



Rick Reid is the creator of "Fluffy-Quest," a series of comical fantasy adventures which has received critical acclaim at several popular game conventions, including the last few GEN CON® Game Fairs. While he admits he once wrote children's stories, Rick is currently working on articles for DRAGON® Magazine (see issue #119) and more tales for DUNGEON™ Adventures.

Fluffy Goes to Heck is a shamelessly absurd AD&D® game adventure for the six silly characters provided on pages 39-40, or 4-6 characters of 3rd-5th level, played by those with senses of humor. A good mix of classes and races is helpful but hardly necessary.

Adventure Background

Something is rotten in the small farming community of Ealow — rutabagas, to be exact. For hundreds of years, the followers of the Vegetable God Succotash have relied on this tiny township to supply them with the choicest rutabagas to use as sacrifices to their leafy god. But the latest shipment, which arrived a few days ago, was wrinkled and sour-smelling. Something had to be done — and quickly.

After a hurried meeting of the church elders, it was decided to send the five (now six) youngest and most expendable members of the cult to Ealow to investigate. Now you stand, outfitted and ready, on the dusty road to Ealow. With a song in your hearts, you prepare to take the first step that will lead to who-knows-what: maybe high adventure . . . or rare and fabulous treasure . . . or hideous, slaving, man-eating creatures . . . "What are you waiting for?" cries a church elder angrily. "Quit daydreaming and get going!"

The two days' journey to Ealow seems to pass in a matter of seconds. Before you know it, you're standing on the outskirts of the town. Something, however, is not quite right. The entire town seems to be encased in a low-lying, dark gray cloud, and nowhere can be found signs of any activity. As you enter the town, you see that the houses all seem deserted, and the shops are closed and boarded up. Just then, a stranger comes strolling toward you from out of the gloom. Dressed in simple pea-

FLUFFY GOES TO HECK

BY RICK REID

Remember Fluffy?
The cute little dog?
Well . . .

Artwork by Jim Holloway
Cartography by Diesel

Fluffy, Ealow, Penny, and Rembert are characters and places copyrighted by Rick Reid, and are used with permission.

sant garb, he is carrying a long stick over his shoulder. On the other end of the stick is tied a large bandana seemingly filled with various personal items. His face is old and lined with wisdom.

The stranger (AC 10; MV 12"; F1; hp 7; #AT 1; Dmg 1-6 with stick and large bandana seemingly filled with various personal items; AL Grumpy Good) does not greet the party and, if stopped and questioned, replies mainly with curt grunts. He grudgingly reveals that Ealow has been under a series of curses for the last six days, and that he is one of the last people to leave. He does not spare much time for the PCs, as he considers them fools to come to a deserted town. As he walks off, he tells them to go to Mayor Rembert's house behind the town square.

Important: Once the party enters the town, all of the PCs' spells and magical items cease to function because of the *anti-magic cloud* that encases the town of the six curses. This fact should not be apparent unless the party actually tries to use magic or until the characters are briefed by Mayor Rembert. This curse continues until the PCs go underground (point A). Spells cast are not lost; potions consumed may take effect at a later time, whenever the PCs so desire.

As the party heads for the mayor's house, the following scene appears:

In the center of town, directly behind the town square and the statue of the Forgotten Cheesemaker (a man holding a wheel of cheese in one hand and pointing to the sky with the other), is the imposing, two-story residence of Mayor Rembert. The drapes are drawn, and no one is having tea on the front lawn. As you approach the front porch, you see a large, 4'-diameter hole in the yard.

Investigation of the hole reveals a slender, 8' metal chain. One end is tied to a small stake on the lip of the hole, and the other disappears over the edge. Pulling up on the chain reveals a leather collar with a small, gold tag bearing the name "Fluffy." The collar has been neatly severed. The sides of the hole are very smooth, and the bottom cannot be seen. If the PCs test for depth by some means, they discover that hole is about 70' deep.

Knocking on the front door causes it to eventually be opened by a haggard-looking individual wearing a faded and moth-eaten robe. Mayor Rembert (AC 8; MV 12"; F4; hp 32; #AT 1; Dmg by weapon type; STR 18/65, no other stats relevant; AL Awful Good) looks the PCs over with red-rimmed eyes and bids them enter. He ushers them into a comfortable sitting room and, after seating himself, waits for the group to speak. His speech is slow and halting, and he constantly rubs his temples. During the conversation, an erratic, banging noise is heard from an upstairs floor.

With the proper questioning, the party gains the following information from the mayor. Ealow has been under a series of curses which began six days ago. On the first day, a plague of moths descended on the town, chewing holes in every garment in sight. On the second day, the townspeople awoke to find they could only talk backwards. The third day brought a rain of vinegar that pickled the crops, totally destroying the economy. It was then that most of the people started moving away. On the fourth day, all the children in town turned into brats, including Mayor Rembert's once-lovely and well-mannered daughter, Penny. The children ran through the town, soaping windows, stealing apples, disrespecting their elders, and making a general nuisance of themselves.

During the fifth day, all the animals in town grabbed whatever they could carry in their mouths and ran off. For some reason, Penny's little dog, Fluffy, wasn't affected. However, when the mayor went outside that evening to let Fluffy in, he found a large hole in the ground, a severed collar, and no sign of the dog. Finally, today, a strange cloud has settled on the city. The town magician, who had been trying to find the answer to these curses, suddenly found himself powerless. Mumbling something about an anti-magic cloud, he, too, packed up his belongings and left in disgust. As far as the mayor knows, he and his daughter are now the only residents left in town.

Rembert invites the group to look in on his daughter, who is upstairs in her room. Perhaps the PCs can help her or learn something about the curses. He tells them that if they can do anything to help his town, his daughter, and her dog, he will supply their church with free rutabagas for the next 50 years.

As you climb the stairs, you hear the same banging noise you heard downstairs. It sounds as if something were being thrown against a wall. At the top of the landing, you see a closed wooden door behind which the noise originates.

