

Background

You have a map written in invisible ink, which seems to lead to the dwelling of the great illusionist, Twill the Unseen. The entrance is an ornate marble arch only visible from dead on.

The whole place is carved out of solid marble, with complex swirls, floral designs, and grotesque faces everywhere. The walls glow with gentle white light.

1: Prism Room

Six tripods are spaced along the wall here, three of them hold **triangular prisms**, three are empty.

An **intangible glowing orb** floats in the middle of the room.

2: Ball Room

Bowl-shaped floor. A 12' **invisible obsidian sphere** rolls towards the closest living thing it has line-of-sight to. Can block the 10' circular exits. If it can't "see" anything alive, it returns to the centre of the room.

The ball takes 10 seconds to start moving from standstill, then starts moving 6' per 10 seconds, then doubles its speed every 10 seconds until it collides with a wall. It weighs 1000 lbs. Three people could maybe push it when it's stationary. Getting hit by it at high speed hurts like falling off a cliff.

3: The Washing Room

A semicircular pool, filled with sparkling clear water, trickling from the eyes of a pink marble mask which is set in the wall (This is **Freya's Face**, removing it reveals a spigot). A washbasin, giant ladle and pile of soap sit on the floor nearby. There is a **triangular prism** in the pool, difficult to see. A 5" wide drain is set in the floor.

4: Hellhound Kennel

Columns on either side have worn-in grooves halfway up. 2 **invisible hellhounds** are tied to them by invisible ropes. If you walk directly through the middle of the room, they cannot reach you. Each of the dog's **collars** are studded with rubies and are worth 300 gold.

a: Crack

A 1" crack in the wall allows you to see into the Illusionist's Lab.

5: Goblin Storage

The floor is cluttered with **six messily made beds**, and piles of trash and bone. 12 **invisible goblins** hide here. They know how the orb and prisms work,

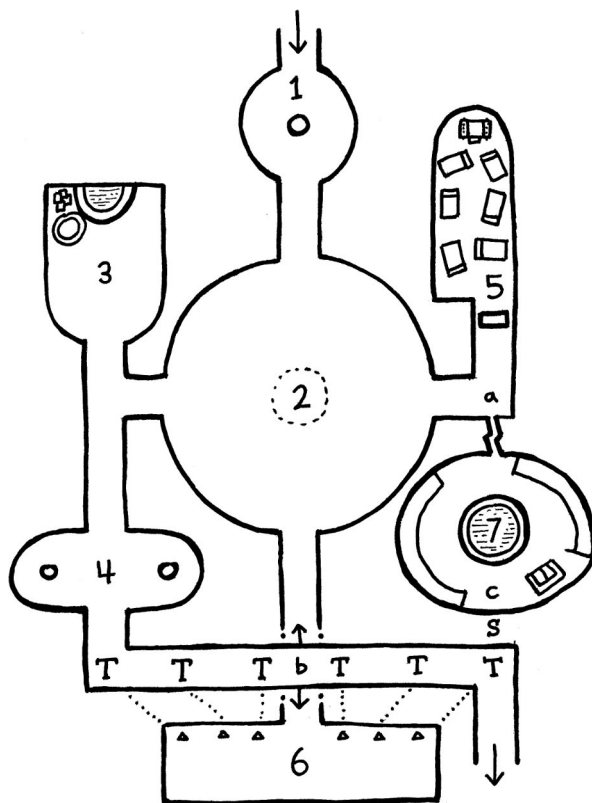
The goblins are starving and want to eat intruders, but will wait to attack until the intruders release the dazzleflies, or until the last person is about to exit. They are armed with glass shards and metal twine.

An **unlocked metal chest** is at the far end of the room. It isn't trapped, but a fluttering noise emanates if it is shaken. The chest contains a **colony of dazzleflies**. anyone who looks at them will be dazed by their beauty for 10-60 seconds. (The Goblins are immune). Under the flies are 200 **marble spheres** and three **books**.

A **triangular prism** is under one of the beds.

Unseen Hall

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b: Dangerous Corridor

The floor here is covered in regular holes. If anyone moves into the space above one of the 10x10' trap zones, 13' invisible spikes will shoot up, probably killing them.

6: Laser Control Room

In the far corners of this room are 2 **invisible gargoyles**, who animate if intruders spend 10 minutes or more in the room.

A line of 6 **eye-shaped holes** stretches across the north wall. Each one corresponds to one of the trap panels in b, if the light of the orb goes through one of these holes, the corresponding spikes won't trigger.

An **invisible metal chest** with a formidable lock sits against one wall. It contains 800 **marble spheres**, five **books**, a **ridiculous chrome robe and three-pointed hat** each worth 500 gold, and a **rectangular prism** that functions as the triangular prisms but casts two beams at a 45 degree angle.

c: Unseen Door

There is an open archway here to the Illusionist's Lab as long as no one is looking at it.

7: The Illusionist's Lab

A scrying pool, two bookshelves containing 2d20 **books**, a wand rack containing wands of **Gentrification**, **Hue Shift**, and **Simulation**, and a writing desk holding 5 dip pens, 3 bottles of **Rainbow Ink** and the **Unseen Grimoire**.

A **portrait of Twill the Unseen** in her ridiculous chrome robe and three-pointed hat sits on the wall, smirking. Its eyes appear to follow you. It is worth 1000 gold.

Books (1d12)

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|---------------------|---|
| 1. Magic Eye Art | 7. Weird Music |
| 2. Disguise | 8. Prophecy |
| 3. Colour Theory | 9. Cardistry |
| 4. Close Magic | 10. Conartistry |
| 5. Courtly Gestures | 11. Forgery |
| 6. Court Jestery | 12. Hollow, holds 10-60 marble spheres |

Items

Triangular Prisms

If these are brought within 10' of the glowing orb, they concentrate the light into a strong beam. Anything invisible touched by the light is made both visible and immobile - but can be moved manually. Multiple prisms can be used to change the beam's direction.

Marble Spheres

The size, weight and value of a gold piece.

Rainbow Ink

Speak a colour over the wet ink and it changes to match, drying in that shade.

Freya's Face

Once per week, if two characters hold this mask and speak the incantation, their appearances are switched until midnight. Clothing and equipment will be ill-fitting if the targets are different sizes.

Wand of Gentrification

Make something run-down appear quaint instead. This spell's effect is proportional to the viewer's wealth. 3 Uses.

Wand of Hue Shift

Target creature or object changes colour randomly. Each use, roll 1d6, on a 1 the wand stops working for 1d6 hours.

Wand of Simulation

Once per day, a target's eyes are covered by tiny illusions that change the surrounding scene to whatever you imagine. This lasts until you stop focusing.

The Unseen Grimoire

Invisible until opened. Contains all illusion spells, and the spell "Unvisibility", which appears to be an invisibility spell with a typo, but instead permanently turns the caster invisible, and removes their ability to cast spells.

The middle pages contain a chaotic, multicoloured scribble that animates and spreads to fill any space at a rate of 10' per minute until the book is closed.