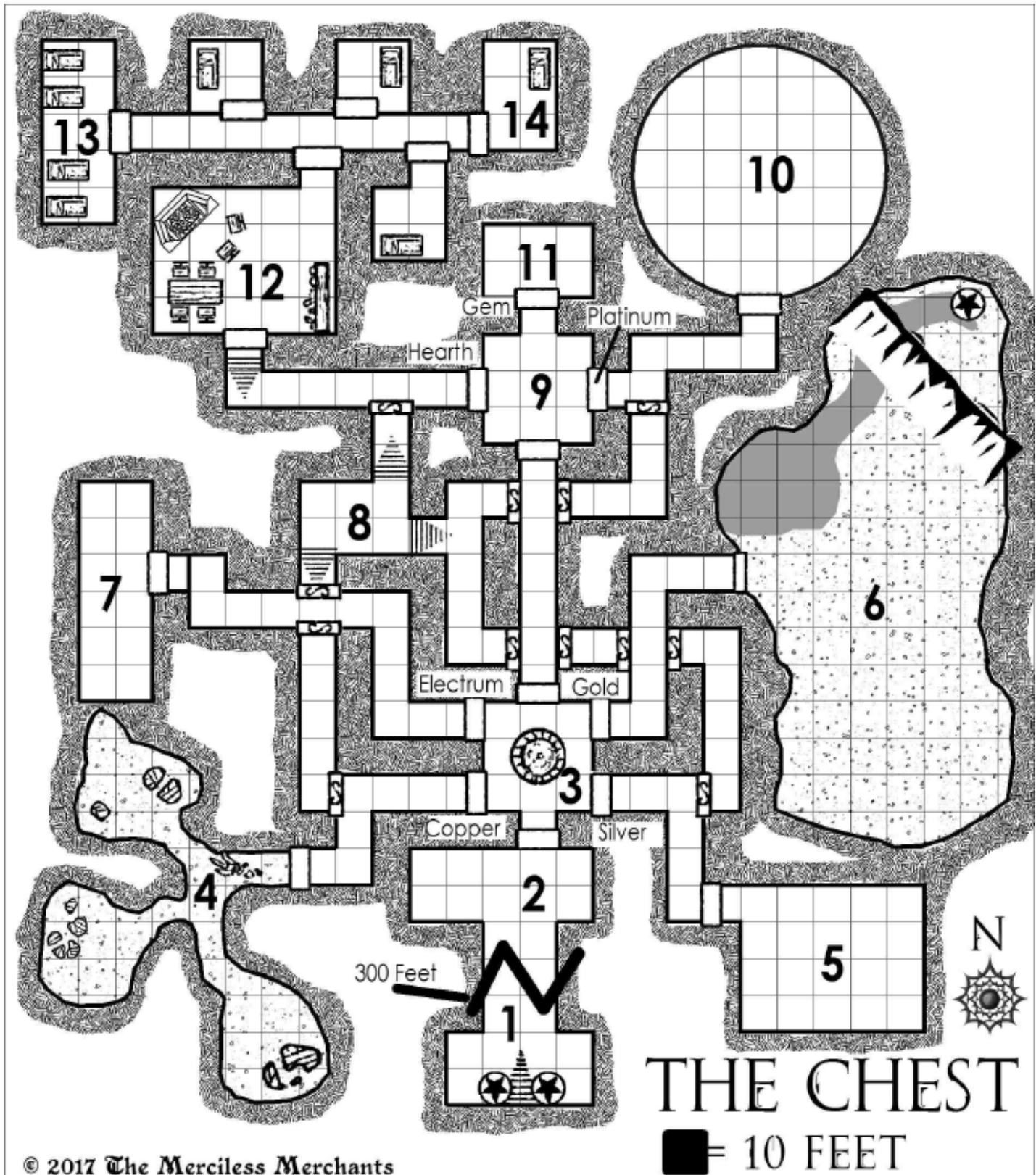
Blue—Ray of Disenchantment. One magic item on target must make a saving throw vs. spells or become mundane for 1 turn.