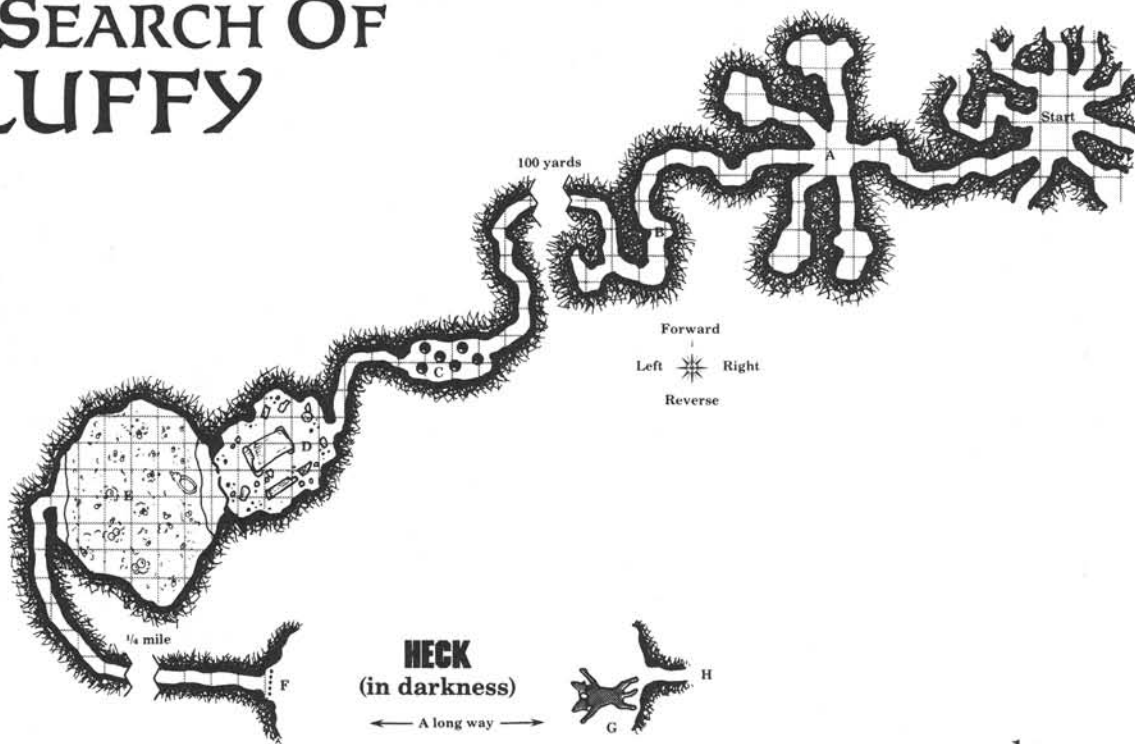
If the party talks to Bad Penny (AC 10; MV 12"; zero-level human; hp 3; #AT 1; Dmg 1-2 with scratch or bite, 1-2 with thrown wooden block; AL Chaotic Bratty), she sweetly invites them to enter. Whoever opens the unlocked door risks getting hit by a hurled wooden alphabet block. Inside, the room is a shambles. There are holes in the walls, clothes and toys are strewn about, stuffed animals and dolls are ripped to shreds, and various foodstuffs drip from the ceiling. Lying on the rumpled bed in the center of the room is a once-pretty 11-year-old girl. Her nightgown is filthy, and her unwashed blond hair is wild and tangled. She promptly sticks her tongue out at the group and tells everyone to "Scram!"

Bad Penny, the mayor's once-sweet daughter, is under the influence of Darn's curse (see below). She insults the group, hurls things, whines, pouts, throws tantrums, and is a totally obnoxious brat. If the party attempts to restrain or attack her, or after she has the PCs them enough of a hard time, her body suddenly goes rigid and her eyes roll back in her head. A deep, gruff voice issues from somewhere inside her, saying, "The dog is mine. . . . If you want her — GO TO HECK!" Penny then falls into a deep sleep.

When the characters leave the room and comes downstairs, they find the mayor waiting for their report. After they tell him what happened, he again begs them to help, suggesting the answer may lie within the hole outside. The mayor has nothing of use to give the PCs to aid them, and nothing can be found in town, as the townsfolk took most of their belongings with them. As the group prepares to set out, the PCs see the mayor stuffing cotton in his ears and preparing to take a long-needed nap.

The group should now be ready to descend into the hole in Rembert's yard. Refer to the map on page 30 for the following encounters. The upper 20' of a rope may be tied to Mayor Rembert's porch railing if desired.

IN SEARCH OF FLUFFY



A. Gopher Madness.

At the bottom of the shaft, you find yourselves facing a maze of 10'-diameter tunnels. These tunnels have obviously been dug out of the hard dirt by someone or something; the sides are uneven and show signs of large scratch marks. As you look closer, you notice a little wooden sign in the shape of an arrow pointing down one of the tunnels. The sign reads "This Way To Heck."

If the PCs ignore the sign and attempt to investigate one of the other tunnels, they soon find themselves hopelessly lost. These gopher tunnels wind and twist throughout the earth but eventually join with the room at the bottom of the shaft. If the group goes to Heck, read the following:

After about 60', the tunnel branches into five separate tunnels, each the same diameter. Before you have time to get your bearings, you hear loud scratching noises from four of the tunnels. Suddenly, you find your-

selves facing four creatures the size of sheep dogs, each with beady red eyes and foam dripping from its enlarged front teeth.

The Rabid Gophers (AC 7; MV 15"; HD 2 + 2; hp 10, 12, 12, 14; #AT 2; Dmg 1-4 with claws, 1-6 with bite; AL Rabid Neutral; SA save vs. poison or suffer uncontrollable foaming at the mouth) leap to attack the group and fight until defeated. Any member who is bitten by a gopher must save vs. poison or start foaming uncontrollably at the mouth until such time as a *cure disease* or similar spell can be rendered. No other ill effects are suffered as a result of the bite. If the gophers are defeated and their lairs are searched, there is a 60% chance each person searching finds, (buried beneath the mounds of dead leaves and dried carrot tops), a small, smooth red stone that pulsates with an evil light. An inscription on the stone reads "Made in Heck." These stones, placed here by Darn (see below), affect the behavior patterns of unintelligent animals, driving them into a frenzy and causing them to fight. The party is not

affected by the stones. The centermost tunnel continues ahead.

B. Bovine Encounter.

You travel about 50' down the tunnel when suddenly a strange apparition appears in front of you. A glowing, translucent cow materializes from the left wall, starts across your path, stops in the center of the passage, turns to you, and gives a low "moooooo," then continues to walk through the right wall.

The party has just encountered the Cow Of Ill Omen (AC n/a; MV n/a; HD n/a; #AT 1; Dmg special; AL Udderly Neutral). When the cow moos, everyone must save vs. spells at -3 penalty or suffer the effects of the mooing. If the save is unsuccessful, any food items the PC is carrying immediately rot or sour. The cow cannot be attacked and stays in view for only a few seconds. The cow of ill omen usually appears only when characters have seriously neglected their daily intake of dairy products, which the characters will secretly and shamefully realize.

C. A Sticky Situation.

The tunnel continues for over 100 yards, making several twisting turns and gradually sloping downward. Ahead, you see a roughly oblong-shaped open area about 30' long and 12' wide. There are six 4'-diameter holes in the ground, spaced throughout the chamber. A very cloying, sugary smell arises from the holes. On the opposite side of the open area you see a 5'-diameter hole dug into the wall about 3' up from the floor. There are no other visible exits.

As soon as the PCs step into the area, the vibrations of their footsteps alert the six Gummy Worms (AC 5; MV 9"; HD 6; hp 30, 28, 22, 22, 18, 15; #AT 1; Dmg see below; SA sticky secretion; AL Neutral Sticky) which rise 6' into the air out of their holes and attempt to "slam" the party. If a successful hit is made, there is a 55% chance that the victim sticks to the worm. Each round after this, the worm slams its captive to the ground, doing 1-6 hp damage until it or the character is dead. Attacks made while stuck to a worm only do half damage. A character with 16 or better strength has a 65% chance to pull someone free from the worm. The worms can be hurt by all normal weapons, but edged weapons do double damage.