Red—Ray of Magical Osmosis. One random spell (highest level first) will be stolen, or one charge stolen from a wand, potion, etc., or one magical bonus from a weapon will be absorbed and used against the party. So either the spell will be cast, the charge expended as if it was using the item itself, or a magical weapon bonus giving it a + 1 to attack rolls with its black tentacles.

Green—Ray of Glop. Shoots out the jellied slime. Target must make a saving throw vs. Rod, Staff, or Wands or be stuck and unable to move for 2d8 rounds.

(2) Black—These incredibly strong tentacles will attempt to grasp opponents and put them in range of the Scalene's mouth for a bite attack. Or, they will grasp an opponent and squeeze for 1d8+2 damage. A successful Bend Bars/Lift Gates will free the victim. The bite attack inflicts 2d10 damage and is automatic if the victim is unable to escape the black tentacle.

Scalenes usually have no treasure as they feed and absorb it when encountered. One magic item can take a week for a Scalene to fully absorb, so sometimes items can be found in the interior of the creature. However, it has been rumored by sages and wizards that parts of a Scalene can be used for potions and other magical creations (per the GM's discretion).



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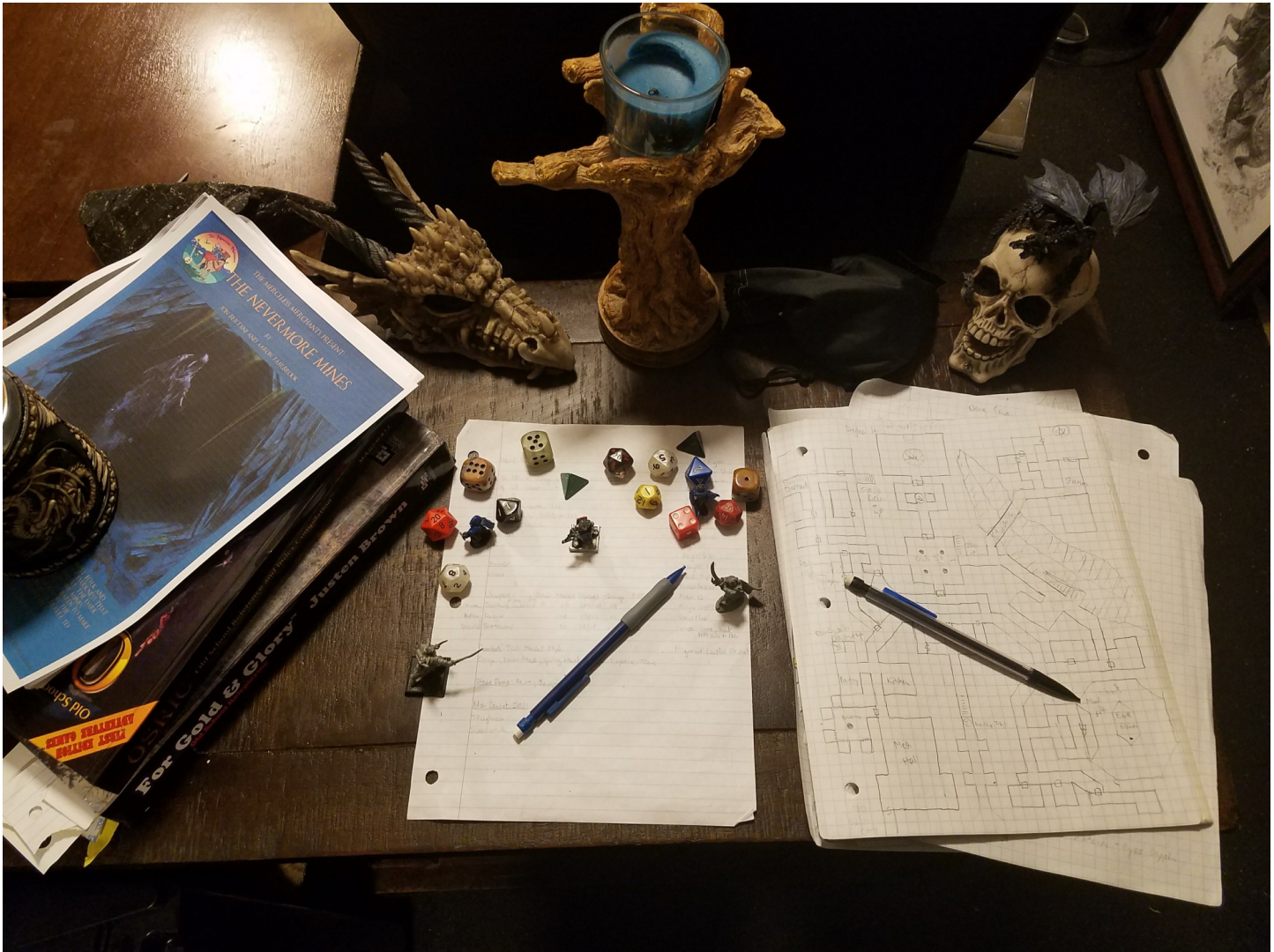
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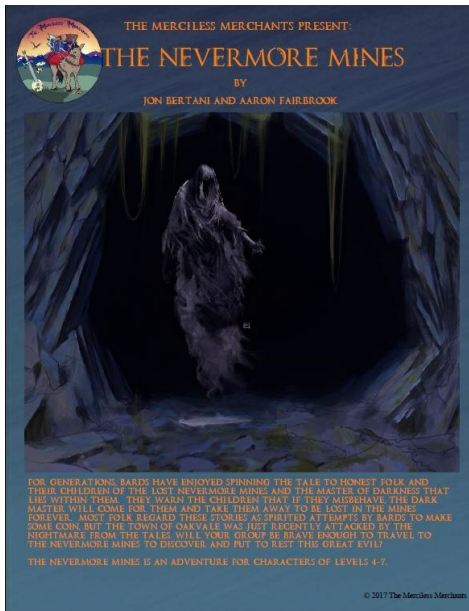
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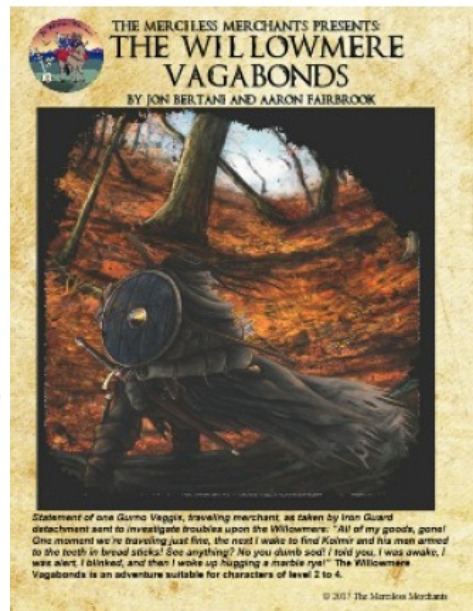
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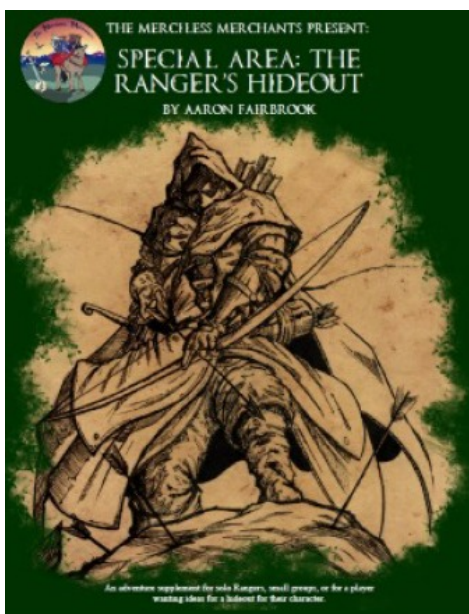


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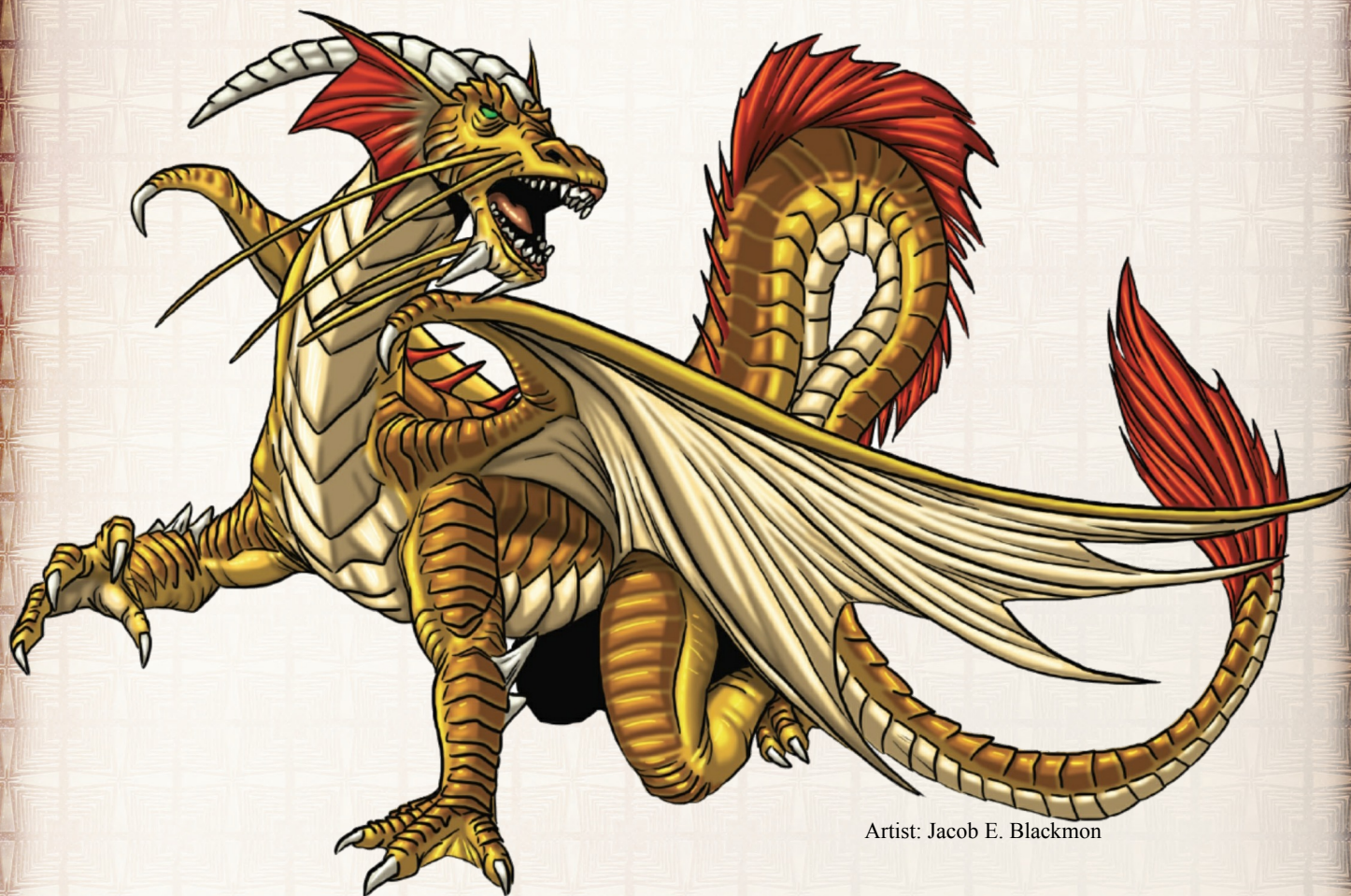
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