In the first round, two worms attack; one worm joins the attack on each successive round. If the worms are defeated and examined, a small red stone similar to the ones found in the gophers' lairs (see above) is found embedded in each of their bodies. The worm holes are over 30' long and interconnected in winding tunnels. Nothing can be learned by entering them. The only exit out of the room is through the hole in the wall which leads to a downward-sloping tunnel. The group must crawl or crouch to pass through the tunnel, as it is not high enough to permit standing.

D. Nowheresville

The smooth tunnel continues on a downward slant for about 50' before opening into a large cavern. Huge slabs of broken rock litter the cavern floor. As you look closer, you see one pile that appears to be some kind of man-made structure.



This is all that remains of the lost city of Nowheresville, the legendary home of the Bongo-Bongos. Many ages ago, a shift in the rock foundation caused the earth to split open and swallow the city, depositing it far underground. Most of the stone structures were reduced to rubble by the fall; however, enough large pieces remained that the once-living inhabitants were able to construct communal living quarters. If the party searches the area, they uncover parts of a broken stone sign that, when pieced together, spell "Nowheresville." If they approach the man-made structure, they hear a soft, insistent "boom-diddy-boom" noise from within.

The noise seems to grow in volume as more drums take up the rhythmic beat. As the hypnotic drumming reaches a crescendo, shadowy figures slowly shuffle out of the stone building. As they approach your group you see that, although they are man-like in appearance, their flesh is gray and rotted, and their clothing hangs in tatters. Each of the 12 creatures wears a round, black cap on its head

and two shiny black discs covering its eyes. Pointed goatees jut from the remains of their chins, and around their necks, held by leather straps, hang a pair of small wooden drums played by bony fingers.

When the 12 Beatnik Zombies (AC 8; MV 6"; HD 2; hp 14, 14, 12, 11, 11, 11, 9, 8, 8, 6, 6, 4; #AT 1; Dmg 1-8 with claws; SA bongo drums; AL Like Neutral Man) come within 20' of the characters, all PCs must save vs. spells or drop whatever they are holding, instead snapping their fingers to the beat of the bongos. Anyone under the spell of the drums is unable to take any other action until the drums are silenced or can no longer be heard. The zombies do not attack the party, but they circle around it. The zombies are looking for an appreciative audience for their "jam session." If they are attacked, they fight back, especially if the attack causes them to lose the beat. If the characters secure a pair of the bongos, they are able to play them, but the PCs do not possess the talent to cause the hypnotic effect.



Inside the stone building are a dozen filthy, threadbare, hemp rugs lying on the floor next to as many stained pewter cups smelling of tea. There is an 8'-tall stone statue in the center of the room. The statue is of a huge eyeball with wings and is entitled "Maynard."

There are no apparent exits out of the cavern unless the characters examine the rock face of the western wall. The stone is very rough and easy to climb for most characters (roll against dexterity or less on 1d20 for a successful climb). Twenty feet above the floor, a large crack in the wall opens into an underground grotto.

E. Bath Time

Through the crack in the wall, you enter an underground grotto approximately 60' in diameter. Except for the narrow ledge that you are standing on, the area is filled with a pool of some kind of white foamy substance. A faint smell of lilacs arises from the pool, tickling your nostrils. A few feet away from you sits a six-man, yellow raft made of a rubbery

material and inflated with air. There is a duck's head on the prow and two paddles resting inside. Glancing up, you see the high domed ceiling is composed of long, sharp stalactites. There is an exit directly across the grotto, but you would have to cross the pool to reach it.

This pool is the home of a Soap Dragon (AC 1; MV 9"; HD 14; hp 58; #AT 2; Dmg 1-4/1-4; SA bubble breath; AL Neutral Squeaky Clean). The pool is covered with a layer of soap bubbles so that nothing may be seen below the surface. Actually, the water is only 6' deep with a 3' layer of bubbles. If the group enters the raft and paddles across the lake, the water churns furiously and the soap dragon appears.

The soap dragon's spongy cellular structure enable it to absorb soap scum as food. It also has the ability to change color at will, although it prefers pastel shades. The soap dragon appears very cute and cuddly, but looks are deceiving. It attacks all creatures who invade its bath by squishing them with its soggy fins. Three times per day, the soap

dragon can breathe a huge, 6'-diameter bubble. If a successful hit is made, the unlucky creature on the receiving end is trapped inside the bubble and floats away. These bubbles are extremely tough and can withstand 10 hp damage before they break with a loud pop. The soap dragon can be attacked by all normal weapons, but ice- or fire-based attacks do double damage.

F. The Gates of Heck

As you continue your journey, the temperature grows very warm. The air is dry and musty, and breathing is becoming difficult. You trudge onward for what seems an endless distance when you come upon a tall, red, iron gate completely blocking the tunnel. Inscribed on the front of the gate are the words "The Gates of Heck. Abandon All Soap Ye Who Enter Here." There is no visible lock or latch on the gates.

No amount of pushing or pulling opens the gates. The gates are very hot, and any character touching them with bare skin sustains 1-4 hp burn damage. Any attempts to use magic also meet with failure. As the characters ponder their predicament, they see that a 5'-tall wooden figure has appeared on the other side of the gates and is staring at them through the bars. The Puppet of Heck (AC n/a; MV n/a; HD n/a; #AT n/a; AL Chaotic Splintered; SA verbal abuse) is human in appearance, with a permanent sneer carved on his wooden face. If the party talks to him, he asks them why they seek entrance to the Realm of Heck. (All attacks directed against him miss their mark completely.) After they give their answers, he proceeds to insult each character in turn, revealing personal and embarrassing details about their love lives, hygienic habits, etc., punctuating each revelation with a loud braying sound. After he has degraded each member of the group, the puppet yells, "Open 'em up!" and disappears into the air. The gates swing open.

G. The Guardian

Beyond the gates is an area of total darkness. The ground seems to be composed of sand, and walking is very difficult. The air is very hot and

dry, and an all-encompassing feeling of evil invades the marrow of your bones. After you have walked for what seems quite a length of time, you spy a large, fiery glow ahead.

None of the party's light sources can dispel the darkness. Also, due to the distortion effect here, it is impossible to gauge distance or direction. The fiery glow turns out to be huge burning letters, suspended in mid-air, warning "Beware the Guardian."

In the distance, another fiery sign reads: "Last Chance to Turn Back. The Guardian Awaits." Still further on is yet another fiery sign. This one reads: "The Guardian — Dead Ahead."

Beyond this is a very small sign with a feeble glow. In tiny letters, it reads: "Guardian Wanted. Apply Below." The glow from the sign illuminates a thick iron chain ending in two large studded collars which still encircle the separate necks of the deceased, two-headed guardian dog. The broken necks are bent at opposite angles, as if the creature tried to nip at something on either side of its body at the same time. The body has obviously lain here for several days and is in an advanced stage of decomposition. If the characters examine the collars, they notice the word "Cankorous" engraved on each.

H. The Slide of Death

Only a few feet beyond the guardian, you see what appears to be a huge boulder carved with glowing letters. As you approach, you are able to make out the words "Slide of Death! One Way Journey to Heck! No Return Passes." Looking down, you see that the ground actually does drop off in a long stone slide into darkness.

The end of the slide cannot be seen. Lying next to the boulder are six jute mats. Once the characters sit on the mats and push off down the slide, they are in for the ride of their lives. They pick up speed as the slide makes several hair-raising twists and turns before seeming to shoot almost straight down. They hear horrible shrieks and eerie laughter, and suddenly a large apparition appears directly in front of them.

The group sees each of the following, very real-looking images:



A large demon's head with wide-open jaws;

A giant coiled serpent poised to strike; A guillotine with a falling blade; and, A black-robed skeleton swinging a deadly sickle.

Each individual must save vs. paralysis to avoid fainting. Individuals who fail are unconscious for the remainder of the ride.

Finally, after what seems an eternity, the slide levels out and the descent becomes very slow. Abruptly, the slide ends and the party tumbles to the ground, a fall of about 5'. As they pick themselves up and look around, the PCs find they do not feel any pain; in fact, they don't feel much of anything except the oppressive heat and the overwhelming presence of evil. The group now seems to be in a huge room (see the map on page 34).

1. The Waiting Room of Heck

You find yourselves in a square room about 15' × 15' in size. The floor appears to be made of a rough stone, but the walls and ceiling are com-

posed of shimmering sheets of flame. There is a large, black stone desk in the center of the room with some books on top. Six black stone chairs line the walls.

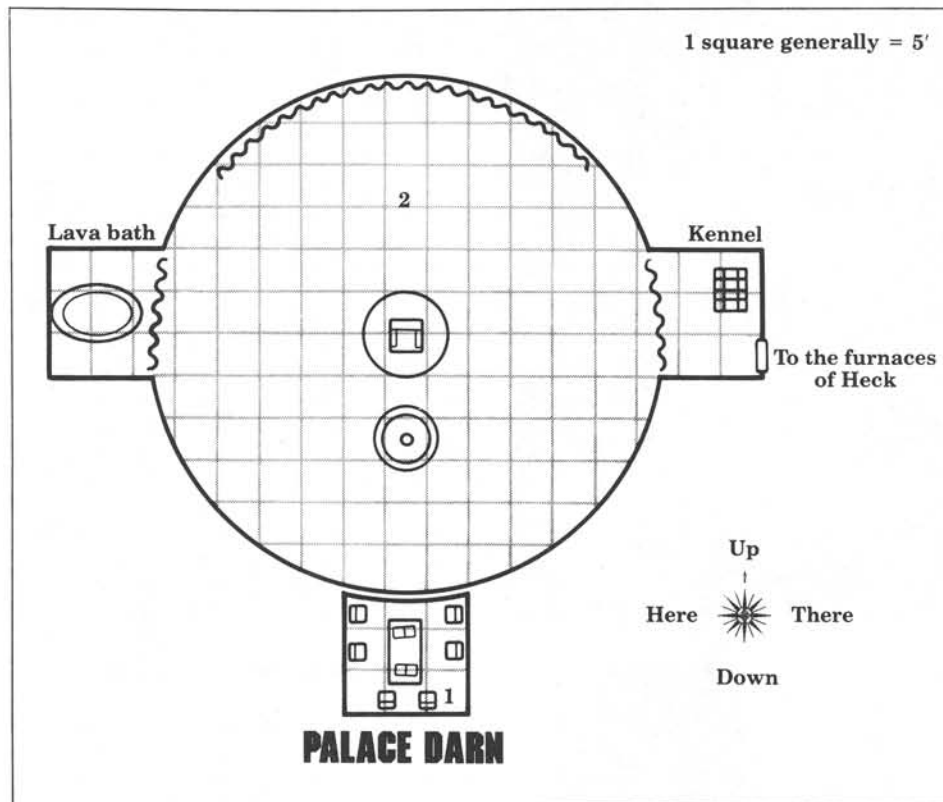
Important: From this point on, none of the magical items brought by the PCs will function, until such time as the items are allowed to function by Darn (see below).

On the desk is a number pad with each page numbered "999." There is also a leather-bound book labeled "Reservations." The name of each party member is listed in the book. The desk has one drawer, inside of which is a very old book whose title can barely be read. This is the *Heckronomicon*, written in a very ancient and obscure language that is indecipherable to the party. It is a history of all the devils of Heck and their bad habits. Those foolish enough to touch this book must save vs. spells or their fingers turn permanently black.

Before you have time to get better acquainted with your new surroundings, a monstrous creature steps through the wall of flames to greet all of you.

This creature is Darn himself (AC -4; MV 15"; HD 12; hp 91; #AT 1; Dmg 2-16 with fist or 3-36 with trident; SA spells; SD +3 or better magical weapon to hit; AL Lawful Nasty). He's fully 8' tall, very fat, and has bright red skin. On his head are two sharp, white horns. His eyes are yellow and catlike. On his chin is a pointed goatee. His fingers end in long, curving claws, and his feet are actually cloven hooves. He has a long tail ending in a point, carries a wicked-looking trident, and wears a huge white diaper.

Darn loves to lie, cheat, and cause pain and suffering; those are his good qualities. As ruler of Heck, he must be within 500 yards of his throne at all times, or he runs the risk of losing it to one of his lieutenants, who are always plotting against him. Darn's trident is a symbol of rulership and a very wicked weapon. It can shoot arrow-shaped flames three times per day, doing 3-36 hp burn damage to anything in the area of effect (3' × 30' path). In addition, Darn can also use the following spells once per day at the 20th level of ability: *affect normal fires*, *burning hands*, *bind*,



continual darkness, detect good, flaming sphere, locate object, fireball, dimension door, enchanted weapon, fire shield, wall of fire, and *phantasmal force*. He is also able to summon from 2-24 little devils (see page 38) whenever he wishes.

"Welcome to Heck" the creature hisses evilly. "I have been expecting you. I am Darn, Supreme Ruler of All Things Gross, Lord of Heck and its Environs. You have done well. The Church of Succotash has seen fit to send its best, I see. Well and good. "Now, down to business. The dog Fluffy is here, of course. She should be nearly ready by now to assume the position of Guardian, which was recently vacated. But let me tell you why I have sent for you. Oh, yes — the curses upon Ealow were merely a ruse to get the Church of Succotash to send its champions to investigate. "But, please, come into my palace and make yourselves comfortable. I have a little proposition for you."

With that, Darn turns and, with a wave of his hand, causes the wall of flame to part. He strolls through the

opening without a backward glance at the group.

2. The Throne Room

On the other side of the wall of flame is a huge, circular, domed chamber. On a raised platform in the center rests a throne composed entirely of mirrors. A fountain in front of the throne shoots black flames into the smoky air. On the curved wall behind the throne is a set of long, drawn, black drapes. Carved into the walls are representations of Darn committing every naughtiness imaginable — some of them twice. The room is filled with hordes of wicked-looking little creatures, miniature representations of Darn, who are fighting and gibbering among themselves.

With a wave of his hand, Darn commands "Silence!" Instantly, the creatures stop their bickering and stand at attention. Darn then strides purposely to the throne and seats himself with a flourish. With a crook of his finger, he beckons you to approach the throne.

"A demon expelled from the plane of Blazes recently sought sanctuary with me," he says, fixing you with his piercing look. "I graciously allowed him to remain here and serve me, but he has chosen to repay my kindness by plotting to overthrow me. This malcontent's name is Jujubee. Since I must remain here and guard my throne from all these other ambitious creatures who would not hesitate to usurp my rulership, I would like for you to travel to Jujubee's realm, steal his amulet (with which I will be able to control him), and bring it back to me.

"If you are successful, I will remove the curses from Ealow, turn Fluffy over to you unharmed, and give you and the dog safe passage out of Heck. I will find another Guardian elsewhere and never bother Fluffy again. Of course, you do have a choice. If you choose not to accept my offer, you will all become my permanent guests and be given the task of stoking my furnaces for all eternity. Do you agree?"

If the characters agree to the proposition, Darn allows them to retain one magical item each for the mission. Spell books count as one magical item; Darn can cause a character to regain any new spells desired (if the PC has depleted his supply of spells). Darn cannot allow the characters any more than this because Jujubee is very sensitive to magic and (he says) would be able to sense the characters' presence before they arrived. None of these magical items have any effect on Darn if the party tries to use them against him.

Of course, Darn has no intention of keeping his word. He is happy with his new guardian and plans to use the party members as slaves to stoke the fires of Heck upon the PCs' return.

Once the characters have made their choices, Darn rises from the throne and opens the thick draperies to reveal a 7'-high, 10'-wide curved smoked glass.

Below the glass are two knobs: one labeled with arrows pointing left and right, the other with arrows pointing up and down. Darn begins fiddling with one of the knobs. The glass clears, and scenes of horror and desolation appear.

The glass is Darn's *magical mirror*. By turning the knob, he can view different areas of Heck. He can also turn the up/

down knob and view things happening in the upper world. The following scenes whiz past on the screen as Darn attempts to focus on Jujubee's lair.

1. A large frying pan hovers over a roaring fire. Thousands of creatures can be seen inside the pan, hopping around and yelling.

2. A small collapsed wooden stand appears that has obviously been in long disuse. A sign hanging from the front says "Ice Water."

3. An area of several deep, black holes comes into view. Hands extend from the holes, waving and making obscene gestures.

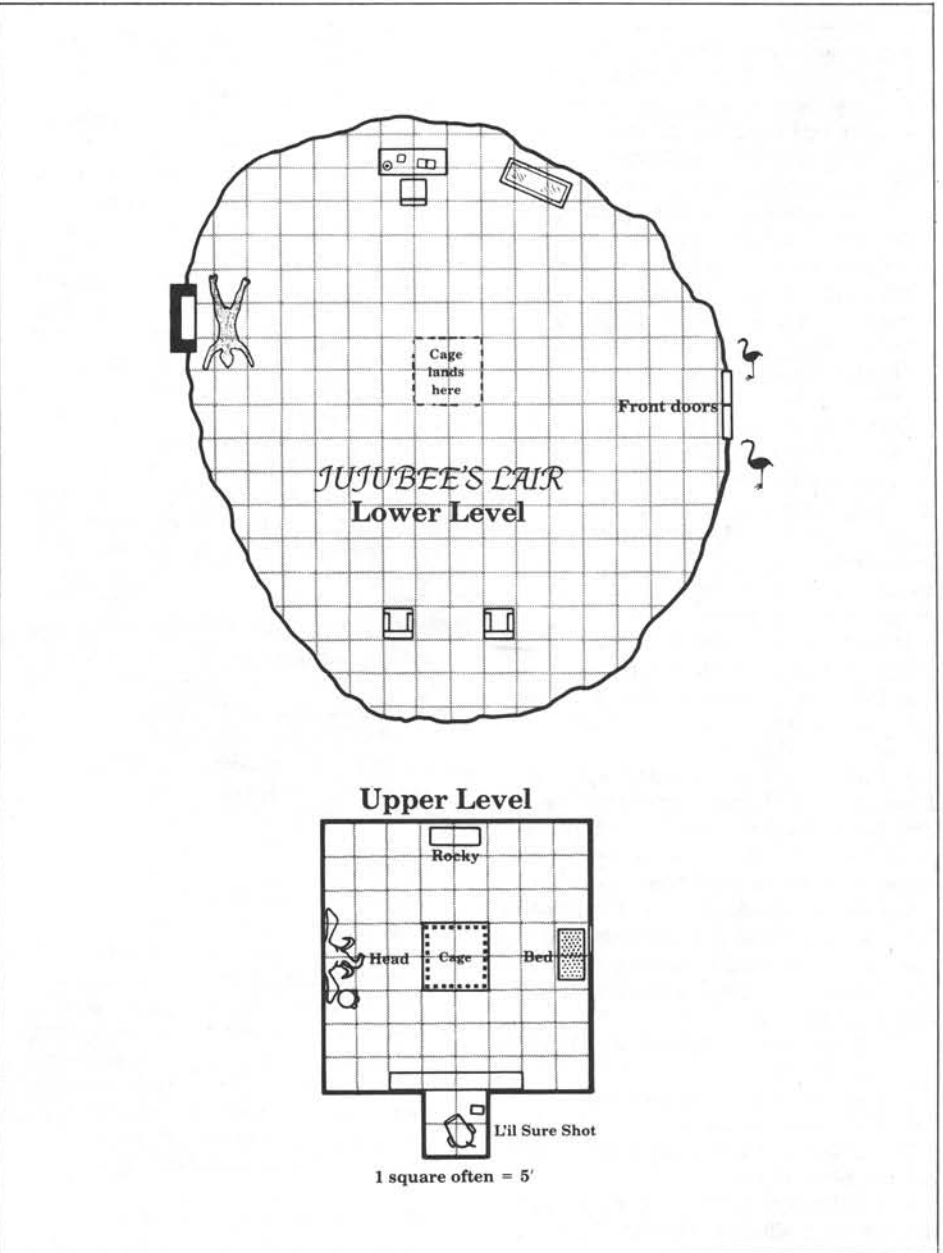
4. A range of tall craggy peaks is seen. A line of creatures rolls boulders up the sheer face of one particularly steep hill to its pointed top. Another group of creatures on the other side is waiting to catch them and roll them back.

The image in the mirror focuses in the center of a range of craggy hills. The earth is cracked and blackened, and small pits of fire and lava dot the landscape. The air is filled with soot and colored a sickly yellow. Darn gives the knob a very slight adjustment, and the picture zeros in on two slender black peaks.

"There it is," he snarls, turning to you with eyes ablaze. "Don't mess this one up; just go get him!" With those words, he stands back and gestures to the mirror. "Just walk into the glass, and you will be transported to that sleaze's lair. I'll be watching, and when I see you come out with the amulet, I'll bring you back here. Now go!"

3. The Lair of Jujubee: If the party goes through the glass, the following information is read.

As if by magic, you find yourselves standing at the base of two tall, black peaks that vaguely resemble horns. The area around you is rocky and desolate, and the air is thick and sulfurous. In front of you, at the base of one of the peaks, you see a yellow stone door. Above the door, painted in large, pea-green letters, is the word "Jujubee." There are several small stone statues scattered about the entrance: four long-necked pink birds, a humanoid creature dressed in a jaunty cap and jacket holding



out a brass ring, a miniature well, and a smiling frog sitting on top of a mushroom.

The statues are ornamental only and serve no real purpose. If the characters examine the door, they find that the latch is shaped like the posterior of a mule, with the curved tail serving as a handle. The door is not locked and can be easily pushed open. Once the door is open, all characters looking inside must immediately save vs. poison or be overcome by nausea and dizziness for 1-6

rounds as a result of viewing the inner chamber.

Your eyes and stomach are brutally assaulted by the sight in front of you. You are looking into an 80'-diameter cavern. The walls are painted with a pattern of lavender and lime-green polka dots; the floor is a gaudy orange, pink, and maroon plaid. As your throbbing brains compensate for this mockery of color combinations, you see on the wall directly in front of you a large stone fireplace

composed of red, blue, and black mosaic stones. There is a block of melting ice in the opening. Lying in front of the hearth is a mangy ape-skin rug. To your right are two overstuffed chairs; one is covered in zebra skin, the other in leopard skin. Over the chairs are two velvet paintings of children with huge eyes. Against the left wall is a writing desk containing several books and writing instruments. Next to the desk is a glass-fronted wooden trophy case.

On top of the desk is a large ostrich-plume pen and a bottle of gold ink. An open book entitled *Dear Diary* has several pages missing. The remaining pages are blank. There are five additional books stacked on the desk between a pair of bookends shaped like mooseheads. The books are:

1. *Bad Food*, a cookbook of disgusting recipes complete with pictures.
2. *Decorating Dos and Don'ts*, a manual of decorating tips with all the "don'ts" underlined.
3. *Darn It All*, an autobiography of Darn filled with pictures of Darn from childhood to adulthood. In each picture, he is doing something naughty or perverse. The writing is indecipherable.
4. *Allergik de Magik*, a self-help book for those suffering from allergies to magic. The writing is indecipherable.
5. *Bad taste*, a picture book of cheap and trashy dress.

The glass case contains the following objects:

1. A gold trophy cup inscribed "World's Greatest Liar."
2. A crude picture of Darn with darts sticking out of it.
3. A little doll with a big belly and orange hair, labeled "Rub Me For Luck."
4. A mummified chicken foot.

After the party has spent some time examining the room and its contents, the characters hear loud grinding and creaking noises coming from above them. Looking up, they see a 10' x 10' steel cage descending on a rope from a hole in the ceiling.

As the steel cage comes to rest in front of you, you see that it contains a tall humanoid creature. The cage door begins to open.

Allow the characters one round to take whatever action they wish.

From out of the cage steps a person dressed in a chartreuse, wide-lapelled demon's cape shot through with violet and tangerine lightning bolts. Beneath his cape is a peach crushed velvet shirt with alternating canary and midnight-blue diagonal stripes. His wide-bottom camouflage trousers complement the rest of his ensemble. On his feet are silver shoes with 3" soles and 4" heels. The being's face has a set of dark spectacles which cannot hide his long, greasy black hair and his piercing red eyes. As he extends a pale hand, adorned with long black fingernails, he greets you with the words, "Welcome. I am Jujubee."

If the PCs are paying attention, they notice that Jujubee (AC -2; MV 12"; HD 8; hp 58; #AT 1; Dmg 2-12; AL Chaotic Tacky; SA spells; SD *aura of bad taste*) is sniffing and his eyes are watering, despite the allergy medicines he has taken. He is very allergic to any type of magic except "safe magic" which he has developed for his own personal use.

In combat, Jujubee attacks with his long, painted nails. He may also use each of the following spells (at the 15th level of ability) once per day: *magic missile*, *protection from good*, *read magic*, *detect magic*, *know alignment*, *scare*, *taunt*, and *shape change* (to any humanoid form). He continually radiates an *aura of bad taste* in a 20' radius, causing all creatures to fight at -1 because of the queasy feeling generated (no save).

Jujubee does not let on that he knows the reason for the group's visit, and he invites the PCs to enter his cage so that he can show them his "lab." A large blue lever inside the cage may be pushed up to make the cage rise or down to make it descend. If the characters attack Jujubee here, they should be able to operate the cage on their own.

4. The Lab

On the upper level is a 40' x 40' room. The ropes which operate the cage run through gears and pulleys mounted on the ceiling. There is an 8'-long wooden table against one side

of the room. Lying on the table is a human-shaped form covered by a sheet. The opposite wall of the room is lined with shelves filled with jars and bottles containing various powders, potions, and other slimy and gooey substances. There is a bed of nails against another wall with a shuttered window above it. Mounted on the remaining wall is an elephant's head with a gaudy flowered robe hanging from the truck. Below the head is a stand made from an elephant's foot containing a paisley-print umbrella.

Jujubee begins raving to the party about how he was unfairly treated by that "brute" Darn ever since he arrived in Heck. He whines about the fact that a creature of his delicate taste and upbringing was stuck away in this lowly spot instead of being placed in a high position in the palace where he belongs, telling the party that he is going to get his revenge by killing Darn and taking over Heck. He invites the party to uncover his great "masterpiece" on the table, the means he has devised for defeating Darn.

Lying on the table is an 8'-tall stone statue of a heavily muscled man. He is wearing stone shorts and oversized stone gloves. Carved on his chest is a red circle containing the likeness of Darn's face with a red slash through it.

Jujubee invites the party to examine his creation, pointing out the superb craftsmanship. While the characters are examining the statue and their attention is diverted, Jujubee attempts to retrieve a case (see below) from under his bed and use the scroll within to animate his statue. If the characters do not comply with his wishes or seem to be watching his movements, he attacks them outright, using every means at his disposal to render them unconscious but not to kill them. He needs them alive to "fuel" the statue.

If the group is fighting Jujubee, there is a 45% chance per round that his costume is cast in disarray, revealing a round yellow medallion hanging from a chain around his neck. The medallion, resembling a crude smiling face with its tongue hanging out, is labeled "The Tasteless One." If someone can grab the medallion, rolling a hit against AC 2, Jujubee immediately stops fighting, goes rigid, extends his arms and says,

"Yes, Master." He can then be commanded to do whatever the party wants, and he will reveal the location of his secret chest. If Jujubee is "killed," he is immediately *teleported* back to his home realm of Blazes, and the player characters will have to discover the location of the secret chest on their own.

Under the bed of nails is a small, pink ivory box carved with likenesses of mermaids and sea horses. Inside are a lead scroll case, a pair of rubber gloves, a few pages with scribbled notations, a brass key, and a jar of butterscotch candy. The pages, in Jujubee's own handwriting, were torn from the diary and hidden so the party would not read them. They read as follows:

That Darn thinks he's so hot. Won't he be surprised when I kill him and take over the Palace for myself. Of course, the first thing I must do is redecorate.

Finally finished my creation, which I call "Rocky." What a hunk. Look out Darn! Now I just need some "volunteers" to power it while my superior intellect provides the control.

Horrors! Darn has learned of my plans! My spies tell me that he is going to try to trick some "goody-goodies" from the upper world down here to try to defeat me. Fat chance!

Well, it looks like he found his suckers. Of course, he had to kidnap a harmless little dog to get them here. What a creep. He'll probably give them that old song-and-dance about giving them their freedom if they help him. Well, if they're that stupid, they'll be perfect for my plans.

The scroll case contains the *flesh to Rocky* spell (see page 38).

If the party examines the shelves of jars and bottles, they discover that one end is hinged and the entire works swings out, revealing a hidden door with a keyhole. If the brass key is inserted into the hole, the door opens into a 6' x 6' closet. Inside is an object that looks like a 3'-wide, large-mouthed metal pot mounted on two wheels. Next to this contraption is a cloth backpack. This device is Jujubee's means of transportation to Darn's palace. An engraved plate on the object reads "Li'l Sure Shot — Acme Catapult Co." On the backside of the object are a lever and a length of thick rope. A piece of paper tied to the rope reads: "Instructions: 1. Pull lever to cock. 2. Set angle. 3. Load. 4. Pull rope to fire."



Above one of the two wheels is a pointer and several numbers. The body of the device can be tilted to correspond to one of the numbers; however, Jujubee already has it set for the correct angle to Darn's palace. The device is spring-loaded, and once the lever is pulled back and something is loaded in the mouth, pulling the rope releases the spring, sending the object hurling into the air. The backpack contains a huge piece of silk cloth tied to the pack by sturdy strings — a parachute, quite useful in getting to the ground in one piece.

The characters now have a choice. They can exit with the amulet and let Darn *teleport* them back — or, they can animate the statue and hope that Darn brings them back. However, once Darn sees the statue, he will not bring the group back until the spell duration of *flesh to Rocky* is over. Although Darn cannot see into Jujubee's lair with his mirror, he would surely suspect something if he saw a stone statue strolling out the door.

The ideal solution for the characters is to open the window (which reveals Darn's palace in the distance), roll the cannon in front of it, quickly animate

the statue, don the backpack, climb inside, and pull the rope. There is only room inside the barrel for the statue. If the PCs try to make Jujubee go with them, he pretends to resist. If they include him in the spell anyway, he has a chance of gaining control of the statue through normal initiative checks. Once this occurs, his superior intellect and demonic status will prevent any further such checks, leaving him in control. He will then do as he pleases until the spell ends, at which time he will appear with his amulet on his person again (if it was lost).

A magic-user (or demon or devil) must read the *flesh to Rocky* spell to animate the statue. When he does, the characters find themselves lying on the table, inhabiting the body of the stone figure. Their entire physical and mental forms become part of the statue. One person, however, should be chosen to command the actions.

5. Return to Darn. If the party quickly animates the statue, climbs into the cannon, and pulls the rope, remembering to wear the parachute, the characters are shot out the window on a

Flesh to Rocky (Alteration)

Level: 8

Range: *Special*

Duration: 15 rounds

Area of Effect: *Special*

Components: V, S, M

Casting Time: 2 segments

Saving Throw: *None*

Explanation/Description: In order to use this spell, a statue of a 6'-tall humanoid must first be carved out of granite. The statue must then be sprinkled with a mixture of worm-root, wildroot, and beerroot, and decorative writings and drawings may be added to the statue as desired, without affecting its performance.

When the spell is cast, up to six intelligent creatures within a 20' radius of the statue (including the caster, if he or she so desires) have their bodies and spirits transferred into the body of the statue. The statue responds each round to the commands of any of the inhabitants with regards to movement, attacks, etc. (however, see below). If two or more conflicting commands are given, initiative among those giving the commands must be rolled (with all ties broken by rerolls) for control each round. When attacking with the statue, everyone involved rolls to hit with a +4 magical bonus. The highest roll is then used as the attack roll. If a successful attack is made, everyone rolls 1d6 for damage, and the results are added together to determine the amount of damage done by the statue's blow. The statue can attack only once per round, and it has a movement rate of 12".

After 15 rounds (or sooner, if the caster desires), the participants return to their normal forms, and the statue reverts to lifeless gravel. A new statue must be created for each subsequent use of this spell. The statue is AC 0 and can take 76 hp of damage before being destroyed. If the statue is destroyed while animated, everyone inhabiting the statue is killed. The statue's magic resistance is 65%. Any one of a number of spells or attack forms may damage the statue (*stone to flesh* makes the statue AC 10 permanently, for example, and *rock to mud*, if the magic resistance roll fails, destroys it). The statue has a saving throw against various other attack forms as per hard metal (see the *DMG*, page 80). Damage taken by the statue is not transferred to those who inhabit it, so everyone inside it may be reformed whole and well when the spell ends.

If a demon or devil casts this spell, he may control the animated statue with ease, without regard to the wishes of those trapped within, until the spell's duration ceases.

course to Palace Darn. The entire trip takes three rounds, leaving 12 rounds to defeat Darn. If the PCs choose to trust Darn and let him *teleport* them back to the palace, he is waiting inside with thousands of Little Devils (AC 6; MV 9"; HD 2; hp 10; #AT 1; Dmg 1-4 bite or 2-5 trident; AL Chaotic Pesty) who proceed to overwhelm the characters, capturing them and consigning them to an eternity in Heck as furnace-stokers and pin cushions.

As you begin the descent toward Palace Darn, your knapsack bursts open and a wide square of silk, tied to the pack, unfurls. As the wind catches the silk, you come in for a slow and gentle landing on the palace grounds. You see the ruler himself standing in front of the palace door, dressed in full armor made of bone and surrounded by a large group of 2'-tall Little Devils. As soon as you land, he strides over to you and demands the medallion, pointing his trident in your direction to emphasize his point.

In order to defeat Darn, the players should decide on the type of attack to be used (right punch, left jab, uppercut, etc.), with one person calling out the attack. If Darn is reduced to 5 hp or less, he is knocked out.

The *flesh to Rocky* spell lasts for 15 rounds. Once the duration of the spell has run out, the party members find themselves back in their own bodies, and the stone figure crumbles to the ground.

Darn's hit points can be raised or lowered as needed to make the fight more interesting. One way or the other, he should be KO'd before the tenth round. When this happens, all the Little Devils begin fighting among themselves for possession of his crown and trident. They pile on Darn's body and bite him, pull his hair, jab him with their little forks, and gibber madly.

Fluffy is located within Darn's palace in the kennel area. At the moment, she is not caged, as Darn planned on using her as a back-up in case of attack. If the PCs start to search the palace, the following takes place:

As you begin a search of the palace, you hear a low, unearthly growl behind you. Turning, you see a large, coal-black hound, hackles raised and muscles bunched, ready to spring in your direction. Its eyes burn a bright red, and saliva drips from its bare fangs. Before you can react, it leaps for your throats.

In mid-leap, the dog transforms into a small, fluffy white pup and lands harmlessly in the arms of one of the characters. This is Fluffy, freed from her curse by Darn's indisposition.

If the characters examine the *magical mirror*, particularly the control knobs, they find that by turning the one with the arrows pointing up and down, they can focus on the front yard of the mayor of Ealow. The PCs may stop the picture here and step through the screen with the dog. They may also take the amulet of Jujubee if they choose, but it has no power in the upper realm.

A Happy Ending

As if by magic, you find yourselves standing in front of the mayor's house in Ealow. The sun is shining, and the sound of chirping birds fills the air. As you watch in amazement, the hole in front of you seals itself up, and flowers spring up in its place. You hear happy cries of "Fluffy! Fluffy!" as a young blond girl with rosy cheeks bursts from the house and grabs the wiggling pup from your arms, snuggling it while it happily licks her face. As the mayor strides from the house to shake your hands, you hear the sounds of laughing and singing behind you as the townspeople come streaming back into the village.

After hearty congratulations and much praise from the villagers, you turn to leave, catching a glimpse of little dog Fluffy out of the corner of your eye. As the young girl turns to enter her house, the dog's eyes seem to burn bright red for a moment, and its snout twists into an evil grimace.

Shuddering, you blink and look again, but all you see is a normal dog happily licking its mistress's face. Just a trick of the light, you think. This has to be —

The End

(... or is it?)


WOK

5th-level Illusionist
Male Human

Strength:	14
Intelligence:	16
Wisdom:	12
Dexterity:	16
Constitution:	14
Charisma:	9
Comeliness:	6
Hit Points:	16
Armor Class:	8
Deity:	Succotash
Alignment:	Chaotic Neutral

Possessions: *wand of enemy detection, ring of swimming, flowing robe, leather sandals, rusty dagger, teakwood staff, 1 lb. radishes, rope belt, three cloth pouches, three flour sacks, flint and tinder, six candles, mustache wax, one gallon of apple cider in wineskin, 200 gp.*

Spells:

First level: *detect illusion, detect invisibility, read illusionist magic, gaze reflection*

Second level: *detect magic, magic mouth*

Third level: *non-detection*

Not much is known about the mysterious Wok, as when he does speak, it is usually in riddles. Wok tends to hold himself aloof from other members of the human race, believing everything he says and does to be of a most profound nature. He is extremely vain of his long, thin mustaches.


BIRDSEYE

5th-level Druid
Male Human

Strength:	15
Intelligence:	14
Wisdom:	14
Dexterity:	15
Constitution:	13
Charisma:	18
Comeliness:	17
Hit Points:	33
Armor Class:	6
Deity:	Succotash
Alignment:	Neutral

Possessions: *ring of warmth, alchemy jug, light blue cloak and hood, leather moccasins, leather armor, rosewood shield, polished hammer, big stick, sling and 10 pretty stones, garland of flowers, bunch of carrots, one gallon of spring water in skin, six homemade torches, two small pouches of seasoning, 120' rope, 160 gp.*

Spells:

First level: *predict weather, purify water, speak with animals, locate animals, faerie fire, shillelagh*

Second level: *locate plants, create water, goodberry*

Third level: *water breathing, tree*

Birdseye is a very happy-go-lucky fellow. He loves nothing better than to frolic in the woods among the flowers and birds, most of whom he knows by name. Possessed of impeccable manners, he always respects his elders and washes his hands before eating.


FONDUE

6th-level Magic-User
Male Human

Strength:	10
Intelligence:	17
Wisdom:	11
Dexterity:	16
Constitution:	15
Charisma:	7
Comeliness:	8
Hit Points:	22
Armor Class:	8
Deity:	Succotash
Alignment:	Chaotic Good

Possessions: *ring of water walking, boots of speed, ill-fitting clothes, threadbare robe, three pairs socks, string (on finger), knurled staff, head of lettuce, pots and pans, empty water skin, six mismatched daggers, three large motheaten sacks, pen, ink, parchment, 190 gp.*

Spells:

First level: *comprehend languages, detect magic, identify, message*

Second level: *fool's gold, detect evil*

Third level: *dispel magic, tongues*

While Fondue has an excellent memory in regard to spells, he has a hard time remembering anything else. He has yet to tell a joke all the way to the punchline, and if he manages to wear matching socks, it's by accident. He tries to be one of the guys . . . sometimes too hard.


OKRA

5th-level Cleric
Female Human

Strength: 16
Intelligence: 12
Wisdom: 18
Dexterity: 14
Constitution: 16
Charisma: 17
Comeliness: 13

Hit Points: 41
Armor Class: 4
Deity: Succotash
Alignment: Lawful Good

Possessions: *potion of dragon control, cloak of the manta ray, nice chain mail, good shield, marvelous mace, cute staff, neat holy symbol, five vials of fine holy water, nifty lantern, five vials swell oil, great backpack, sharp outfit of clothing, two week's tasty food, 160 gp.*

Spells:

First level: *bless, ceremony, create water, purify food and drink, penetrate disguise*

Second level: *speak with animals, know alignment, enthrall, holy symbol, messenger*

Third level: *create food and water, speak with dead*

Although not many realize it, Okra used to be one of the infamous Muskrat Sisters, a group of women who plied their trade on rafts in the Wet River. Although now totally reformed since joining the Church of Succotash, she sometimes inadvertently slips into some of her old habits and speech patterns.


KOHLRABI

5th-level Cleric
Female Human

Strength: 10
Intelligence: 15
Wisdom: 17
Dexterity: 13
Constitution: 10
Charisma: 5
Comeliness: 6

Hit Points: 33
Armor Class: 4
Deity: Succotash
Alignment: Lawful Good

Possessions: *potion of diminution, potion of sweet water, functional chain mail, sensible shield, useful hammer, proper holy symbol, five vials tasteful holy water, clean bandages, outdated backpack, polished silver mirror, a week's nutritious food, practical clothing, 90 gp.*

Spells:

First level: *create water, resist cold, remove fear, detect evil, detect magic*

Second level: *withdraw, snake charm, detect life, holy symbol, speak with animals*

Third level: *feign death, speak with dead*

Prim and proper Kohlrabi believes that the church officials should be more selective in whom they admit into their ranks. She is very tight-lipped, frugal, and always wears sensible shoes.


KUMQUAT

3rd-level Magic-User
Male Human

Strength: 10
Intelligence: 15
Wisdom: 10
Dexterity: 14
Constitution: 13
Charisma: 7
Comeliness: 7

Hit Points: 10
Armor Class: 10
Deity: Succotash
Alignment: Chaotic Good

Possessions: *wand of magic detection, ever-smoking bottle, hand-me-down clothes, bathrobe with name stitched on back, slingshot, 20 clay marbles, six peach pits, 1 oz. chewing rubber, home-made painted wand, five kitchen knives, three gunny sacks, one dead worm, 49 gp.*

Spells:

First level: *find familiar, write*
Second level: *stinking cloud*

While not an official party member, Kumquat was able to join the group as a result of a marathon session of pleading, begging, and whining to his big brother, Fondue. Kumquat is not really a bad kid, but he does have a tendency to get underfoot at times, and his desire to imitate his big brother has gotten him into trouble more than once.